



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 victory's will be the winner of Invasion 2016, with victory points being used as tie breaker.

Army Lists/Army Specifics

The tournament is a 1420 point late-war event. Players are responsible for bringing a correct army list with at least one copy to tournament organizer, and one extra copy. I recommend using <http://forces.flamesofwar.com/> to make army lists. All lists must be from a printed Battlefront Intelligence Briefing, V3 Forces Book, or Official PDF from the website or forces.

Each player is responsible to use a correct army list, players with illegal lists, may have their results changed to loss when found out.

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 and to accent other terrain pieces. A canny 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 structures used on Invasion are buildings. All buildings used have removable roofs. Buildings can hold a number equal to the amount of teams you can place inside the building multiplied by the number of levels of the building. Example: If you can fit two teams inside the building, and there are three stories of windows on the front of the building, the building can hold six teams. Some large buildings may have multiple interior compartments. In this case, each compartment counts as a separate building for the purpose of bunker buster weapons.

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: 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.

Hedges: Hedges are difficult-going linear obstacles.

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

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

Rivers: They count as rivers and very difficult to cross. All rivers will have at least 2 crossing points.

Craters: They count as difficult going to cross. And provide concealment and bullet-proof cover.

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 companys 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