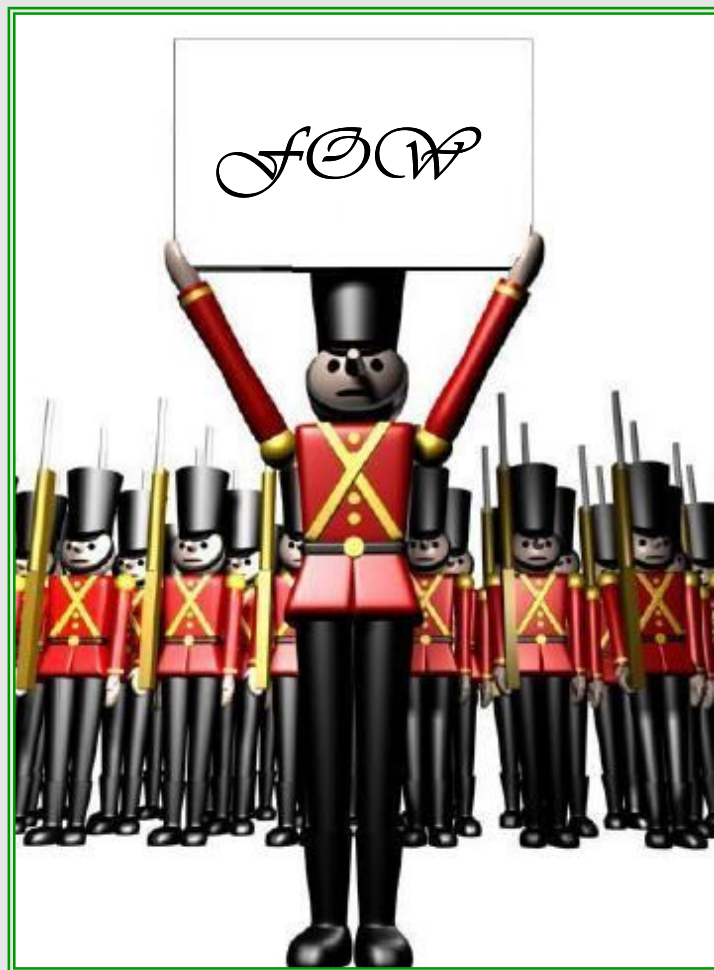


Toy Soldier 2011



Flames Of War

Ver 2.0

Rules & Lists

The competition will use the latest version of the Flames of War rules, latest errata from the Flames of War web site and the 'More Again Lessons From The Front Clarifications'.

The list submitted must not exceed: 1500 points.

Lists should be submitted two weeks prior to the event i.e. by the 10th of July. And can be from Eastern Front or any Eastern front official PDF of the relevant era. If you are using a force based on a PDF please bring a copy of the PDF for your opponent to look at if they wish.

As the tournament is intended to reflect the forces available in the early stages of the Case Blau offensive the following restrictions will apply. N.B. it is possible that there may be a way of breaking the spirit of these restrictions, as such the tournament organiser reserves the right to require changes to any list that is clearly designed to push the bounds of these limits.

German

Forces not allowed:

- 1942 Schwere Panzerkompanie, 1943 Schwere Panzerkompanie, Panzerkompanie, Pantherkompanie

Forces with restrictions:

- Mittlere Panzerkompanie (cannot use T-34)

Equipment not allowed:

- Tigers, Panthers, Panzer IV later than early G, Panzer III later than L, Panzer II Luchs, StuG III later than F (i.e. no F8 or G), Ferdinand, Brumbar, Hornisse, PaK 43, Steilgranate, Pupchen, Assault rifles

Equipment with restrictions:

- Panzer IV F2 and early G (no more than half rounded up of Panzer IVs fielded)
- Panzer III L (no more than a third rounded up of Panzer IIIs fielded)
- A maximum of one platoon with anti tank rating of AT 12 or higher is allowed.

Romanians

Equipment with restrictions:

- No more than one platoon of R3 and one platoon of R4 tanks.
- There must be more R2 tanks in a force than the total of R3s and R4s
- A maximum of one platoon with anti tank rating of AT 12 or higher is allowed.

Hungarians

Equipment with restrictions:

- There must be more T-38G tanks in a force than the total of Panzer IIIs and Panzer IVs.
- A maximum of one platoon with anti tank rating of AT 12 or higher is allowed.

Finnish

Equipment with restrictions:

- A maximum of one platoon with anti tank rating of AT 12 or higher is allowed.

Russians

Forces not allowed:

- Gvardeyskiy Tyazhelyy Tankovy Polk, Motostrelkovy, Rota Razvedki

Forces with restrictions:

- Tankovy and Mixed Tankovy (must contain at least one company of light tanks),
- No guards tank formations in any list (i.e. no trained tanks). Forces that can only have guards tank support can instead use Red army tanks at the normal Red army costs.
- No Motostrelkovy or Rota Razvedki as support options in any force.

Equipment not allowed:

- T-34/57, T-70 obr 1943, all SU assault guns, ZiS 2 guns, KV-8, KV-1s, KV-8s, KV-85, Shermans, Churchills

Equipment with restrictions:

- No more than one company of T-70 obr 1942
- KV-2 (no more than one quarter rounded up of KVs fielded)

Once an army list has been submitted it may not be changed or altered other than to correct any errors. Players may only correct their errors by making reasonable changes to their list. It is not allowed to completely re-write the list, and the list checkers decision on this is final.

If a player so wishes they may bring both an Axis and an Allied list to avoid blue on blue games. If a player brings lists for both sides then they must use the list from the other side to an opponent with only one list and in the event of both players having two lists then a dice off with the higher rolling player using their Axis force will determine which armies are used.

Any incorrect list discovered after a game has commenced (after set up dice have been rolled) must be corrected prior to deployment if spotted in time, and fully corrected in any case before the next match.

Players must fully define their troops as they are placed on table.

Game Play

Players must be present and ready to start the match at the appointed time. Where a player has a reasonable excuse for arriving late the match start will be delayed by up to 30 minutes. After which time the effected player will be awarded a bye. No player will be awarded more than one bye for any reason. A bye will carry 15 points.

If a player resigns from a game at any stage after the first set up dice have been rolled their opponents will be awarded 21 points, and they will be awarded 0 points.

When time is called, play will continue until the end of the turn of the player who moved second, such that both players will have had an equal number of turns.

Game lengths for the three Saturday games will be 2 and a half hours plus a 1–12 minute random factor. The two Sunday games will be 3 and a half hours plus a 1-15 minute random factor. The random factor will be determined by the umpire prior to the start of the round, and will not be revealed until the announcement is made. Players may always commence games earlier than the stated time by mutual consent.

For defensive battle missions any game that does not end with a win for one side and where there have not been 6 complete turns played when time is called will be scored as an incomplete fair fight i.e. both sides will score as if losing.

There is sufficient time for 6 turns to be played at a reasonable speed so please endeavour to achieve this number of turns as a bare minimum in the interests of fair play.

The Draw

A modified Swiss Chess system will operate throughout the competition. Players may not play against fellow club players in the first 2 rounds, nor in any game against any relatives in the first degree of con-sanguinity. Thus a player cannot be matched against his/her spouse, parent, brother, sister, and/or child.

Tables & Terrain

Tables are 6' x 4' and painted plain green.

Additional terrain will need to be provided by the players.

If you are able to provide suitable terrain for one or more tables please contact the period umpire so the provision of terrain can be coordinated.

Each table will be preset with terrain at the start of the tournament.

Where possible players will be allocated to tables that they have yet to play on.

In order to create more variety in terrain players may wish to reset the terrain on the tables either on the Saturday evening or before the first Sunday games.

Scenarios

Game 1 will be fighting withdrawal

Game 2 will be one of breakthrough, no retreat or cauldron

Game 3 will be one of the two scenarios not played in game 2

Game 4 will be encounter or the scenario not played in games 2 or 3

Game 5 will be free for all

Full details of the "No Retreat" mission are in Das Buch, the Firestorm Bagration game or on the FoW website (Hobby, Missions, Official Missions, No Retreat) [Here](#)

Painting

All figures must provide a reasonable representation of the troops and be painted and based to an acceptable standard. Using correct or near correct Axis equipment but painted in the post 1942 Dunkelgelb colour scheme is acceptable.

If a player wishes to bring an army history and background they are free to do so and this may be considered for the best army award but no tournament points will be awarded either way.

Best Army Awards

All players will be eligible to win the Best Army prize, both in system and overall.

The best army awards for each system and overall will be decided by the votes of the other players.

On the Saturday players should leave their armies set up over lunch for other players to view.

Best Army In System

Over lunch on the Saturday all players are asked to view the painted armies within their system and to cast their vote for their favourite on the slips provided. The best army in each system will be the one that receives the most votes.

Deadline

Votes for best army in system on the Saturday must be submitted to data entry by the end of game 3. Any votes submitted on the Sunday for best army in system will not be counted.

Best Army Overall

On the Sunday morning the winners of best army in each system will be quietly informed and will be asked to set their armies up over lunch on the tables indicated.

Over lunchtime on the Sunday all players are asked to view the best armies from each system and to cast their vote for their favourite army overall on the slips provided.

Deadline

The votes for Best Army Overall must be submitted to data entry by the end of game 5

Sportsmanship

During the fifth game each player will be provided with a voting slip to nominate their favourite opponent. The player receiving the most votes will be awarded the best sport prize.

Scoring

The scoring system will be a derivative of the Flames of War system and the same one that was first used at Corrivalry.

For those not aware of the FoW scoring system it is detailed on page 195 of the hard cover rule book and page 149 of the mini rule book.

- If the game is won** then the winner scores the FoW score for the game multiplied by 3.
 - If the game used the “fair fight” rule (e.g. encounter or free for all) add 1 point if one third of the losers platoons have been destroyed and a further 1 point if the losers force has been broken
 - If the game was a “defensive battle” and the attacker won add 1 point if one third of the defenders platoons have been destroyed and a further 1 point if the defenders force has been broken
 - If the game was a “defensive battle” and the defender won add 1 point if none of the objectives were contested at the end of the game and a further 1 points if the attackers force was broken.
 - The loser scores 21 points minus the winners score
- If no player wins** because the game was a timed out fair fight mission or insufficient turns were completed in a defensive battle then each player scores their FoW score for the game multiplied by 3.
 - If no objectives on the enemy side of the table are contested at the end of the game then deduct 1 point.
 - If more than one objective on the enemy side of the table is contested at the end of the game then add 1 point.
 - If there are no objectives on the enemy side of the table then there is no modifier.

N.B. the total score in a drawn game will not add up to 21, the absolute maximum score for each player in an incomplete game is 10.