

Flames of War at SouthCon

Sat 2th and Sunday 3th June 2018

The competition will consist of six rounds, with a time limit of 2.15 hours for each game. Any questions about entries are to be e-mailed to Rob Murray : murrr4@student.op.ac.nz

It is possible to enter and just play the matches on either the Saturday or the Sunday. Your name and result will be submitted to the Masters Rankings Website on the basis of playing all six matches and will be available for publication on other forums. In the event that you do not wish this to occur inform me of that when you enter.

Dollars and enquiries on how to pay by internet banking are to be e-mailed to Rob Murray.

ENTRY:

To enter SouthCon 2017 please go to www.omts.org.nz to pay and enter online. If there are any troubles, please email Robert Murray. It may be some time until registration is open.

Venue: Forbury Park Raceway, Dunedin
Entry Cost: NZ\$50 for both days, NZ\$30 for just one of the days.
Entries Open: Monday 1 April 2018
Entries Close: Sunday 31st May 2018

PAYMENT: PAYMENT IS TO BE PAID ONLINE AT WWW.OMTS.ORG.NZ

PAYMENT INFO IF WEBSITE CANNOT BE ACCESSED:

Please use the account number as given if needed: 03 0903 0387277 00
In Reference could you please put your name:
In Code could you please have the phase: SouthconFOW

Flames of War

MID War V4 is the period on which we will be playing in. Book or Battlefront Approved Digital Format 85 Points – for advice on lists look at the BF Forum. 6 rounds over two days, you can enter for just one day. There will be playing Organisers and Rules Adjudicators. One (non-repeatable) mission from each of the three types per day. Sports and Painting are separate awards. If there are fewer than 8 entries by 31st May, the event may not occur and entry fees will be refunded.

NEW RULES V4

We will be using V4 rules and lists. Any lists can be taken From Afrika korps, Fighting First, Armoured Fist, Desert Rats or Avanti. Unit cards & Mid war rule book is recommended for smooth game play.

COMMAND CARDS

Command cards are allowed within your 85 points if you decided to do so. You must have the correct command cards given by battle front. Any home made cards will not be accepted. It is recommended if you are using the command cards to have the battle front made cards.

Army Lists: Players in the competition are able to use any V4 MID War lists in any Official Version 4 Battlefront Publication published before 31st May, including Electronic Lists and Approved PDF's.. Check with the latest "Lessons from the Front" when list writing.
On entry, you need to supply via e-mail, your name, contact details, which book/electronic list and which nationality you will be playing. Lists from the BF Supported Electronic List Generators will be accepted.

ARMIES

85 Points MID war is the standard points limit. Warriors are allowed. Multiple Companies are allowed, provided that there is a historical justification for such a set up.

Note that it is possible to borrow models to complete any armies. Such requests need to be submitted before the end of May 2018.

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Table Size: Games will be played on standard 6' x 4' tables.

Minimum Standards: Armies are to be painted and based. Undercoat is not acceptable. All miniatures must look like the weapons they are representing. Acceptable proxies are things like a German Panzer IIIA being used as an IIIE. Infantry, trucks, motorcycles etc from other eras are able to be used as proxies.

AWARDS

The following categories are to be awarded

1. Best Allied General
2. Best Axis General
3. Best Sport
4. Best Painted Army
5. Dunkirk

It is possible to win more than one award, providing they are in different categories.

Best General / Dunkirk (reverse this thinking for this category)

Points will comprise the total score from all 6 games, using the standard Battlefield point scoring system. For any position that involves the award of a prize or medal/trophy; tie breakers will be:

- a. the result of any match played between the persons involved
- b. the total points that the opponents of each of the "tied" players received A low score wins dice-off.
- c. Byes will be scored as a 6-1 win to the person playing the bye. In Round's 2 to 6 the bye will be given to the person who is on the lowest score and who has not previously had a bye, Round 1 will depend on the circumstances around people being late/not-turning up etc, but is most likely to be a local so that those who have travelled the greatest distance get the opportunity to play the maximum number of games.

Best Sports

- a. Points are to be awarded by each player to their opponent at the end of each game. The points are to be based on:
 3. The usual fine game I expect to play; I'd be keen to play this person again
 2. Some things didn't quite gel; but I'm OK about playing this person again.
 1. I'd prefer not to play this person in the future. (You can expect to be "chatted" about "what happened".)

Each player will then contribute an extra "1 point" (scored at the end of their competition) to add to the total of any person they played.

Those persons who score all points if that it is possible to attain will then have their "extra points" added to their 18 points and trophies and prizes allocated on that basis. The only tie-break that will be used is a low score dice-off.

Best Army

Will be awarded to the person receiving the greatest number of votes on Saturday morning. Voting slips will be supplied to players as part of their sign in process. Only those armies that have been 90% painted by the player using the army are eligible to be displayed. The only tie-break that will be used is a low score dice-off. Players who are playing on Sunday only will need to have their army on the judging on Saturday morning.

COMPETITION FORMAT

The competition will be 6 rounds long, with three rounds played each day. A Swiss-chess based system will be used. Byes will be scored as a 8-1. I will seek to avoid club-mate matches in Round 1 and 4. Grudge matches in the first round need to be applied for when entering. Missions will be selected 1 minute before the start of each round. There will be no repeat missions. Results for games that have not reached a conclusion at the end of 2.15 hours will be determined by the appropriate scenario conditions.

For 2018 there will be an "Official Clock" Held by Rob Murray to keep track of timing that will determine the starting and ending times of rounds. These timings are for a 2 hour 15 round with 85 points in MID War.

H hour -1 minute: Mission Announced

H- hour: the playing time of 2 hours and 15 minutes begins.

H+5 minutes: The table terrain definitions have been established. NB: Tables have terrain descriptive sheets provided

H+8 minutes: Attacker/Defender is established and the decision-maker has selected their deployment area(s).

H+13 minutes: Any fortifications/obstacles that should be deployed have been placed on the table. If any items are not placed by that time they are deemed to not exist at all for the purposes of this game.

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H+15: Objectives have been placed

H+30 minutes: Both players have placed the relevant platoons/companies on the table.

Any Platoons/Companies that are not on the table by this time will be affected by losing a victory point by the end of the game and for every 20min over there timing after the 30mins has finished. Small Exceptions will be made however taking to long to deploy your army is unacceptable as with V4 rules there needs to be a result for the game.

In the event of a result not having being reached when time is up and the Defender winning by “the Time Out Method”, and at least one of the players has NOT started at least their 7th turn, then the calculation of Victory Points is to be done by both players treating the opponent as if the opponent has won the match. (use the “There are No Draws” rule on Page 275 of the MRB).

Additionally both players will receive a yellow card. If a person receives a second yellow card in the event, then all matches where they received a yellow card will incur an additional penalty of a point per match being transferred to their opponent in each such yellow card match. Ie. A result of 3-3 will become 1-5. A third yellow card will mean that the player will be receiving (if they choose to continue in the event) 6-0 results for the rest of the event.

Friday 3 June 2016

Set up of Venue Commences	1700
Venue closes	2100

Saturday 4 June 2016 – Arrive just before 0830

Table Setup (if not done on the Friday evening)	0745 – 0815	
Voting for Best Painted Army	0830 – 0845	
Briefing	0845 -- 0900	
Round 1	0900 – 1115	
Lunch	1115 – 1230	
Round 2	1230 – 1445	
Round 3	1500 – 1715	

Sunday 5 June 2016

Round 4 Fair Fight	0845 - 1045	
Round 5 Mobile Battle	1100 – 1315	
Lunch	1315 – 1415	
Round 6 Defensive Battle	1415 – 1630	
Clean Up and Put Furniture back in place	1630 – 1700	
Prizegiving	1630 to 1645	

WHAT TO BRING TO THE EVENT

Rulebook; Tape Measure; Dice; Template(s); Markers; Smoke; Objectives; Army & an attitude that to enjoy yourself.

TERRAIN – Desert ‘NORTH AFRICA’

Players are invited to provide terrain for the competition.

Building a representative table from actual maps or from the modern (use google maps) terrain that exists where an action was fought (most preferable), or could have been fought, is recommended. It is acceptable to have weather effects allocated to the table provided that the history of the action backs that weather condition. Be aware that each player should inform the umpire when they enter whether they are able to provide a complete table (or tables) of attractive and coherently themed terrain (including an appropriately shaded base-cloth). The emphasis here is on “appropriate terrain”. The terrain should look as good as the armies that are playing on it.

Depending on the number and range of options put forward, the umpire will confirm with players prior to the competition as to whether their terrain is needed or not. It is very likely that all will be accepted at we have the ability to easily accommodate up 40 tables. The umpire apologises in advance if terrain is offered, but not taken up – the idea is to generate a good range of variations / themes, and this may mean the exclusion of some options. Terrain will be placed on tables by those who provide it prior to the start of the competition. This setup may be changed by the umpire, or by persons he nominates for this role. Terrain composition may also be changed by the umpire during the course of the competition, but should otherwise remain as set for each battle. Players are required to confirm what the terrain description sheet associated with each table prior to rolling for the defender and attacker.

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