

Will this year be different?

Hi, I'm Richard Walker, last years Best General (i.e. 4th), I've stepped in as your new dedicated umpire and organiser. So to create a difference from previous years, I thought to have a slight change of direction to the normal organization.

First, to set a theme to link in with the 6th of June date by going late war western front in Normandy, but not a beach invasion.

Second, to reduce the normal points helping with time constraints, and to preset the missions, thus helping with the reduced points choices when constructing your army list.

And lastly, use with thanks to Hammy, his Corralry victory points system.

What missions are we playing?

I hope to create some sort of continuity / mini-campaign style to represent the operations of June (fight from the beaches), July (breaking out) and then August (exploitation phase). I.e., Normandy 1944 in a basic way, using three attack/defence missions as per the above schedule.

Army Lists

Please submit your army-list to richard224@btinternet.com by 29th May 2010 for checking. Armies & rules from Fortress Europe (no Italy options or looted Russian built tanks), D-1, Omaha, D-Day, Villiers-Bocage, Monty's Meatgrinder & Cobra & Normandy specific Battlefront pdfs are allowed – if in any doubt please check with me. Note if a pdf is used please submit a copy of the pdf with the list.

Schedule

Sunday

09:30 to 10:00 **Registration**, please try to arrive as promptly as possible so as not to delay the start time

10:00 to 12:30 **Round 1 – No Retreat (modified Hold the line)**

12:30 to 13:30 **Lunch Break**

13:30 to 16:00 **Round 2 – Breakthrough**

16:00 to 16:30 **Break**

16:30 to 19:00 **Round 3 – Fighting Withdrawal**

19:30 **Final scores and Presentation.**

Is it Axis vs Allies?

I would like it to be axis v allies, as it's a good way to play the game.

If we cannot make it an Axis vs. Allies event, then we will pre-draw the first round so that as many games as possible are Axis vs. Allies (also with you army lists please let me know who are your fellow club mates are, so I can avoid these match ups in the first round). Round two will be Swiss Chess with as many games as possible Axis v Allies, for example the highest placed Axis player will play the highest placed Allied player, etc. For Round 3 we will revert to basic Swiss Chess system where you may play a player of either Axis or Allies with a similar score to yours.

Terrain

FWO is best played with plenty of terrain on the table. We are limiting entry to 28 players, so there are 14 tables to provide for. I shall be doing my best to improve on previous years. Note there will be two 4 by 4 Bocage tables as per D-Day book (details also on battle front web site:-

<http://www.flamesofwar.com/Portals/0/Documents/D-Day-Bocage-Rules.pdf>). If you or your club can provide some Normandy terrain please let me know in advance richard224@btinternet.com as special arrangements with event security are required to get in early to set up.

Clarifications

1. Please take some time to read "More Lessons from the Front." This is downloadable from the Battlefront website.
2. If you have a rules query, please check in the relevant rule book before consulting the umpire.

3. You may use the published Warriors teams at this event, but please ensure you are familiar with their rules and that you have a photocopy of the rules for these teams for your opponent to refer to during the game.
4. What format should I submit my list? – We can accept via post, or in any of the following electronic formats: Word Document, PDF file, Excel Spreadsheet.

Late Arrivals

We have a tight schedule, so please have regard for your opponent and arrive before time. The following draconian rules will be in force for the event, please don't make me use them:-

1. If you are up to ten minutes late, apologise to your opponent and get on with the game.
2. If you are between ten and twenty minutes late you start the game as if you had already lost a platoon for all game and scoring purposes – for instance if you are running an army based on four platoons and you subsequently lose two of your fighting platoons it would count as three platoons lost and two available to fight and therefore force a company motivation check. Also when working out the game score this counts as an additional platoon lost, so if you achieved your objective without losing any of the platoons in your force this would not count as a 6:1 but rather a 5:2 as your lateness forfeited you a platoon. When working out the tournament score, this also counts as a platoon lost.
3. If you are between 20 and 30 minutes late then you count as starting the game with two platoons already lost as above.
4. If you are more than 30 minutes late your opponent has the choice of taking a 20-0 massacre from you, or allowing the game to be played, but with your force counting as starting with three platoons already destroyed.

Before Starting Your Game

Take a minute to run through your army with your opponent, checking that they are aware of any special rules that apply to your force. Also agree on the effects of any terrain on the table you are about to play on before you start the game. If you have units in Reserve or Ambush declare to your opponent what they are.

Umpire

1. If you require the assistance of a referee during your games, please seek me (Richard) out.
2. Before you raise a query, please check what it reads in the Flames of War Rule Book, relevant Briefing or the Lessons from the Front download.

Trophies and Prizes

The following trophies and prizes will be awarded for this event:

1st Place Overall, 2nd Place Overall, 3rd Place Overall & Wooden Spoon for last place

Scoring – Or how do I win the Tournament?

Tournament scores are based on mission victory points only, using Hammy's Corralry system. Note, the possibility of a drawn result, so it is important for *both* players to keep the game moving

If the game is won then the **Winner** scores the FOW score for the game (6, 5 or 4) multiplied by 3 (ie 18, 15 or 12) plus:-

Either

- +1 for Attacker who wins and destroys at least one third of the defenders platoons (in army list)
- +1 for Defender who wins and none of the objectives were contested at the end of the game.

OR

- +2 Winner breaks the enemy force.

Giving the winner a score from 12 to 20.

The Loser scores 21 minus the winners score.

Giving the loser a score from 1 to 9.

If the game is a **Draw** (*i.e. game ends on turn 5 or before, when time is called*) each player scores the FOW score as fair fight (3, 2 or 1) multiplied by 3 (ie 9, 6 or 3) plus:-

- +1 if two objectives on the enemy side of the table are held/contested at the end of the game.
- 1 if none of the objectives on the enemy side of the table are held/contested at games end.

Giving both players scores from 2 to 10

The following chart shows reflects the above information:

Game is won**Attacker wins or Fair Fight win**

<i>FoW score</i>	<i>Additional condition</i>	<i>21-0 score</i>
7-0		21-0
6-1	enemy force broken	20-1
6-1	1/3 enemy platoons destroyed	19-2
6-1		18-3
5-2	enemy force broken	17-4
5-2	1/3 enemy platoons destroyed	16-5
5-2		15-6
4-3	enemy force broken	14-7
4-3	1/3 enemy platoons destroyed	13-8
4-3		12-9

Defender wins

<i>FoW score</i>	<i>Additional condition</i>	<i>21-0 score</i>
7-0		21-0
6-1	attacking force broken	20-1
6-1	no objectives contested at end of game	19-2
6-1		18-3
5-2	attacking force broken	17-4
5-2	no objectives contested at end of game	16-5
5-2		15-6
4-3	attacking force broken	14-7
4-3	no objectives contested at end of game	13-8
4-3		12-9

Incomplete Fair fight**Enemy platoons**

<i>destroyed</i>	<i>Additional condition</i>	<i>21-0 score</i>
3	2 enemy objectives contested	10
3	1 enemy objective contested,(or none on table)	9
3	0 enemy objectives contested	8
2	2 enemy objectives contested	7
2	1 enemy objective contested,(or none on table)	6
2	0 enemy objectives contested	5
1	2 enemy objectives contested	4
1	1 enemy objective contested ,(or none on table)	3
1	0 enemy objectives contested	2

Any Problems?

If you have found any problems within this rule sheet, please contact me at richard224@btinternet.com and provide me with details, so that I can update this sheet.

A Few Words of Wisdom?

Remember the event is meant to be an enjoyable experience for you as a player, your fellow players and your opponents. Make the effort to allow your opponent to enjoy the game against you. Enjoy yourselves!

Thanks
Richard