

Conect'k - Team vzw Aarschot

Presents

14th Conflict

Flames of War Tournaments

RULESPACK

18 April 2015 EARLY WAR

19 April 2015 LATE WAR

Armylist for both tournaments:

No more than 1500 points can be spent on an army.

No WARRIORS can be taken.

For Late War on Sunday 19th april 2015 following books can be used:

Overlord, Atlantik Wall, Road to Rome, Fortress Italy, Market Garden, Bridge by Bridge, Red Bear (revised), Grey Wolf, Devil's Charge, Blood Guts and Glory, NUTS, Bridge at Remagen, Desperate Measures and the approved pdf's on the website of battlefront.

For Early War following books can be used:

Blitzkrieg, Hellfire and Back, Burning Empires, Barbarossa, Rising Sun and the approved pdf's on the website of Battlefront.

For registration mail bart.goris123@telenet.be . We have place for 10 Axis players and 10 Allied players. With option to expand if all 20 places are full. We aim at not setting AXIS against AXIS or ALLIES against ALLIES. So when you want to play either side don't hesitate to mention this on registration. Thanks already.

Your armylist should be mailed to bart.goris123@telenet.be before 4 april 2015. Armylist are best sent as a .pdf file other fileformats can maybe not be opened. All info should be clear on your armylist like on following listbuilders:

<http://www.easyarmy.com/>

<http://fowlists.blogspot.be/>

Location:

Parochiezaal St Cornelius
Rillaarsebaan 134
B3200 Gelrode

Admission Fee:

Participating in the event will cost **€15 per person** if you **pay in advance**. This fee provides you a place in the tournament and a lunch to fill the stomach. You will receive a voucher upon arrival and registration

on the tournament day. With this voucher you'll be able to choose between soup with sandwich or Belgian fries with sauce and curryworst.

Please send your entry fee, with the mention of **your name** and **14th Conflict FOW EW or FOW LW**, to the following bank account:

IBAN: BE86 7512 0083 9550
BIC: AXAB BE 22
AXA Bank Europe

Beneficiary: Conect'R Team Aarschot VZW, Molendreef 50, Rillaar.

Important! If you pay **at the day of the event itself, the admission fee will be €17.**

On Friday the 17th of April our secretary will make a final list of payments made so make sure your payment has come through before this date. If there should be a discussion about whether the payment has been done and this cannot be proved a player will have to pay the €17 entree fee. If afterwards it is proven that a payment was correctly made, the €17 will be refunded shortly on your bank account.

Time schedule:

08:30 | | 09:15 | | Register
09:30 | | 12:00 | | First battle
12:00 | | 12:45 | | Lunch Break
12:45 | | 15:15 | | War battle
15:45 | | 18:15 | | Third battle
18:15 | | 18:30 | | Calculate points and awards ceremony.

Scoring Points:

How to score TOURNAMENT POINTS

- 1) With 3 battles (WIN = 3 POINTS, DRAW = 1 POINT , LOSS = 0 POINTS)
- 2) With a fully painted army (minimum 3 colors) = 1 POINT

3) *Armylist on time and without fault = 1 POINT*

VICTORY POINTS are according the Flames of War rulebook page 275.

WINNER is in order of importance:

MOST TOURNAMENT POINTS

MOST VICTORY POINTS

MOST PAINTING POINTS

It will be SWISS pairing.

PRIZES:

Best General Overall

Best General other faction

Best Painted

Wooden Spoon

And depending on attendance more prizes.

The scenario's:

1) *Adapted DUST OFF mission*

2) *Seize the Flank by I-95 gamers*

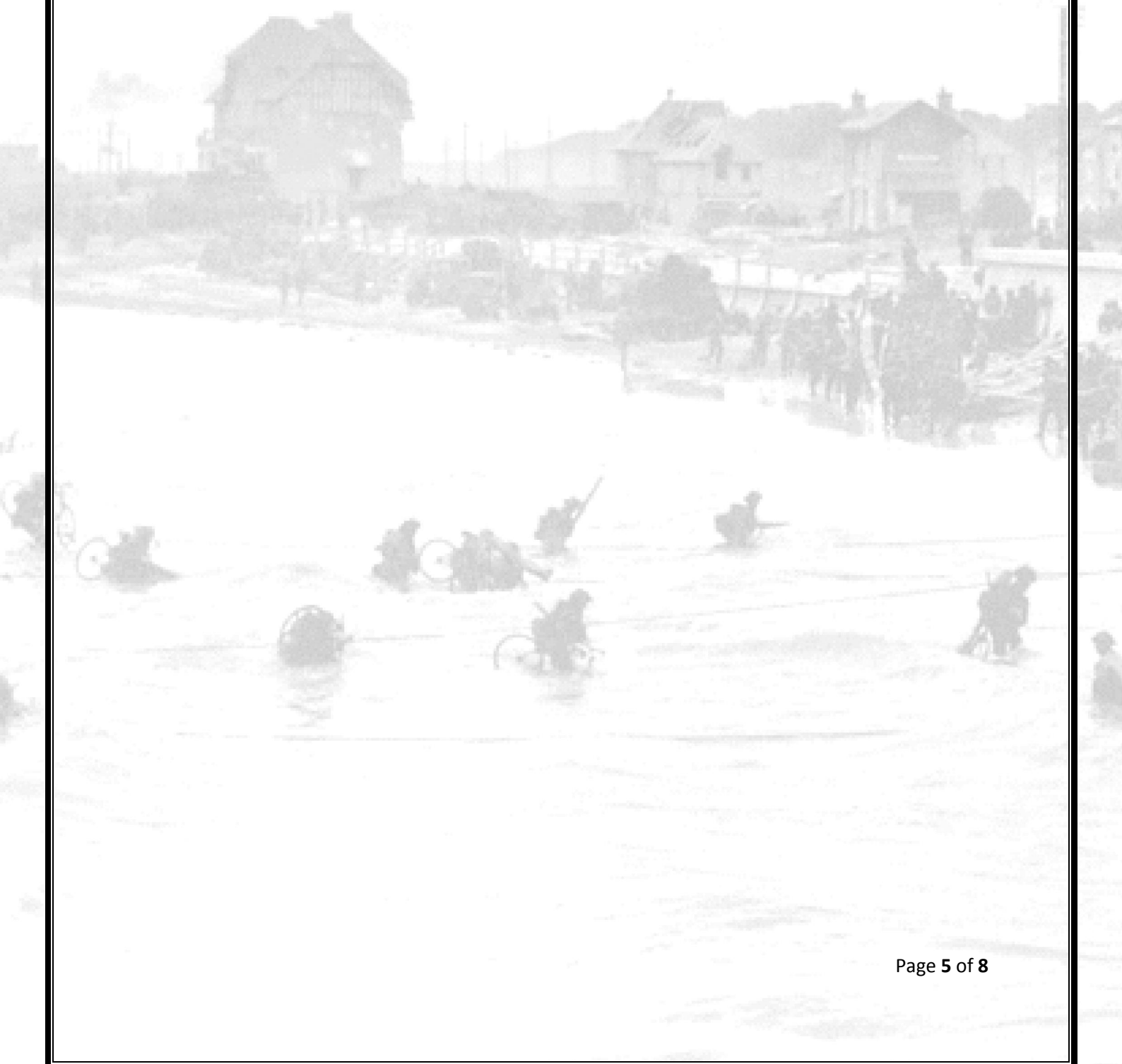
3) *Dominate the Battle line by I-95 gamers*

Before battling it out change and discuss armylists.

Discuss prior to the battle the terrain and the effect on the troops.

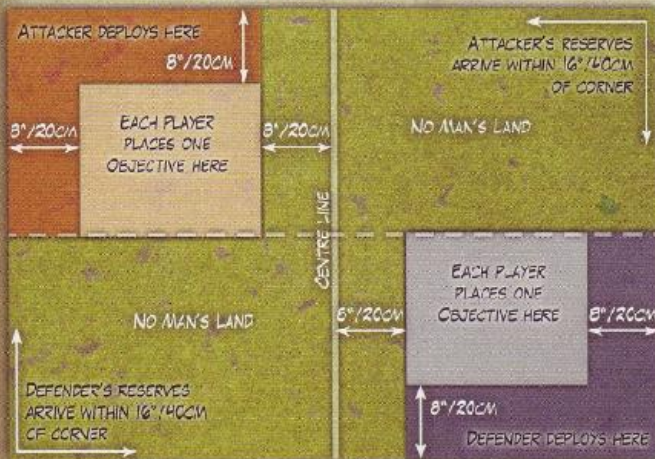
After the battle report back the result to the organizers otherwise no result is considered a draw.

Then the only thing is to wish you players lots of FUN and spectacular battles.



DUST UP (FAIR FIGHT)

Two advancing forces clash, each determined to get through to their objectives. Soon a whirling battle develops as reserves arrive on the flanks and are thrown into the fray.



YOUR ORDERS

ATTACKER

Seize the initiative and thrust your forces into the enemy's defences and secure a key objective. He who hesitates is lost. You must capture one of your objectives before the enemy captures one of theirs.

DEFENDER

Patty your opponents thrust and manoeuvre your forces to take and hold a key position behind their lines. Be ready to attack when the time is right. Strike hard and fast to take an objective before the enemy does so.

MISSION SPECIAL RULES

Dust Up uses the **Delayed Reinforcement rule** and **Meeting Engagement** (page 264) special rules.

PREPARING FOR BATTLE

1. Mark the centre of the table so that the table quarters are obvious to both players.
2. Both players roll a die. The player with the higher score chooses a table quarter to attack from, leaving the other table quarter in their own end empty.
3. The other player deploys in the opposite table quarter, likewise leaving the other table quarter in their own end empty. Each player's Deployment Area is their assigned quarter, excluding the area within 8"/20cm of the centre line.
4. Starting with the attacker each player places an objective in their own Deployment Area at least 8"/20cm from all table edges.
5. Next starting with the attacker each player places an objective in the enemy Deployment Area at least 8"/20cm from all table edges.
6. Starting with the attacker, both players nominate at least half of their platoons to be held off the table in **Delayed Reinforcement**.
7. Each player's Reserves arrive up to 16"/40cm from the corner in the empty table quarter at the enemy's end of the table.
8. Both players, starting with the attacker, alternate Deploying platoons.

9. Again starting with the attacker, both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams.

BEGINNING THE BATTLE

1. Starting with the defender, both players make Reconnaissance Deployment moves for any Recce teams they have on table.
2. Both players now roll a die. The player who finished Deploying their platoons first adds +1 to their roll. The player with the higher result has the first turn. In the event of a tie roll again.

ENDING THE BATTLE

The battle ends when:

- a player starts their turn having Taken either of the Objectives that were placed in the enemy Deployment Area.

DECIDING WHO WON

The player that took an Objective in the opponent's Deployment Area wins the battle. They have secured key terrain, opening the way for the decisive blow.

Calculate your Victory Points using the Victory Points Table on page 275

Delayed Reinforcement Rule:

Starting in turn 2 your reserves will arrive as indicated on the map. Only ONE platoon per turn will automatically arrive, so no dice roll is needed



Seize the Flank



Seize the Flank! is a mission involving companies classified as Mechanized or Tank (only).

Your Orders

Attacker

Your mobile strike force has been given orders to out flank and capture key pieces of terrain along the frontline. Expect strong enemy counterattacks.

Defender

Your units have been ordered to guard the flank and secure key terrain along the flank. It is vital you secure these key areas before the enemy takes them.

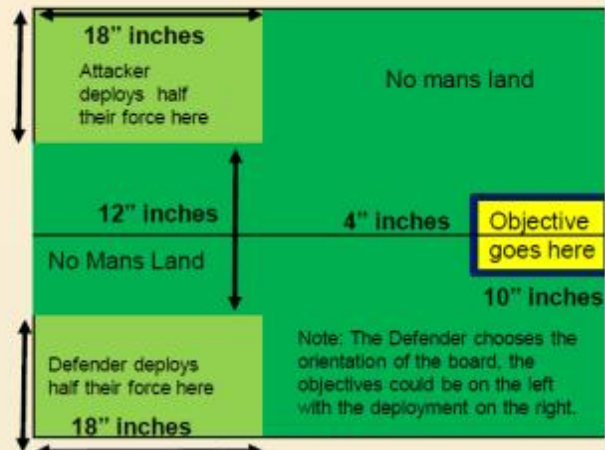
Preparing for Battle

1. Each player rolls a die. The player scoring the highest chooses one of the long table edges to attack from..
2. The other player is the defender and chooses the corners where his and his opponent's deployment areas will be. Obstacles may be placed in each player's deployment area (only) now. The defender then places one objective within 10" inches of the short table edge and within 4" of the table center line.
3. Starting with the attacker, each player places half of his platoons in his deployment area, do not alternate. **Delayed Reinforcement rule**
4. Starting with the attacker, each player now places Warrior teams that are not part of a platoon and all Independent teams.

Beginning the Battle

1. Starting with the attacker both sides conduct Reconnaissance moves. **Because the situation is unclear, all other pregame moves, such as the Spearhead move, are not allowed. Additionally.**
2. **Moving at the double is not allowed at all in the game.**
3. The attacker has the first turn
4. All teams are **not** in prepared positions and considered to be moving at the start of the battle. Gun teams are not gone to ground.
5. **No air attacks or bombardments are allowed until the attacker's Turn Two.**

Attacker reserves enter here



Defender reserves enter here in the deployment area board edges

Ending the Battle

The battle ends **on or after Turn 6** when either player starts their turn in possession of the objective marker, or the instant a company morale check is failed, or when the game runs out of time.

Deciding who Won

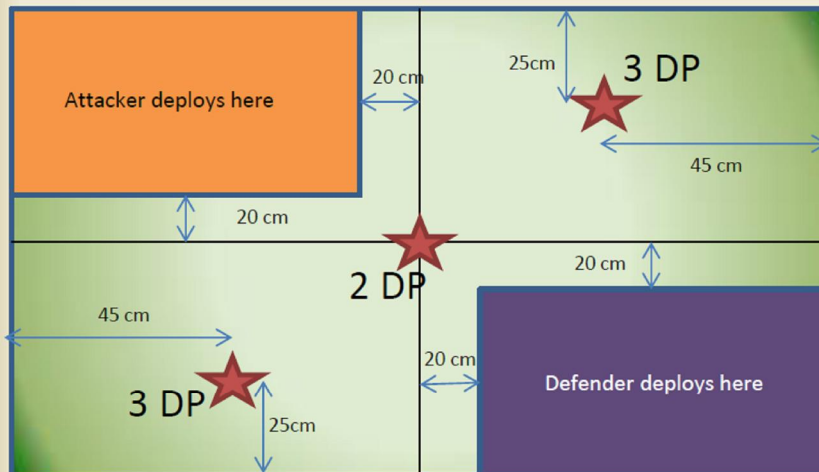
The player that controls the objective on or after Turn 6 or breaks the enemy wins the battle. They have secured the key terrain forcing the enemy onto the defensive and have won the day. Use the victory point calculation from the MRB.

The Defender always gets the last turn if time is running out. If the objective is uncontested at the end of the defenders turn the holding player wins. And dose not need to start another turn to win. If the objective is contested at the end of time the game is a draw and calculate your points using the losers table on page 275 MRB.

Delayed Reinforcement Rule:

Starting in turn 2 your reserves will arrive as indicated on the map. Only ONE platoon per turn will automatically arrive, so no dice roll is needed.

Dominate the Battle line (Fair Fight)



Your Orders

Attacker

The enemy forces have to be forced away from this important battle line. Advance and take this important region

Defender

The enemy is advancing to this important battle line. Counter attack and keep them from taking this important region.

Mission special Rules

Dominate the battle line uses **Domination points (DP)** rule

Preparing for Battle

1. Mark the center point of the table
2. Both players roll a die. The player with the higher score is the attacker and chooses a corner to attack from. The other player defends from the other corner
3. Place the objectives like indicated
4. Mark the deployment area's
5. Both players, starting with the defender player, alternate deploying platoon
6. Both players, starting with the defender player, now deploy any Warrior teams that are not part of a platoon and all independent teams

Domination points

If you claim an objective you score the Domination points like indicated.
Scoring Domination points is only possible **starting from turn 3!**

Beginning the battle

1. Starting with attacker, both players make reconnaissance Deployment moves for any recon teams they have on the table.
2. Both players roll a die. The player who finished Deploying their platoon first adds a +1 to their roll. The player with the highest result has the first turn. In the event of a tie roll again.

Ending the Battle

The battle ends after turns 6 or when one of the armies runs away

Deciding who won

The player with the most Domination points wins. If this is equal this is considered a draw.

Calculate Victory points using the Victory points table on page 275

This scenario also uses the meeting engagement rule (rulebook page 264).