



Flames of war 2016 rules pack

Tournament Format

Event is five rounds. Standard mission objectives and victory points are used for the Generalship . Armies will not be judged on painting. And there will not be a requirement to have painted your army. Although there will be a best painted award.

Competitive Scoring

The player with the most victories will be the winner of Invasion 2016, with victory points being used as first tie breaker.

Army Lists/Army Specifics

The tournament is a 1420 point late-war event. All lists must be from a printed Battlefront Intelligence Briefing, V3 Forces Book, or Official PDF from the website or forces of war. Each player is responsible to use a correct army list, players with illegal lists, may have their results changed to loss when found out.

Players need to bring one copy to tournament organizer, and one extra copy to show their opponent.

I recommend that players use <http://forces.flamesofwar.com/> to make their army list.

Players who don't bring an understandable printed list from a computer will have 2 victory points subtracted from their result. (A list on a phone is not good enough)

Lessons from the front

Be sure to read, and understand the FAQ/errata. In the "lessons from the front" document on the flamesofwar website.

www.flamesofwar.com/Portals/0/Documents/LessonsFromTheFront.pdf

Revised Naval gunfire support

We will be using the revised Naval gunfire support rules as found on the flamesofwar website.

http://www.flamesofwar.com/hobby.aspx?art_id=4502

Time:

In each game the players have 2 hours and 45 minutes to complete their game. This includes greeting, setup and deployment. Each player should make an effort to finish each game before time runs out. If you won't finish the game, each player should at least get the same number of turns.

Organizing your platoons between games and using trays will help speed things up.

After 2 hours and 30 min, players may not start new a turn, unless it is to get equal turns.

In defensive and mobile battles: If time runs out and the attacker has not met his victory condition, the defender will win the game.

In fair fight battle: If time runs out, and no player have met their victory condition the games ends with a loss for each player. Use the rules from the rulebook to calculate points.

Terrain

All boards were designed with the following rules for terrain in mind. While we cannot stop two opponents from electing to play terrain in a different, mutually agreeable manner, if a judge is involved in a rules dispute, the following terrain guide will be consulted.

Open Terrain: All open ground is considered cross-country terrain, regardless of being a grass, desert, or snow board. Unless both players mutually agree to use the special rules for desert and snow, please treat the open ground cross-country terrain.

Hills: All hills are to be played with true line of sight with the following exceptions. Hills are slow-going terrain. This result in hills be played effectively as plateaus. All hills are at least one-inch tall, and will hide any team completely on one side of the hill from a team completely on the other side of the hill. We suggest players verbally mention their intention if a team is out of line of sight due to a hill. If a player wishes to claim "hull down" concealment from a hill, part of the team must be on the upward slope of the hill, and the player should state their intent to be visible, but concealed.

Woods: Woods are designated as trees on a felt tree mat or similar. All woods are difficult-going area terrain. The entire mat counts as woods, regardless of size. If it's on a felt mat, and appears to be a tree line, it still counts as woods. There are no forests or tree lines on the Invasion tables.

Single Trees: There may be some scattered single free standing trees, not attached to a felt mat. These are mostly for decoration. A cunning player may be able to obtain concealment using these trees, but should not be able to block LOS with them. As always, state your intention with your opponent.

Buildings: All buildings used have removable roofs. Buildings are very difficult going. Buildings can hold a number of teams equal to the amount you can place inside. Use the rules in the rulebook for entering buildings.

Ruins: Ruins are defined by damaged structures. All ruins are very difficult-going area terrain. Some ruins are placed on a base, and the base that is protruding from the ruin is ignored as terrain, only measure from the walls of the structure.

Crop fields: Crop fields are slow area terrain. Crop fields block LOS outside 6" between infantry, man-packed and light gun teams. Any LOS involving medium, heavy, or immobile gun teams, or vehicles of any kind is simply concealed.

Plowed fields: Are represented by a bare brown mat. This is slow going area terrain, plowed fields provides no concealment.

Wine fields: Wine fields are difficult area terrain. Wine fields block LOS outside 6" between infantry, man-packed and light gun teams. Any LOS involving medium, heavy, or immobile gun teams, or vehicles of any kind is simply concealed.

Railroads: Railroads are slow going and provides concealment and bullet-proof cover for infantry and man-packed teams adjacent to it.

Hedges: Hedges are difficult-going linear obstacles.

Bocage hedge: Represented with a high rise with a hedge or trees on top. Bocage are very difficult going linear obstacle that blocks LOS unless a team is adjacent to it, and provides bullet-proof cover.

Fences: Made of wood. Fences are difficult-going linear obstacles.

Low-lying walls: Made of bricks, stone, or sandbags. Low-Walls are difficult-going linear obstacles that provide bullet-proof cover.

High walls: Walls taller than tanks. High-Walls are very difficult-going linear obstacles that block LOS. Only infantry, man-packed or fully tracked vehicles teams can cross.

Rivers: To make them not define the entire table they count as streams. They are difficult going to cross, without using the river crossing rules. All rivers will have at least 2 crossing points.

Craters: They count as difficult going to cross. And provide concealment and bullet-proof cover for infantry and man-packed teams occupying the craters.

Missions.

Round 1	No retreat	(defensive battle)
Round 2	Dust up	(fair fight)
Round 3	Breakthrough	(mobile battle)
Round 4	surrounded	(defensive battle)
Round 5	Counter attack	(mobile battle)

* If two fortified companies should meet, they will always play the no man's land scenario.

*Remember that the objective is not "live" until turn 6 in mobile missions.

Victory point calculation

Winner's Losses	Results	Winner's Points	Loser's Points
0 Platoons	Stunning Victory	6	1
1 Platoon	Major Victory	5	2
2+ Platoons	Minor Victory	4	3