



MOAB 2019

SEPTEMBER 5, 6 & 7  
GAMERS SYLVANIA

SOUTHERN BATTLE

HOLD

HOLD

CHARGE

CHARGE

## EARLY WAR TOURNAMENT



### The Penrith Panzer Angriff Club

Flames of War in Western Sydney Australia

# Flames of War – V3 Early War – 1 600 Pts

PERIOD : Early War (EW) (ONLY) PLAY Three, Two, or just the one day - Saturday and Sunday tournament

VERSION: This is a V3 Tournament

LATE WAR: Tournament For six (6) rounds, Large Battle Day 3

EVENT: 2019 Penrith Panzer Angriff – MOAB EW

LOCATION: Sylvania Heights Sports & Community Club (map with parking indicated on last page).

DATE: 5<sup>th</sup> 6<sup>th</sup> & 7<sup>th</sup> October 2019 (9am kick off Saturday & Sunday, 10am on Monday)

ENTRY PRICE: Register on the MOAB website

FORCES: Late War all current and revised briefings and official PDF's as at **28 September 2019 (yep that will be relevant)**

POINTS: 1600 (EW) to avoid BLUE on BLUE you may bring an Axis and Allied Force, nominate your primary force when forwarding your lists (Otherwise the TO will decide for you).

EARLY REGISTRATION : There is no early registration this year

DUE DATES : Lists are due by 1<sup>st</sup> **October 2019**, submission of lists after due date will incur "TO's WRATH ™"

FORCES OF WAR: Panzer Angriff encourages the use of Flames of War Forces, as such lists from those sources are accepted, however due to their being some errors please ensure your list complies with the V3 books. Otherwise submit your list using the excel spreadsheet emailed to you with your registration pack.

HISTORIES: Are not compulsory but will improve your chance of the "Best Army" prize.

SPORTSMANSHIP: Is compulsory, will improve your chances of the "Best Sports" prize, and has its own reward.

MISSIONS: Have will be randomly selected on the day, prior to commencement of each round. Bring your rulebook and be prepared, refer to the table on p.256

PLAYER SET TABLES: No Player set tables this year.

ARRIVAL TIMES: We encourage players to turn up early on the Saturday to avoid any delays to the beginning of the first round.

# TIMETABLE

## Saturday

Registration 08.50-09.00

Welcome and Briefing 09.00-09.10

Social Dinner 18.30-21.00

## Tournament schedule

Game 1: **RANDOM ROLL (NO DUPLICATES)** 09.10-11.40

Lunch 11.40-12.10

Game 2: **RANDOM ROLL (NO DUPLICATES)** 12.10-14.40

Break 14.40-14.50

Game 3: **RANDOM ROLL (NO DUPLICATES)** 14.50-17.20

Social Dinner 18.30-21.00

## Sunday

Game 4: **RANDOM ROLL (NO DUPLICATES)** 09.10-11.40

Lunch 11.40-12.10

Game 5: **RANDOM ROLL (NO DUPLICATES)** 12.10-14.40

Break 14.40-14.50

Game 6: **RANDOM ROLL (NO DUPLICATES)** 14.50-17.20

Social Dinner 18.30-21.00

## Sunday

Mega Game 1: **TOTAL WAR (NORMANDY BATTLES P92)** 10.00-12.30

Lunch 12.30-13.10

**CONTINUATION OF TOTAL WAR** 13.20 – 14.40

Packing Up 14:45 – 15.20

Awards 15.20 - 15.40

## Late Arrivals:

1. If you are 10 minutes late, apologize to your opponent and get on with the game.
2. If you are between 10 and 20 minutes late you start the game as if you had already lost a platoon for all game (yes that includes company morale checks) and scoring purposes. When working out the final score, this count as an additional platoon lost above those lost during game play.
3. If more than 20 minutes late, the opponent gets a major victory 6-1 score.
4. If your opponent is not at the table within 15 minutes of the end of the previous round please inform the TO, who will endeavour to round up strays. Branding will only be necessary if they stray into some other gaming system.

## Rules and Regulations for Tournament

- All armies must be fully painted and reflect historical schemes. Any miniatures not fully painted will be pulled from the table prior to starting the tournament.
- Where your force gives you **an option** that applied to your **whole list**, for instance to be a “tank” or “mechanised” list or to be an “auto attack or not” or some other choice, you must make that choice prior to the commencement of round 1 of the tournament, that choice will then be applied for each round of the tournament. This does not apply to night attack, or platoons where one type of team can be replaced with a different type of team, or Kampfkruppe’s or similar.
- **At or during round 1 (and only in round 1) you are obliged to check that your opponents army is as described in their army list, any doubts or concern should be raised with the TO.**
- Opponents in Rounds 2 and following will be determined by game play results from previous rounds, with each player being seeded with an opponent of their calibre, based on results. The first (EW) rounds matches will however be determined randomly from the pool of players minimising blue on blue games. Round 2 & 3 will be based on opponents scores, but minimising blue on blue (where possible by a 1 or 2 point differential), Rounds 4 and 5 will be based on matching opponents with the same points score at the commencement of that round, or as close as possible.
- Battle point match-ups are a higher priority than any other forms of match-ups, so be prepared to play any army type or opponent. For the first few games we will attempt to avoid matching up same club members. We will also attempt to match up Axis vs. Allies whenever possible but **do not** expect every game to work out historically. But we will also have a crack at this for round 1 and 2 matches.
- Prior to each match beginning, take a few minutes to run through your army with your opponent checking that they are aware of any special rules that apply to your force
- Prior to play, agree on the effects of any terrain on the table you are about to play on before you start the game. If you have units in Reserve or Ambush declare to your opponent what they are.
- Please bear in mind that terrain is representative and is constrained in its shape and height by the materials available to the hobby, accordingly interpretation of the terrain between opponents is a necessary step, and doubts can be resolved promptly by referring to the TO.
- To be fair to all players please setup your games as quickly as possible to allow both players more gaming time to avoid timeouts. (No game should take more than 15 minutes to get underway, having allowed a 10 - 15 minute break between games.) You may commence your game at any time that you both agree. All games must finish at the scheduled time.
- Please be aware that if you do play overly slowly or intentionally try to stall a game to force a draw your opponent will be justified to give you a low sportsmanship mark.

## **Rules and Regulations for Tournament (Cont'd)**

- Players are responsible for monitoring their time and the judges will announce time intervals throughout the tournament. A true act of sportsmanship is not starting a new turn if both players will not be able to finish that turn. The game should be called if both players cannot finish their turn and the results should be calculated.
- When time is called the game must immediately end regardless of the action taking place in the game. New turns cannot be started even if starting a new turn would award an immediate victory or cause a player to make a company morale check.

Lessons from the front and any officially announced rule clarifications up to and including the 1<sup>st</sup> October 2019. You may resubmit your army list/s any time prior to that date in the event that any rule announcement that has an adverse impact upon your previously submitted list.

### **List Formats**

Army lists **must** be submitted to [drea@bigpond.net.au](mailto:drea@bigpond.net.au). As either a Forces of War List or on the official tournament OOB army list PDF, included as an attachment with this email or located on the Flames of War website at: [www.Flamesofwar.com](http://www.Flamesofwar.com). (good luck with that)

All fields must be filled out. This is to ensure accurate checking of army lists and that all player information is correct. Any army lists provided in a different format will be rejected and will have to be resubmitted. If your history includes your list, you will need to submit a separate list.

- Ensure you bring three (3) copies of your army lists on each day of the tournament, one for you, one to provide your opponent with (if you don't plan on retrieving that, bring five) and one to give to the TO in the event yours get pulled for a random check.

### **Rule Clarifications**

Please be familiar with the clarifications to "Lessons From the Front EW" a copy of which is included with the tournament pack email.

### **Tiebreakers**

- 1) Ties will be resolved on a win against that opponent, then
- 2) total wins, then
- 3) strength of force (that is based on combined scores of all your opponents), then
- 4) Total wins of your opponents.
- 5) If further resolution is required it will then be at the TO discretion.

### **Early War Army Lists**

Total points not to exceed 1600 points,

Please refer to the following list of books, for Sabre legal armies, as well as official PDFs, website articles current at 28<sup>th</sup> September 2019. Army Lists must be submitted no later than 1<sup>st</sup> October 2019. Unit histories are not necessary but we will consider any unit histories as part of the Best Army Prize.

Blitzkrieg  
Hellfire & Back  
Rising Sun

Barbarossa  
Burning Empires  
Banzai (EW Equipment)

EW Digital lists  
EW (approved) PDF Lists

## **Prize Pool (EW)**

Comprises "Best General", "Best Adjutant", "Best Sport" and "The Most Bloodied" .

## **Tournament Scoring**

We will be using a simple software spread sheet to record results from each of the score cards, you will need to record your name, your opponents name, the mission, the table, your score, your opponents score, number of platoons you lost and the number of platoons your opponent lost. You will need to return the card after the end of each round for computation and digit manipulation. Provision for sports score will also be made on the card.

## **Best General & the Best Adjutant**

Best General is based on Generalship Score only, and is awarded to the player with the highest mission point scores.

Best Adjutant is based on Generalship Score only, and is awarded to the player with the second highest points score.

## **Best Sport**

The player with the highest sports score as voted by their opponents during the tournament will be awarded "Best Sport". Your tournament card will include an area to record your vote, which we suggest you do at the end of the last battle; the score is out of 10 for each opponent. Award points on the basis of how enjoyable your opponent made the game for you (remember someone has to win, even if it wasn't you.)

You may score a maximum of two opponents with 10 and a maximum of two opponents with a 9. You may write notes or comments on the reverse of the card should you need a prompt when making your vote at the end of the last round.

## **Most Bloodied**

Is determined from the player with the most platoons lost over the course of the tournament/s and is awarded to commend dash and courage in the face of the enemy, without fear or regard, but mostly without regard.

## **Byes**

In the event of an odd number of players it will be necessary for a player to have a bye in each round. They may choose to accept a score of your tournament average (at that point) or 6:3 whichever is higher, or play the bye player force. The bye player's force/s will be detailed on the FOW forum (assuming it is still up) a couple of days prior to the event.

You will not be compelled to have a bye in any round.

## **Details of Social Dinner**

Details to be DISCUSSED on the day.

We look forward to seeing you all at the tournament.

Regards

ORGANISERS : Penrith Panzer Angriff David Rea and Ben Wynn

TO CONTACT : [drea@bigpond.net.au](mailto:drea@bigpond.net.au)

**Accommodation:** Local Accommodation should be readily available, email the TO for recommendations and assistance.