



Flames of war 2017 rules pack

Tournament Format

Event is five rounds Swiss tournament. 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.

The player with the most victories will be the winner of Invasion 2017, with victory points being used as first tie breaker.

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| <p>Army Lists/Army Specifics</p> <p>The tournament is a 1750 point late-war event. Using V4 rules. All lists must be from a printed Battlefront Intelligence Briefing, Forces Book, or Official PDF from the website or forces of war. Remember to cross check your briefing with the updated rules.</p> <p>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 show their opponent. I recommend that players use http://forces.flamesofwar.com/ to make their army list.</p> <p>Players who don't bring an understandable printed list <u>from a computer</u> will have 2 victory points subtracted from their result. (A list on a phone is not good enough)</p> | <p>Friday 19:00 Friendly gaming</p> <hr/> <p>Saturday 09:00 Doors open for registration Saturday 09:50 Generell Info Saturday 10:00 First round start Saturday 12:30 Lunch and Best painted model(s) and units Saturday 13:30 Second round starts Saturday 16:00 Break Saturday 16:45 Third round starts Saturday 19:15 Social time Saturday 20:15 We go to Out</p> <hr/> <p>Sunday 09:45 Fourth round starts Sunday 12:15 Best painted armies (break) Sunday 13:00 Fifth round starts Sunday 15:30 Tournament ends Sunday 15:31 Award ceremony as soon as results are in</p> |
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Missions.

Each round the players will use the battle plans rules found in the more missions document to determine what mission they will play. (In missions using minefields, the player gets 2 minefields or 4 minefield tokens.)

<http://flamesofwar.com/Portals/0/Documents/MoreMissions2017/FOWMoreMissions.pdf>

Time:

In each game the players have 2 hours and 30 minutes to complete their game. 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. After 2 hours and 15 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 victory points.