

# Derby Worlds 2<sup>nd</sup>/3<sup>rd</sup> October 2010

## Flames of War Rule Pack

### Army Lists

Please submit your army-list and background to [g-chambers1@sky.com](mailto:g-chambers1@sky.com) by **8 p.m. Friday 10<sup>th</sup> September 2010** for checking.

Armies from "North Afrika" or "Eastern Front" or any Official V2.0 mid-war lists from the Battlefront web-site are allowed – if in any doubt please check.

Armies are to be Mid-War and 1500pts.

### Schedule

#### Saturday

08:45 to 09:15 Registration, please try to arrive as promptly as possible so as not to delay the start time

09:30 to 12:00 **Round 1**

12:00 to 12:45 **Lunch Break**

Please leave your army "displayed" over lunchtime for the painting judging to take place. Please ensure your army is clearly marked with your name.

12:45 to 15:15 **Round 2**

15:30 to 18:00 **Round 3**

#### Sunday

09:30 to 12:00 **Round 4**

12:00 to 13:00 **Lunch Break**

Please leave your army "displayed" over lunchtime for the painting judging to take place. Please ensure your army is clearly marked with your name.

13:00 to 15:30 **Round 5**

15:30 to 16.30 Tally up the final scores and then the presentations.

### What mission are we playing?

There will be six missions used, and they will be:

1. Free-For-All, 2. Encounter, 3. No Retreat (Enclosed with this rulespack and also available by PDF download here: <http://www.flamesofwar.com/Portals/0/Documents/Scenarios/Missions/No-Retreat-Mission.pdf>),
4. Fighting Withdrawal, 5. Breakthrough, 6. The Cauldron.

At the start of rounds 1, 2, 4 & 5 a random mission will be drawn from the hat for all the competitors to play. If any mission card is drawn out twice over the weekend then it will be subsequently discarded from the draw. Also, if a mission is drawn out twice in a row, it will be discarded and re-drawn.

**Round 3 will not be drawn, but, on the roll of a dice, and will be either "Encounter" or "Free-For-All"**. So as to avoid any over-run, the timing will be strictly adhered to!, however, this mission could still be drawn and played in another round in accordance with the above.

### Is it Axis vs Allies?

We would like it to be as it's a great way to play the game.

To try and aid in this, it would be helpful if entries could be sent "as pairs". **NB**, This does not mean you send one entry form for 2 of you. Please send entries as normal – However, when you send in your army lists you should include details of who you have "paired up with". (See Template Army list Header on page 4 of this rulespack.)

E.g. You may want to take your Brits – do you know someone else who is going, who is taking Germans? If so, please "pair-up". If you don't know anyone who is going, there will be a page on "The Warhammer Forum", to find other players coming to the tournament so that you can "pair-up".

If you can't get a pairing, don't worry, just send in your list as normal and mark the template as "No Pairing".

But, it may still be quite difficult to call, as until we get all the armies in (*don't forget Friday 10<sup>th</sup> September 2010*) we will not know if it is even numbers for the protagonists. If we cannot make it an Axis vs. Allies event then we will pre-draw the first two rounds so that as many games as possible are Axis vs. Allies and from Round 3 we will revert to basic Swiss Chess system. If there are an even number of Axis & Allies then Rounds 1 & 2 will be pre drawn then we will go to an Axis vs. Allies Swiss Chess system where the competitors are drawn from each list. For example the highest placed Axis player will play the highest placed Allied player, etc.

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### Terrain

Flames of War is best played with plenty of terrain on the table. We can only provide 3 or 4 tables worth of terrain, **so, when sending your army list, please advise if you can bring terrain, and I will reply to let you know if you need to bring it or not.**

### Clarifications

1. Please take some time to read "Lessons from the Front." This is downloadable from the Battlefront website. The current one is at: <http://www.flamesofwar.com/Portals/0/Documents/Rules/Errata/More-Lessons-From-The-Front.pdf>
2. Pre-measuring is allowed in Flames of War.
3. If you have a rules query, please check in the relevant rule book before consulting the umpire.
4. 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.
5. What format should I submit my list? – We can accept via post, or in any of the following electronic formats: **Text file, Word Document (Save as 2003 Version please!), Rich Text format, PDF file, Excel Spreadsheet (Save as 2003 Version please!), HTML**

### Scoring – Or how do I win the Tournament?

A gamers score in the tournament is based on three factors:

1. *Historical Army 48 points*
2. *Generalship 160pts points*
3. *Sporting Play 48pts points*

For a total tournament score ranging from a minimum of 0 points to a maximum of 256 points.

#### 1. Historical Army (48 points)

A gamer is scored by the umpire out of 48 points for the historical quality of their force.

- a) Background & List 12 points
- b) Painting 24 points
- c) Uniformity 12 points

##### a) Background (12 points)

The background doesn't need to be long, technical or academic. A one-page story telling how the force came to be the way it is with a photograph is just as good, if not better. Ideally, gamers will use their background to personalise their force and introduce it to other gamers and set the army in a period of history. Please try and keep it to a maximum of a page or two, unfortunately, the umpires don't get a chance to read much more than that.

- a) 0 – List not submitted on time (*Saturday 23<sup>rd</sup> September 2006*)
- b) 6 – Correct list submitted on time, but no additional background material to support it.
- c) 9 - Correct list submitted on time with some background information.
  
- d) 12 – Correct list submitted on time with good historical background information with maps or photographs that brings the force to life.

##### b) Painting (24 points)

A well-painted army is much more enjoyable to field and to face than undercoated or unpainted figures.

- a) 0 - Unpainted army.
- b) 3 - Poorly painted with many models unfinished.
  
- c) 15 – Painted, but lacks detail
- d) 18 - Good basic painting, including faces, hands, boots and guns
- e) 21 - Well-painted force with added details including, but not limited to stowage, unit markings, aerials, accurate colours and scenic basing.
- f) 24 – As above, but with that certain WOW factor also involved

##### c) Uniformity (12 points)

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Even if the paint job is only average, an army always looks better if all of the troops look like they belong together. If you painted your entire force in the same style then there is no reason that you cannot score maximum points in this category. We will use some judgment and leeway for forces comprising entirely of vehicles as there is no requirement to base these.

- a) 0 – Un-based or Unpainted.
- b) 4 - Several different styles in the army, all painted and based, but no coherency.
- c) 8 - Similar style across the whole army maybe a unit or two look out of place and not part of the force.
- d) 12 - Whole army fits well together and looks like a coherent fighting force.

### **2. Generalship (160 points)**

The biggest single block of points is allocated for the player's generalship, their performance as a tabletop general. Each game has 32 points allocated between the two players.

Work out who is the winner of the game, this is the player who has fulfilled their mission objectives, or who has broken the enemy force consult the victory points table for the mission.

- If the winning player scores 7-0 (this is only included for completeness, it's a very rare situation, you would have to be fighting against a "Desert Fox" force using Rommel, kill Rommel, and not loose anything yourself) then the winner scores 32 tournament points.
- If the winner claims a 6-1 victory then they score 28 tournament points, plus or minus 1pt per the difference in the number of platoons destroyed to a maximum of 32 points or a minimum of 25 points.
- If the winner claims a 5-2 victory then they score 24 tournament points, plus or minus 1pt per the difference in the number of platoons destroyed to a maximum of 28 points or a minimum of 21 points
- If the winner claims a 4-3 victory then they score 20 tournament points, plus or minus 1pt per the difference in the number of platoons destroyed to a maximum of 24 points or a minimum of 17 points
- If the game ends in a draw, then the winner is the player who has destroyed the most enemy platoons, he scores 16 tournament points plus 1pt per the difference in platoons destroyed to a maximum of 18 tournament points or a minimum of 14 points.

The loser (or in the case of a draw the player who killed the least platoons) gets 32-winners score tournament points. Both players score *must* add up to 32.

#### Examples:

Uncle Sam plays Tommy Atkins at the end of the game Tommy has won the mission having lost one platoon of his own and having destroyed three platoons from Sams' force. Because Tommy has won and only lost one platoon it is a 5-2 victory so Tommy gets a basic 24 tournament points plus an extra two bonus points for having killed two more platoons for a total of 26 tournament points. Uncle Sam gets 6 tournament points (32-26=6).

Ivan plays Heinrich and at the end of a hard fought game Ivan has broken Heinrichs' force, killing two platoons but has lost four of his own platoons. This is worked out as a 4-3 victory for Ivan as he won the game but lost a lot of platoons, Ivan gets a basic 20 tournament points, but loses two points for the difference in platoon losses for a total of 18 points. Heinrich scores 14 tournament points (32-18=14).

In the event of a player getting a bye, they will get 26 tournament points or their average score so far if this is higher.

#### Don't forget:

**In all missions without the "Fair Fight" special rule (No Retreat, Fighting Withdrawal, Breakthrough, Cauldron), a defender can possibly waste time and play out for a draw. If a game in one of these missions ends before six complete turns have been played then the defenders winning margin is worked out on the 4-3 basis (that is they will score between 17 and 24 tournament points only). If seven or more turns have been played then work out the victory conditions as normal with the defender counting as the winner.**

#### Evening Up Turns:

To try and prevent the problem of a game "timing-out" when players have had an uneven number of turns (but bearing in mind the fair fight rule above), players will be warned when there is 25 minutes left, and will then again be warned when there are only 15 minutes left until the end of the round. This time should **ONLY** be used to "even-up" the number of turns each person has played. So, if this call is made as you are about to finish your 8<sup>th</sup> turns each, another turn should only be started if both players are in agreement, as this may result in an odd number of turns each. If one player has

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nearly finished their 7<sup>th</sup> turn, and the other player has only had 6 turns, his time should be used to complete the "equalizing" 7<sup>th</sup> turn.

### **3. Sporting Play (48 points)**

Each round is worth 0-8 points based on the following questions each worth 2 points each.

- 1) Did you feel that your opponent fielded a fair and balanced historical force or one designed to take advantage of the rules?
  - a) Very fair and balanced force giving a flavour of a force of that time - 2pts
  - b) A fair force - 1pt
  - c) Units seems to be a mix of troops picked for their gaming potential rather than any specific historical reasons - 0pt
- 2) Did your opponent play the game at a pace that was suitable for both of you?
  - a) I was happy with how the game ran, this is the pace I like to play at – 2pts
  - b) The game ran at a good speed - 1pt
  - c) I feel that my opponent was trying to run out time for a draw, or alternatively they rushed through things and I was not really sure of what was happening – 0pts
- 3) Did you enjoy the game?
  - a) Yes it was one of those games that I'll remember for a long time – 2pts
  - b) Yes – 1pt
  - c) No – 0pt
- 4) Would you wish to play this opponent again?
  - a) Yes – 2pts
  - b) No – 1pts
  - c) After that I don't think I ever even want to enter a tournament again – 0pts

Also at the end of round five please make a note of your favorite opponent of the weekend. One vote is worth 2 points, two votes are worth 4 points, three votes are worth 6 points, four or more give 8 points.

### **Additional Information**

If you find anything in this rules pack that seems out of place or if you have any suggestions for additional clarifications etc., then please eMail me [g-chambers1@sky.com](mailto:g-chambers1@sky.com) **Most of all please have fun. J J J**

### **Army List Header**

When sending army lists, please attach the header document below (with the appropriate details completed J) somewhere, or at least enclose these details and make them very clear.

Your Name	Axis or Allies	Army List Type (E.g. British Tank Company)	Which Book or Download have you used (E.g. North Africa).	Who have you "paired with". (See page 1 – Axis or Allies)	Can you bring terrain – If so, how many tables worth?