

**Gosford Flames 2015  
(Late War)**

**Players Pack**

**Flames of War Tournament**

**3 x 1550 pts, Sun January 11<sup>th</sup> 2015**



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## Contact Details

Event Organiser:                    Good Games Gosford                    Email: [gosford@goodgames.com.au](mailto:gosford@goodgames.com.au)  
    170 Mann St                                    Phone: (02) 4322-7937  
    Gosford NSW 2250

Tournament Organiser:            Mark Croxford                            Email: [mark@gosfordgamers.net](mailto:mark@gosfordgamers.net)  
    Mob: 0414 981 694  
    WAU PM: MarkC

Web site:                                    <http://www.gosfordgamers.net/events/index.htm>

## Document Information

Version	Date	Comments
0.1	13-Jan-2014	Draft
0.2	14-Jan-2014	Added info on Painting

# 1. EVENT INFORMATION

## 1.1. General Information

### What

*Gosford Flames* is a relaxed, fun, one day tournament for Flames of War. It is planned to have several of these events throughout the year, covering different periods of WW2.

This event will consist of 3 rounds of 1550 points (LW) games. This point limit has been chosen to allow players to use this event as practice for the Cancon Late War tournament. There will be 2 hrs 30 minutes allowed for each game, including filling out the score sheets at the end of the game.

There will be prizes and certificates for Best Allied General and Best Axis General. These prizes will be awarded to the players with the most Wins, with ties resolved by referring to Battle Points.

There will also be a prize awarded at the end of the day for each round, with the prize going to the player with the most Battle Points for that mission. Thus there will be something to play for in each round.

The first round will be seeded as far as possible Allied vs Axis, and within the same theatre (eg a list from Grey Wolf vs a list from Red Bear). The subsequent rounds will be seeded by number of wins, and then by number of Battle Points.

### A Weekend of Gaming

The weekend of January 10<sup>th</sup>/11<sup>th</sup> will be celebrating of the opening of Good Games Gosford in their new location. There will be a Warhammer 40K tournament on the Saturday, the Flames of War tournament on the Sunday, an X-Wing tournament, and various other events.

### When

Sunday January 11<sup>th</sup>, with sign in and briefing from 10:00am and gaming starting at 10:15am. Gaming should finish by 6:20pm with awards and prizes handed out by 6:30pm.

The timetable for the day is given below.

10:00am – 10:15am	Sign in and briefing
10:15am – 12:45pm	Game 1: Free for all / No Retreat
12:45pm – 1:15pm	Lunch
1:15 pm – 3:45pm	Game 2: Dust Up
3:50 pm – 6:20pm	Game 3: Fighting Withdrawal
6:20 pm – 6:30pm	Determine results and awarding of prizes

## Organisers

The Event Organiser is Damien Carter of the Good Games Gosford store. Any questions about the tickets or the venue should be directed to store.

The Tournament Organiser is Mark Croxford. Mark has previously run six 40K tournaments and three WFB tournaments. Note that Mark does not represent the Good Games Gosford store in any capacity.

Any questions about the games, armies or missions should be directed to Mark. Contact details for the organisers can be found on page 2 of this document.

Note that the tournament organiser will be playing in the event, but will not be eligible for prizes.

## What to bring

As well as your army, you will need three copies of your army list (one for you, one to lend to your opponent and one for the TO). Also bring your rules book, intelligence briefing, dice and templates.

## Terrain

Terrain will largely be supplied by the playing community. If you can provide terrain for this event please advise the TO.

## For more information

Check the Gosford Gamers website <http://www.gosfordgamer.net/events> and also the forums on WargamerAU (<http://www.wargamerAU.com>) under “WargamerAU Forums > Tournaments and Conventions > NSW tournaments and conventions > Gosford & Central Coast events”:  
<http://www.wargamerau.com/forum/index.php?showforum=307>

You can also email the tournament organiser at [mark@gosfordgamers.net](mailto:mark@gosfordgamers.net), or send a PM on the WargamerAU forums to MarkC.

## 1.2. Where

### Venue

The event is being at Good Games Gosford in their new store at 170 Mann St, Gosford.

This is across the road from the Imperial Centre shopping centre, and one block away from the Gosford train station. It is across the road and a few shops closer to the train station than the old store was.

## Parking

There is free street parking and a small car park behind the store that is free on Sundays.

## Food

There are lots of food venues in the Gosford CBD, but many of them will not be open on Sunday. There is a Subway on the same block, which normally is open on Sundays.

## 1.3. Registering your interest

In order to allow us to ensure sufficient tables and terrain it is requested that you register your interest. You should advise the TO that you are intending to play, your name, whether you will be playing an Allied or Axis force, and what intelligence briefing book or PDF you are selecting your army from.

You can advise the TO either via email [mark@gosfordgamers.net](mailto:mark@gosfordgamers.net), posting on WargamerAU under the "NSW tournaments and conventions – Gosford & Central Coast events" forum (<http://www.wargamer.au/forum/index.php?showforum=307>), or posting on the Battle Front forums in the Event and Tournaments section the "AU Event - Gosford Flames 2015 (LW)" topic.

## 1.4. Tickets

Tickets can be purchased ahead of time or on the day. Tickets are \$10 (the store is underwriting the event) and can be purchased from the Good Games Gosford store.

Good Games Gosford  
135 Mann St  
Gosford NSW 2250

Email: [gosford@goodgames.com.au](mailto:gosford@goodgames.com.au)  
Phone: (02) 4322-7937

Note that a physical ticket is not provided. When you pay for the ticket your name will go on the list of paid players on WargamerAU under the "NSW tournaments and conventions – Gosford & Central Coast events" forum (<http://www.wargamer.au/forum/index.php?showforum=307>).

## 1.5. Armies

Any current Late War book or Battle Front official PDF may be used. Army lists do not need to be submitted before the event but may be checked by the TO on the day.

A painted army will normally add to you and your opponent's enjoyment of the game. Players are encouraged to use painted armies. In keeping with a relaxed day of gaming, unpainted and partially painted armies can be fielded. However, painting may be used to resolve ties.

## **2. SCORING AND PRIZES**

Note that the entry fees go completely towards the prize pool. There is also sponsorship from Good Games Gosford towards the prize pool.

### **2.1. Wins and Battle Points**

Players will be ranked firstly upon wins and then by Battle Points.

Battle Points are scored as per the Victory Points table on p275 of the rule book.

As per p275 in the rulebook, “There are no draws”. It is thus possible that neither player will win a game, and the result could be a 1 – 1 for example.

It should be noted then that it is never a good idea to hang back and hope for a draw (there are no draws). Even if you are in a losing position, it will be better for you to attack and at least destroy some enemy platoons as this will increase your Battle Points.

### **2.2. Seeding**

The first round will be as far as possible match up opponents as Allied vs Axis, and within the same theatre (eg a list from Grey Wolf vs a list from Red Bear).

The subsequent rounds will be seeded by number of wins, and then by number of Battle Points. If there are multiple players on the same number of wins and Battle Points, then match ups will be Allied vs Axis where possible.

### **2.3. Byes**

Note that the TO will be playing in this event. In the case of this resulting in an odd number of players, the TO will have the bye in the first round. In the remaining rounds, the player with the least number of wins and battle points will get the bye.

The player with the bye will be credited as having a 4 point win for that round.

## 2.4. Best General

There will be a “Best Allied General” certificate and prize and a “Best Axis General” certificate and prize. The two are considered equally prestigious.

**The “Best General” will be awarded to the player of each faction (Allied or Axis) with the most wins.**

Ties will be resolved by

1. Battle Points.
2. If still tied with exactly two players who have played each other, it will then be decided by who scored the most battle points in the head to head game.
3. If still tied, any players with an unpainted army will be eliminated (unless that leads to all the tied players being eliminated).
4. If still tied with exactly two players (with painted armies) who have played each other, it will then be decided by who scored the most battle points in the head to head game.
5. If still tied, the player who scored the most points in the final round.
6. If still tied, the player who scored the most points in the second round.
7. If still tied, the player who scored the most points in the first round.
8. If still tied, the best painted in the opinion of the tournament organiser or event organiser.

## 2.5. Mission Prizes

There will be a prize awarded at the end of the day for each mission, with the prize going to the player with the most Battle Points for that mission. Thus there will be something to play for in each round.

The Mission Prizes will be awarded on the basis of

1. Eliminate any players who already have a prize.
2. Out of the remaining players, who has the most battle points for this mission.
3. In the case of a tie, the player who scored the most wins overall
4. If still tied, the player who scored the most Battle Points overall
5. If still tied, the best painted in the opinion of the tournament organiser or event organiser.

### 3. MISSIONS

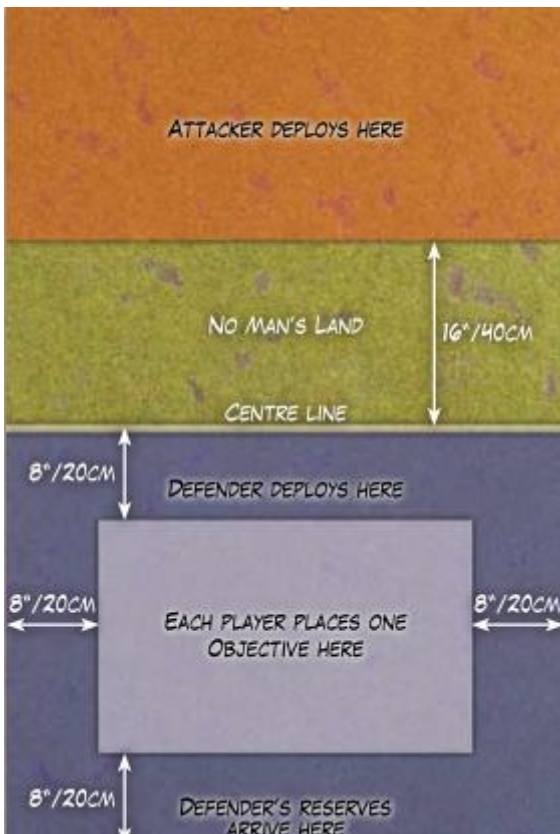
#### 3.1. Mission 1: Free for all / No Retreat

Companies with the option of being Auto Attack (eg British Infantry night attack) or Auto Defend declare if they are going to do so. Then refer to page 257 of the rule book, “Deciding Who Attacks”.

If the result is a tie, play the mission “Free for All” as per page 276 of the rule book.



If the result is not a tie, play the “No Retreat” defensive battle as per page 279 of the rule book.

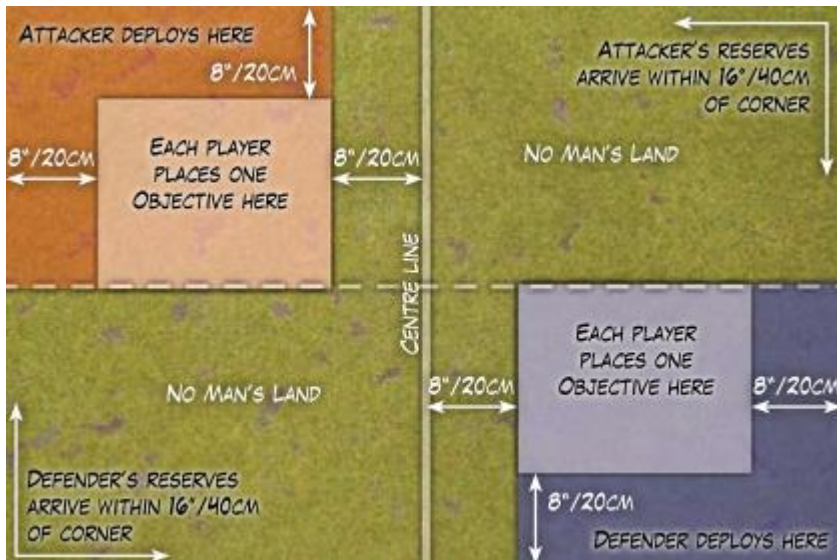


Eg. A tank company vs an infantry company would mean a “No Retreat” mission. A tank company vs a tank company would play “Free for All”.



### 3.2. Mission 2: Dust Up

As per page 278 of the rule book. Fair fight with players deploying in opposite table quarters.



### 3.3. Mission 3: Fighting Withdrawal

As per page 283 of the rule book. Defensive battle with defender withdrawing units throughout the game.

