

Conect'k - Team vzw Aarschot

Presents

15th Conflict

Flames of War Tournaments

RULESPACK

17 April 2015 EARLY WAR

16 April 2015 LATE WAR

Armylist for both tournaments:

No more than 1650 points can be spent on an army.

No WARRIORS can be taken.

For Late War on Saturday 16th april 2016 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, Berlin and the approved pdf's on the website of battlefront.

For Early War on Sunday 17th april 2016 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 a mail to 15thconflict.Fow@conectr-team.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.

A list with participants can be found on our website on following link <http://conectr-team.weebly.com/15th-conflict-1617-april-2016.html>

Your armylist should be mailed to 15thconflict.Fow@conectr-team.be before 5th april 2016. 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 lunch to fill your 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 a sandwich or Belgian fries with sauce and a curryworst.

Please send your entry fee, with the mention of your name and 15th Conflict FOW EW and/or 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.

This fee will serve as a pre-inscription. You can also pay the day of the event itself, the admission fee at the door will be €17 including the meal.

On Friday the 15th of April at noon 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 proven 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:

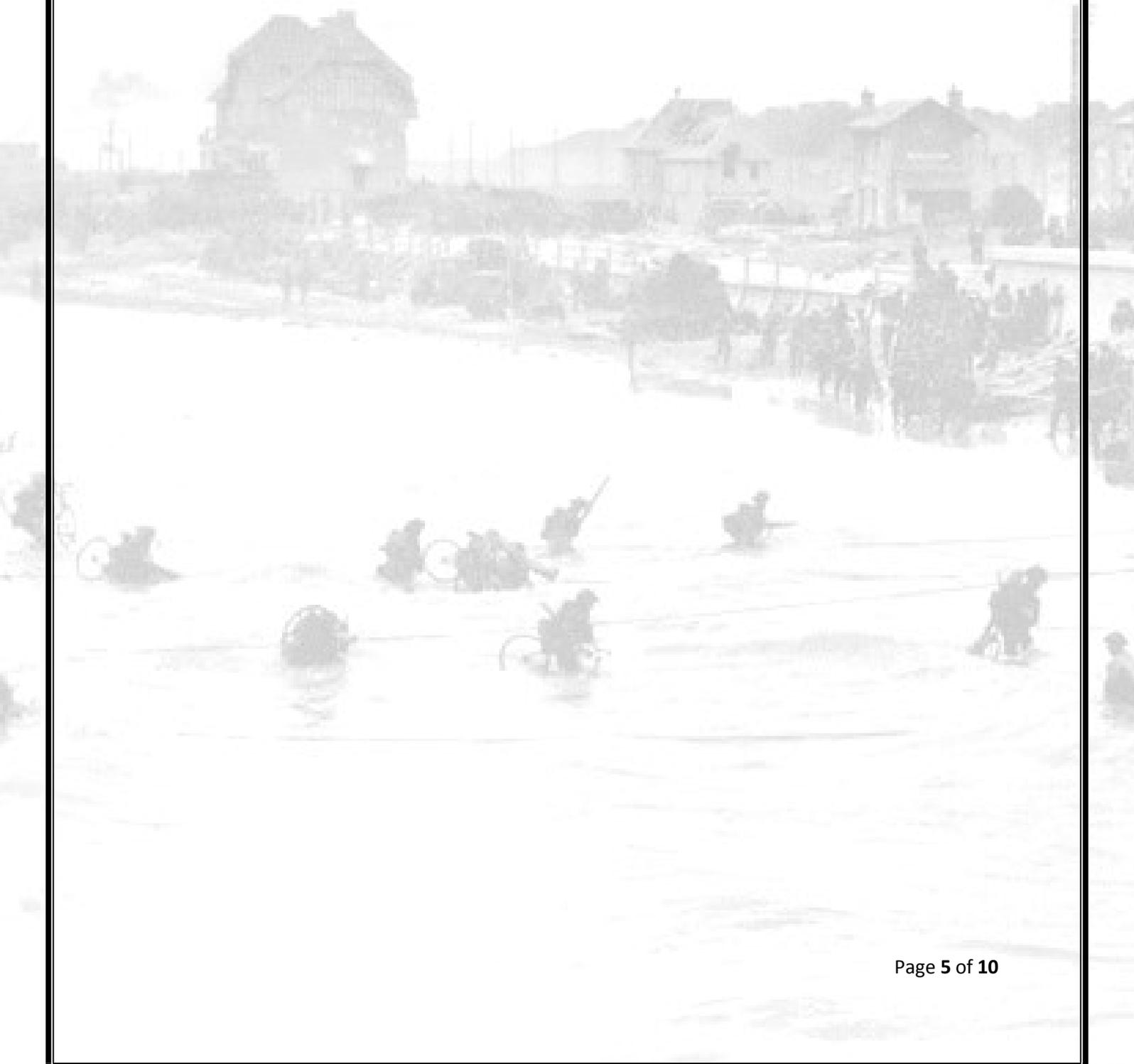
- 1) *BLIND DOMINATION missie*
- 2) *Adapted DUST OFF mission*
- 3) *Dominate the Battle line by I-95 gamers*

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.



Two enemies seek to control key terrain on the battlefield. The Blind Domination mission uses Domination Points, Meeting Engagement (p 264.) and Battle Orders.

Mission: Seize as many high value objective points as possible and dominate the area of operations.

Preparing for Battle

Prior to battle the organizer places two 3-point markers on the battlefield. Each player receives a 2-point marker (place anywhere but 30cm from each side) and a 1-point marker (place anywhere on the battlefield).

1. Both players roll a die. The player scoring the highest is the attacker and chooses one of the long table edges to enter/attack from. The other player enters/defends from the opposite edge.
2. Using the Battlefield Approach Template (BAT) both sides write down the entry sector of their forces, including independent and Warrior teams. This is done by platoon (Russian company) in accordance with the instructions in the Battle Orders rule. The Across the Volga rule for artillery is not permitted.
3. Beginning with the attacker, players enter the map and fight their forces in accordance with the Battle Orders rule.

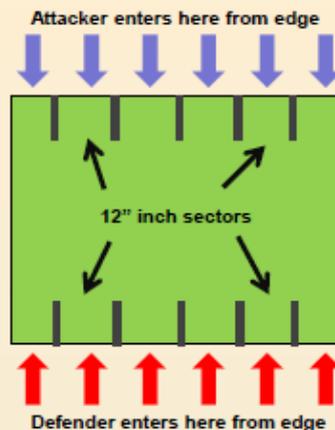
Ending the Battle

- The battle ends on or after turn 5 when either player starts their turn in possession of 8 points of objective markers.
- Or a Company morale failure.
- Or the game runs out of time.

Deciding who Won

The player that holds 8 points worth of objectives at the beginning of their turn wins the battle. They have secured the key terrain forcing the enemy onto the defensive and winning the day.

If time runs out the player with the most Domination points wins. In the event of a tied Domination points both players receive 3 points.



Battle Orders.

Players write down the entry of their forces using the Battlefield Approach Template (BAT). Each player secretly and clearly designates the 12" entry sector of each of his platoons (Russian companies) on the BAT. Units may not be accelerated or delayed. **Measuring from the very edge of the board**, units move onto the map at their normal movement rate. Immobile Gun teams without transport may be placed on table 4" from the table edge with the main body.

TURN ONE Recon Units. Observers and Recon platoons enter on turn 1.

TURN TWO Advance Guard. The Advance Guard (AG) consists of any two platoons (or a single Russian company) of the player's choice plus one independent team. The AG enters on Game Turn 2.

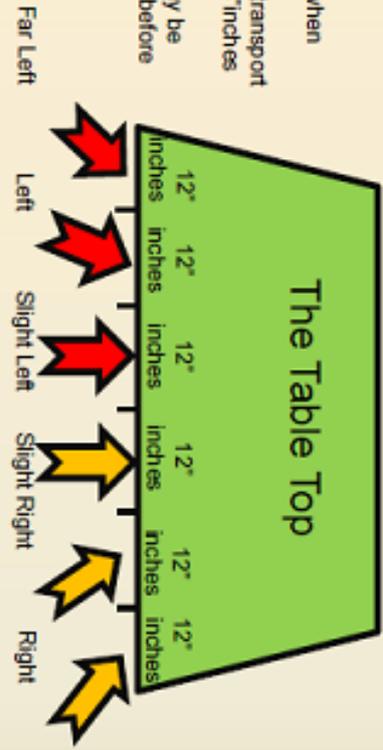
TURN THREE Main Body. The Main Body (MB) consists of the rest of the player's force. It enters on Game Turn 3.

No Double Time. Because the situation is unclear, no platoons may use Double Time movement until Turn 6.

Shooting. Platoons entering the game may shoot at their moving (reduced) rate of fire on the turn they enter. Exception: Barrage capable units must take one turn to "set up" before barraging. Gun teams may unlimber at the edge of the board and shoot direct fire at their reduced RoF.

Special Movement. Special Movement rules such as the Cobra move and Russian infiltration are not used in Blind Domination.

- 1) Measure from the table edge when entering the table.
- 2) Immobile Gun Teams without transport may move on the table up to 6 inches only on the turn they enter
- 3) Bunkers and Fortifications may be deployed 6" from the baseline before the games starts.



- 1) turn one recon and forward observer teams only;
- 2) turn two the Advance Guard consisting of any two platoons (or a single Russian company) of the player's choice plus one Warrior team and any number of independent teams;
- 3) turn three the Main Body, consisting of the rest of the player's force.

Recon Units
Recon Platoons and forward Observers

Far Left	Left	Slight Left	Slight Right	Right	Far Right
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Turn One

Advance Guard
Two platoons and one Warrior

Far Left	Left	Slight Left	Slight Right	Right	Far Right
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Turn Two

Main Body
Remaining forces

Far Left	Left	Slight Left	Slight Right	Right	Far Right
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Turn Three

Battle Orders. Players write down the entry of their forces using the Battlefield Approach Template (BAT). Each player secretly and clearly designates the 12" entry sector of each of his platoons (Russian companies) on the BAT. Units may not be accelerated or delayed. Measuring from the very edge of the battlefield, units move onto the map at their normal movement rate. Immobile Gun teams without transport may be placed on table 6" from the table edge with the main body. Bunkers and Fortifications may be deployed 6" from the baseline before the games starts. The Across the Volga rule is not permitted. Units enter in the following order:

- 1) turn one recon and forward observer teams only;
- 2) turn two the Advance Guard consisting of any two platoons (or a single Russian company) of the player's choice plus one Warrior team and any number of independent teams;
- 3) turn three the Main Body, consisting of the rest of the player's force.

Because the situation is unclear, no platoons may use Double Time movement until Turn 6. Platoons entering the game may shoot at their moving (reduced) rate of fire on the turn they enter. Barrage capable units may use the V3 rules to unlimber and fire at the very edge of the battlefield in the turn they enter. Special movement rules such as the Cobra Spearhead move and Russian Infiltration are not used in Blind Domination

Domination Points (DPs).

Set Up. Domination Points (DPs) are set up in a fair-minded fashion by the Game Master (or impartial third party) prior to player set up. DPs are placed on key terrain features with the highest point values assigned to bridges, crossroads, important hills, key buildings, and then other significant terrain, in that order of priority. Although a total of 12 points must be on the table, GMs are encouraged to use their imagination to determine the exact points values appropriate for a given table. DPs may not exceed four points in value.

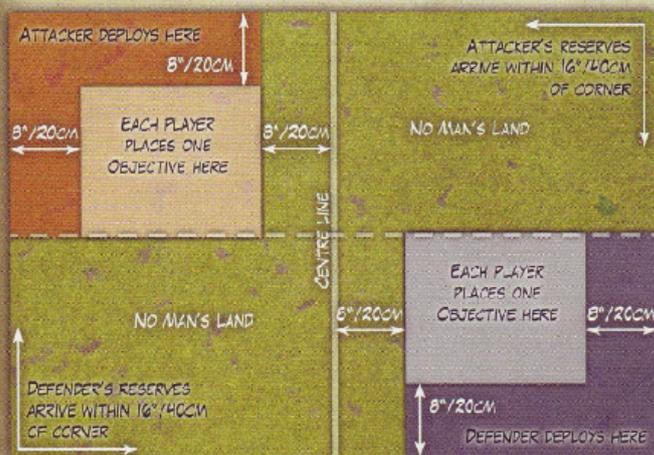
Capture. DPs are captured at the beginning of the phasing player's turn just like other objectives in FoW. To capture points you must begin your turn within 4" inches of an uncontested marker per the MRB. Once a marker is captured it is under your control until the enemy seizes or contests it. You may move away from it and it remains under your control. If time should run out during a Domination Mission the player with the most DPs is the winner. Since there are no draws in FoW Version 3, use the victory conditions in the rulebook to determine the winner in the event that players have the same number of points

Full pdf with DOMINATION MISSIONS from I95 gamers can be found on following link

<http://forum.wwpd.net/resources/Complete%20Domination%20Missions..pdf>

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

Pit 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 Recon 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

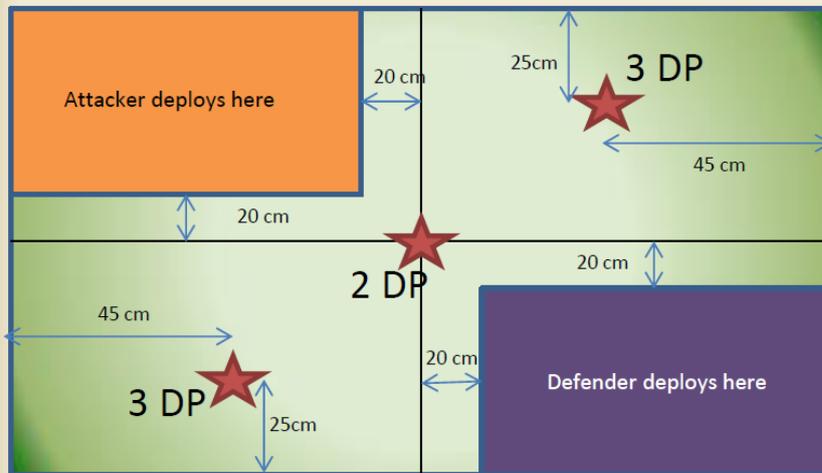
The player that took an Objective in the opponent's Deployment Area wins the battle. They have secured key terrain, opening the way for the decisive blow.

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.

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 recce 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).