



Tasmanian State Championship Hobart's Funnies

17th & 18th July 2010
Mercure Hotel Hobart

SUMMARY

This is a 2nd Edition Flames of War Tournament for the Mid War period. You may spend up to, but no more than, 1,500 points on your army. Players will fight five battles over the two days.

All measurements over the course of the weekend will be made in metric.

All armies **must** fulfil the standard requirements as presented in their intelligence Briefing:

VALID ARMY LISTS

- All armies must use an Intelligence Briefing that is currently in print and has been released in Australia or a PDF document listed as official on the Battlefront Miniatures website prior to 1st July 2010. (If in doubt, please ask)
- You may include up to one Warrior team specifically allowed by your Intelligence Briefing.

All models used must be painted 15mm figures of the appropriate type for the troops they represent. Only fully painted armies will be allowed to compete. Players who turn up with unpainted models in their army, will, at the judge's discretion, be immediately disqualified.

Models should also be appropriately based. Weapons, armour options and upgrades chosen from the army list must be shown on the models in a unit. See notes under "Army appearance".

You must hand in a legible copy of your army roster to Area 52 no later than 1st of July 2010. Just be sure that the roster is clear and legible, includes the Intelligence Briefing and page number, all of the models in you're army, their points value, the points value of any equipment. In addition you can provide up to one page on the background or theme of your army.

PART 1 – BACKGROUND INFORMATION

Tickets

Tickets go on sale at 12 noon on Tuesday 18th of May 2010.

Day Player Registration - \$60.00

Includes entry to the tournament.

There will be no catering this year.

The venue

The Mercure Hotel is a 4 ½ star hotel located at 156 Bathurst Street only a few minutes walk from the Elizabeth Street mall. Guests at the hotel have access to secure off-street parking. Visitors are advised to use the Hobart City Council car parks at Centrepoint or Melville Street. Drinks and snacks will be available from the bar all day at additional cost.

Part 2 THE RULES OF ENGAGEMENT

What to bring

- A printout of this player pack
- You're fully painted army
- Tape measure with metric units
- Dice
- Artillery templates
- The Intelligence Briefing you're using, the More Again Lessons From The Front FAQ document.
- Flames of War 2nd Ed Rulebook
- 3 appropriately based objectives
- Multiple copies of your army list for your opponent's perusal or just in case you lose things easily.
- You might also want to bring glue and other repair materials in case of accidents.
- A good attitude towards other gamers and the organizers.

Judging

The formal tournament judges will be provided by Area 52. There will also be a number of 'floor judges' on the day. These are experienced players who will be able to give you a word of advice on how to interpret a particular rule. However, these floor judges will not be allowed to adjudicate on a game that they are playing in, and will always defer to the formal judge.

Please keep in mind that at this level of competition, it is expected of all players that they know both the rules and their armies well enough to not have to ask for adjudication. We strongly recommend the d6 rule when undecided about a particular situation.

The draw

The draw for the first round of the tournament will be random, except where a Grudge Match has been organized as explained below. After that, players will be matched against players with a similar Generalship score – also known as the "Swiss chess" system. The only exception to this rule will be to avoid two players playing each other twice. The Flames of War tournament system attempts to, within the limits of the Swiss chess system, pair players with historically appropriate opponents. In the event that you find yourself facing an historical ally, please consider the battle as a "training exercise".

Grudge matches

Two players can arrange to play each other in the first round of the tournament by declaring a Grudge Match. Both players must agree to this, and notify the organizers by 1st July 2010.

All players not involved in such matches will have their opponents randomly determined. All subsequent rounds will be drawn using the method described above.

Pre-game procedure

In order to make this event as enjoyable and relaxed as possible for all players, we expect everybody to follow this procedure before each of their games.

1. Once you have found your opponent and table, exchange army lists so you are both aware of each other's armies.
2. At this point in time we expect people to mark down on their "Peer Judging Form" what they think of their opponent's army and have them ready for one of the organisers to collect shortly.
3. If at any time during the game your opponent asks to see your army list, Intelligence Briefing or an army-specific rule, promptly and politely show it to them.
4. Before deployment, discuss the terrain and agree on the effect of each piece of terrain on game play – particularly with regards to movement.
5. When deploying each unit/character/vehicle, clearly state what it is and it's main attributes to ensure that there is no confusion, particularly if the model or unit is a conversion or unusual in some other way.
6. Before the game begins, shake hands and wish your opponent luck.

PART 3 - SCORING

The winner of the Tournament will be the player who scores the most points in the 3 categories described below. The points scored in each category will be added together, and the player with the highest total will be the winner. In the case of a tie, the winner will be the player who scored the most points in the Generalship category. If still tied, the prize will be awarded to the player who has scored the most Gamesmanship points.

Scoring

A well-balanced tournament scoring system encourages gamers to have fun and explore all aspects of the hobby, from gaming and painting to a little historical research. A gamer's score is based on three factors:

Generalship 60 percent

Historical Army 20 percent

Sporting Play 20 percent

Player Voting

Rather than rely entirely on the umpire to score players, the Tournament system allows players to pick their choice of the best historical army and the most sporting player as well.

Historical Army Vote

Each player votes for the best army during the Dress Parade. Name tags for armies and voting forms will be provided for each player for this.

Most Sporting Player Vote

At the end of the tournament each player gets the opportunity to vote for the most sporting player that they faced in the tournament.

Generalship (60 Percent)

The biggest single block of points is allocated for the player's generalship, their performance as a tabletop general. Each game has seven Victory Points allocated between the players, with the winner scoring a maximum of six and the loser a minimum of 1 point.

This tournament will be scored using a combination of both Victory Points and the number of games won together to give the player's overall generalship score.

Killing Rommel

Some special circumstances (such as getting *Generalfeldmarschall* Rommel killed) allow players to get a score of zero or seven Victory Points. The system allows you to enter these extreme results when necessary.

Draws in Fair Fight Missions

In some missions like Free-for-all and Encounter it is possible for neither side to win the game before the time limit for the game expires. In these cases use the Fair Fight rules on page 198 of the rulebook to resolve the outcome. In essence this means that both sides calculate their Victory Points as if the other player had won the game—both sides lose! Both players will end up with between one Victory Point (failed to destroy any enemy platoons) and three Victory Points (destroyed two or more enemy platoons). As you can see, it is better to go down fighting and take some enemy with you, even if you lose in doing so, than sitting back and doing nothing (which will only get you one Victory Point). Other missions cannot have a drawn result. If the attacker does not achieve their victory conditions, then the defender wins.

Sporting Play (20 Percent)

Perhaps the most important part of the scoring is the sporting play section. Giving points for good behavior discourages the win-at-all-costs approach and helps make sure that everyone has a pleasant time. There's no point in winning on the battlefield if you lose the tournament by being unpleasant to your opponents. A gamer is scored by the people they play against in two ways.

Round-by-round Scores 14 percent

Player Votes 6 percent

a) Round-by-round Scores (14 Percent)

The first part of this is the points awarded by every player to their opponent after each game. The players can award their opponent 1, 4, or 5 points depending on the degree of sporting play they displayed. The

system uses 1, 4 and 5 as the sporting play ratings because most players are good sports. By allowing a choice between 4 or 5 points for a sporting player, you allow their opponent to rate them as good or excellent. The rating of 1 is only for really unsporting players.

Umpires should check all ratings of 1 assigned by players to make sure that they are genuine cases of unsporting play, and not deliberate attempts by an unsporting opponent to sabotage the player.

b) Player Votes (6 Percent)

At the end of the tournament, every player votes for the opponent they played against that was the most sporting and most enjoyable to play with. The number of votes are then totalled and points allocated based on the number of votes each player received, with the player with the most votes getting 100% of the possible score in this category.

Historical Army (20 Percent)

A gamer is scored by both the umpire and the other players for the historical and modelling quality of their force.

Force List 5 percent

Presentation 5 percent

Painting 5 percent

Player Votes 5 percent

a) Force List (5 Percent)

A player can earn five points when submitting their force list before the tournament:

Name

On Time

Formation Identified

Battle Identified

Platoons Identified

Name: A player gets this point if their force list has the player's name on it. It's amazing how many players omit this essential piece of information!

On Time: A player gets this point if they submitted a legal force list on time. This makes the organiser's job so much easier.

Formation and Battle Identified: A player gets these two points by identifying division, brigade, or other formation it represents and the battle that it fought at. This does not need to be detailed. Simply stating that this force is from the 3rd Armoured Division during Operation Cobra in July 1944 is enough to get these two points.

Platoons Identified: A player gets this point as a bonus if they provide more detail about the identity of their force, for example by identifying the company that they are fielding and the source of the supporting platoons, e.g. the Tank Company is George Company, 32nd Armoured Regiment, and the Armored Rifle Platoon is 1st Platoon, Charlie Company, 36th Armored Infantry Battalion, etc.

b) Presentation (5 Percent)

A player can earn five points in the Dress Parade as follows:

Uniformly Painted

Strong Visual Theme

Markings on Vehicles

Platoon Commanders Identifiable

Background

Uniformly Painted: A player gets this point for having their force painted in a uniform style to a uniform standard. It doesn't matter whether they are works of art or simply workman-like. What is important is that they look like they belong together.

Strong Visual Theme: A player gets this point for going a step further with their force and giving them a strong visual theme. This could be something as simple as having them all camouflaged and based in the same style and all bearing the same style of markings. On the other hand, talented players could go to town on this.

Markings on Vehicles: A player gets this point if all of their vehicles bear appropriate markings. This is about attractively presented models, not rivet-counting. It doesn't matter if the markings are not perfectly historical, as long as they are generally appropriate.

Platoon Commanders Identifiable: A player gets this point if all of their platoon command teams are identifiable. This will not generally be a problem for infantry and gun platoons. Tank and transport platoons should have the platoon commander's vehicle readily identifiable either through markings or through the way they are modelled (e.g. having different commanders for instance). Don't forget that weapons and supporting platoons like anti-aircraft tanks and selfpropelled guns need identifiable commanders too!

Background: A player gets this bonus point for having an interesting historical background for their force. This allows other players to appreciate the historical role of the force.

c) Painting Quality (5 Percent)

A well-painted army is much more enjoyable to field and to face than undercoated or unpainted figures. This item scores the general standard of painting of the individual teams making up the force and the overall effect of the army together. During the Dress Parade the umpire will score each force from 1 to 5 based on the standard and uniformity of painting and modelling displayed.

1 - Unpainted army.

2 - Poorly painted or just undercoated.

3 - Good basic painting, faces, hands, boots and guns!

4 - Well-painted force with added details, accurate colours and scenic basing!

5 - Every model is a masterpiece.

d) Player Votes (5 Percent)

In addition to the umpire's assessment, players will score points from the votes of other players during the Dress Parade.

Programme

The following timetable will be STRICTLY adhered to. Players who are more than 15 minutes late for the official start any round, no matter how good the reason, will forfeit that game. Their opponent will play one of the official bye-busters, and that the results of that game will contribute to their overall score. Players who forfeit two games in this manner will be disqualified from the tournament. Games that do not finish within the 2 ½ hours allowed will be stopped by the judge.

Saturday 17 July

8: 00 – 9:00 Registration

9:00 – 12:00 Game 1

12:00 – 12:30 Lunch

12:30 – 15:00 Game 2

15:00 – 15:30 Afternoon tea

15:30 – 18:00 Game 3

Sunday 18 July

8: 00 – 9:00 Army Display (for Player Choice Awards)

9:00 – 12:00 Game 4

12:00 – 12:30 Lunch

12:30 – 15:00 Game 5

15:00 – 15:30 Afternoon tea/Presentation

15:30 – 16:30 Prize Presentation and Close

FINALLY - THINGS TO REMEMBER

1. Army lists must be submitted to Area 52 by **30 June**. Penalties will apply to late lists!
2. Make sure to bring this rule pack with you on the day.
3. Don't forget your Army!
4. It is only a game of toy soldiers. Relax and have fun!