

13th Conflict Late War Flames of War tournament .

On Saturday, May 3rd, 2014 conect'r team Aarschot vzw organizes their first Flames of War tournament .

The tournament will be held in the parish hall of Gelrode:

Parish Hall St Cornelius

Rillaarsebaan 134

B3200 Gelrode

It costs € 10 to take part in the tournament if you transfer before Saturday, April 20, 2014 to the following account:

IBAN : BE86 7512 0083 9550

BIC : AXAB BE 22

AXA Bank Europe

Beneficiary = Conect'R Team Aarschot VZW

Communication on the transfer FOW = Name +

Payment on the day itself or after April 20, 2014 is € 12 .

Sign up and the place to send your army list to is 13thconflict.fow @ conectr - team.be

It is a late war tournament with your army made up to 1500 points from following books

Market garden

Bridge by Bridge

Overlord

Atlantik wall

Blood guts and glory

Devils charge

Nuts

Red Bear (with fow site update)

Grey wolf

Dogs and devils

Desperate measures

Flames of War Forces third edition book

Your armylist needs to be very clear reading to the organisation. Listed on your army list you should also mention the choosen book and pages the company and platoons are to be found. Also points, numbers and parts of the platoon should be clearly displayed . Army Lists can be created with <http://www.easyarmy.com> but it's not a necessity. Please send us the armylist in .pdf format because this normally should be readable by the organizers.

There are three battles played with the scenarios from the rulebook . The organisation will dice for this at the start of the round (by us so everyone plays the same scenario for each round) . It will always be Axis against Allies .

The third command battles score points according to the following principle : maximum 21

points

Winner (who gets the objective) does not lose platoon seven points for the winner and one for the loser

Winner loses one platoon 6 points for the winner and loser of 2

Winner loses two platoons + 5 points for the winner and loser of 3

No winners get 4 points .

If you have an army with 9 or more platoons you ignore one lost platoon .

We also ask you to bring in the armypoints of destroyed platoons for possible ties in command points in the end.

Then you also get four command points if your list was sent in time and correctly (for Sunday, April 20, 2014) and is sent to 13thconflict.fow @ conectr - team.be correctly. An error is one point off, per day late is a point off.

Painting is another 5 command points according to the following scale :

If your army is fully painted , you get 3 points , at least three colors .

If your army is painted more than half , you get 2 points .

If a quarter of your army is painted , you get 1 point .

If your army is completely based then you get 2 points .

If your army for more than half based get 1 point .

This gives a total of 30 points.

We give prizes for:

Best player overall (most command -scores in total)

Best General (most command points from the three battles , it cannot be won by the best player overall)

Best player overall axis and allies best player overall (these are the command -scores in total, cannot be won by the best player overall or general best)

Best painted army (to be chosen by the players from a selection of the organization)

Depending on the amount of players attending there will be additional prizes provided.

timetable :

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.