

# **Area 52 Flames of War Tournament: August 2006**

**Date:** Sunday August 6 and Sunday August 13 2006.

**Time:** 11:00 am start.

**Format:** 1,500 point Mid War tournament over four rounds.

**Entry Fee:** \$10.00

**Details:**

This is the first Area 52 Flames of War tournament to use the 2<sup>nd</sup> edition rules.

The event is open to players with 1,500 point, painted, mid war armies chosen from either the Afrika or Ostfront Intelligence Handbooks and following any and all rules for the specific army.

**Registration begins at 12 noon on  
Thursday 20 July 2006.**

## **Programme**

The following timetable will be STRICTLY adhered to. Games that do not finish within the 2 hours allocated will be stopped by the judge.

### **Timetable for the Tournament will be as follows:**

<b>Time</b>	<b>6/8/2006</b>	<b>13/8/2006</b>
11:00	First round draw announced.	Third round draw announced.
11:10	First round begins. Scenario: Encounter. P157	Third round begins. Scenario: Hold the line. P158
13:10	Lunch break, judging period.	Lunch break, judging period.
14:00	Second round draw announced.	Fourth round draw announced.
14:10	Second round begins. Scenario: Breakthrough. P160	Fourth round begins. Scenario: Roadblock. P162
16:10	Second round ends.	Fourth round ends.
16:30		Prize presentation.

## **Army Roster**

You must hand in a copy of your army roster to Area 52 no later than 4 August 2006. Please ensure that the roster is clear and legible, includes all of the models in your army, their point value, the points value of any extra equipment. In addition you may provide up to one page on the background of your army.

## **What to bring**

You should have a copy of your force roster, the 2<sup>nd</sup> edition rulebook (And since Battlefront were giving it away, there are no excuses for not having it), your Intelligence Handbook and your army.

## **The Draw**

The draw for the first round of the tournament will be random. 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 also attempts to match players from different clubs and with historically opposed forces wherever possible.

## **Judging Period**

There is a half hour Judging Period scheduled after the first round to allow for army appearance judging. Competitors will be required to leave their armies on display in the Battle Bunker during this time. The Bunker door will be locked for the duration of the judging period and players should feel free to use the time to have lunch.

## **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. If at any time during the game your opponent asks to see your army list or an army-specific rule, promptly and politely show it to them.
3. Before deployment, discuss the terrain and agree on the effect of each piece of terrain on game play – particularly with regards to movement and line of sight.
4. When deploying each unit, clearly state what it is and its main attributes to ensure that there is no confusion, particularly if the model or unit is conversion or unusual in some other way.
5. Before the game begins, shake hands and wish your opponent luck.