

Flames of War at SouthCon

Saturday 1st and Sunday 2nd June 2019

The competition will consist of six rounds, with a time limit of 2.15 hours for each game. 100points Mid war. 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. If so email me inform me via email to confirm that you are playing only one day.

ENTRY:

To enter SouthCon 2019 please go to Facebook 'Southcon 2019' page to pay and enter online. (the registrations may not be open as it will be updated closer to the time of the competition date) If there are any troubles, please email Robert Murray.

Venue: Forbury Park Raceway, Dunedin
Entry Cost: NZ\$50 for both days, NZ\$25 for just one of the days.
Early bird: NZ\$40 both days early bird before 11th May
Entries Open: Monday 1 April 2018
Entries Close: Sunday 31st May 2018

CONFIRM PRICES ON OMTS WEBSITE

PAYMENT: PAYMENT IS TO BE PAID ONLINE ON FACEBOOK. SEARCH 'SOUTHCON 2019' TO FIND LINK TO REGISTURE

PAYMENT INFO IF WEBSITE CANNOT BE ACCESSED:

Please use the account number: 03-0905-0190558-000
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 100 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 (Rob Murray). One (non-repeatable) mission on each day. Best Sports and Painting are separate awards. If there are fewer than 6 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 V4 lists.

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. To Rob at murrr4@student.op.ac.nz. **Sending your list in will be conformation of your attendance.**

ARMIES

100 Points MID war is the standard points limit. Warriors are allowed. Multiple Companies are allowed. Command cards are allowed within your 100points.

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

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.

[Type here]

AWARDS

The following categories are to be awarded

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

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

Best General

Points will comprise the total score from all 6 games, using the standard Battlefront 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 8-1 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

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 who they believe were the best sports.

Those persons who score all points if that it is possible to attain will then have their "extra points" added to their 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 of the points system & mission rules.

For 2019 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.

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.

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 10min over there timing after the 30mins has finished. Small Exceptions will be made however taking too long to deploy your army is unacceptable as with V4 rules there needs to be a result for the game.

[Type here]

Friday 31 May 2019

Set up of Venue Commences	1700
Venue closes	2100

Saturday 1 June 2019 – Arrive at 0830

Table Setup (if not done on the Friday evening)	0745 – 0815	
Voting for Best Painted Army	0830 – 0850	
Briefing	0850 -- 0900	
Round 1 Free for all	0900 – 1115	
Lunch	1115 – 1215	
Round 2 Break through	1215 – 1430	
Round 3 No retreat	1445 – 1700	

Sunday 2 June 2019

Round 4 By Pass	0900 - 1115	
Lunch	1115 – 1215	
Round 5 Encounter	1215 – 1430	
Round 6 Dust Up	1445 – 1700	
Clean Up and Put Furniture back in place	1700 – 1720	
Prizegiving	1720 to 1730	

WHAT TO BRING TO THE EVENT

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

[Type here]