

Dogs-of-War 2019 - Flames of War Tournament

WHAT: Dogs-of-War 2019, a Flames of War tournament, Mid-War, North Africa, v4 Rules. 109 pts (WWII Historical Miniatures Wargame in 15mm)

WHEN: Saturday, March 9, 10:00 AM to 8:25 PM
(setup begins at 10:05 AM)

WHERE: Guardian Games, 345 SE Taylor St, Portland, OR 97214

WHO, PARTICIPANTS: Any Flames of War player who can bring an army, and pay the fee. As per GG store policy "All members of your party must be 21+ with valid ID, and no beverages from outside of the store are allowed per our agreement with the OLCC."

WHO, SPONSORS: Sponsored by Rose City Dukes and Duchesses and Guardian Games.

ENTRY FEE: \$20 at registration, paid to store clerk, front register, and sign in on the sign-up sheet.

OVERHEAD COST and PRIZES: The first \$50.00 of fees go to room rental and the remainder of fees go to prizes for this tournament.

RULES: Battlefront Flames of War, fourth edition, and v 4 Lessons from the Front , dated JUNE 2019. No house rules.

FORCE LISTS: All Official Battlefront MW North Africa lists: MW handbooks or Forces-of-War. See section 2, below for details.

PERIOD: Mid-War

THEATRE: North Africa

POINTS: 109 points total: 100 points of units and additions, plus up to 9 points of command cards (2019 North American Points and Locations) <edited 12/13>

FORMAT: 1 day, 3 rounds, 2.25 hours each

PRIZES: 1 (or more) Box(es) of Battlefront Models and store gift certificates (Guardian Games)

Contacts and social media: email: RoseCityDukes@gmx.com

Meetup: <https://www.meetup.com/Rose-City-Dukes-and-Duchesses-Tabletop-Wargaming-Group/events/258945373/>

1. TOURNAMENT LOCATION AND LOCAL EATERIES:

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Guardian Games is centrally located in the SE Industrial Area of Portland, Oregon. Just a few blocks North of OMSI, at the corner of MLK and Taylor Street near the Morrison Bridge off-ramp. Portland streetcar CL line, Taylor St stop. Tri-Met buses 6 & 15.

Street Address: 345 SE Taylor Street, Portland, OR 97214

Web SITE. <http://www.ggportland.com>

Facebook page. <https://www.facebook.com/ggportland/>

Map of Available PARKING <https://www.google.com/maps/d/viewer?mid=1wATLVet9rLNael1pkgZ2gS1rvMA>

Behavior in and around the store: <http://www.ggportland.com/store-policies/>

2. ARMY LISTS:

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Points value is non-negotiable. 109 points or less, not more.

- 109 points total:

- 100 points of units and additions to units, plus up to 9 points of command cards.

- If you do not use command cards, then your list is 100 points

As a boon to ENFILADE! Flames of War tournament, we are allowing up to three different lists in this tournament. This allows players who want to try out their North Africa lists before the ENFILADE! Flames of

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War tournament. If you want to play the same list through all three missions of this event, then that is an option. Gamers can submit and play up to 3 different lists, but each list must be assigned to a mission before registration time.

Bring 3 copies of each list: 1) for the GM, 2) for your opponent; 3) for yourself. Each list states the mission that the list will be used for.

The list includes: Your Name, (avatar optional), type of Force (Infantry/Tank/Mechanized), Mission in which the list will be used

How to determine your type of force:

- More Infantry units than Tank units = Infantry Force
- More Tank units than Infantry units = Tank Force
- Number of Tank units = number of Infantry units = Mechanized Force
- At least 2 infantry units are mounted in halftracks = Mechanized Force

Army lists to be submitted via email to grognard_fow@yahoo.com NLT midnight, March 1st, for validation.

I will NOT have time to validate your list(s) after March 1st.

If your army list is not submitted by March 1st, your army will not be in the tournament.

Books:

FW242 Afrika Korps , FW243 Fighting First, FW244 Avanti, FW245 Armoured Fist or Desert Rats* <edited on 10/2>

"Armoured Fist Includes Desert Rats units and adds new units and models." There are some command card changes between the two. barca will check on this and create a forum thread with the significant differences.

3. CARDS:

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Command Cards = Yes

- Your Command Cards are part of your army list. You cannot swap out different cards after you submit your list.

Fog of War Objective Cards = No

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4. WHAT TO BRING.

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In addition to the fee and army, you must bring your own:

- Army list, printed, legible, 3 copies of each list (1 for organizer, 1 for each opponent, 1 for yourself)
- If you use proxies, the proxy substitution must be written on your list
- UNIT CARDS for your teams (or Intelligence handbook that contains the same data)
- Command Cards, if you use them
- Templates
- Dice
- Tokens
- Measuring tape
- Any bags or large containers you bring should have a completed luggage tag, or some obvious means of identifying the owner of the bag or container.

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5. MISSIONS

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(see the UPDATED More Missions online PDF) or easier-to-print version Flames of War - More Missions (no background texture) :

<https://www.flamesofwar.com/portals/0/Documents/MoreMissions2017/FOWMoreMissionsNB.pdf>

FIRST MISSION = Counterattack

SECOND MISSION = No Retreat

THIRD MISSION = Free-for-All

6. TABLES REQUESTED:

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6 tables, elevated, Warhammer/40k style setup, with battle mats.

Table size: 4' x 6'

Battle area: 4' x 6'

7. SIMPLIFIED SCHEDULE:

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START/END: 10:05 AM / 8:30 PM

SETUP: 10:05-10:30 AM

REGISTRATION: 10:30-10:50 AM

Missions and Instructions: 10:50 AM

Dice Drop: 11:00 AM

Lunch: 1:30 - 2:30

Tear-down: 7:15 PM

Awards: 8:00 PM

END: 8:25 PM

I am requesting that as many people as possible arrive at or as close to 10:05 as possible so that we have maximum help in setting up the terrain (10:05-10:50).

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8. TIME PARAMETERS OF EACH ROUND:

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Time per mission is 2 hrs + 15 min, same as ENFILADE!

SETUP/DEPLOYMENT: 10 minutes per round. Units not deployed after 10 minutes go into reserve.

PLAY MISSION: 2 hrs + 5 minutes, hard stop.

9. Prizes

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Best general, by points: Box of Battlefront models (est. at \$30-45), or Store Gift Cert

Runner-up General: Store Gift Cert (est. at \$15-25)

Best Painted Platoon: Store Gift Cert (est. at \$10-25)

Best Sportsman: Store Gift Cert (est. at \$10-25)

Value of the gift certificates depends on the number of participants.

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10. Procedures

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- 10.a. Best General: Most VICTORY points in all 3 rounds.
- 10.b. Runner-up General: Second highest VICTORY points in all 3 rounds.
- 10.c. Best Painted Platoon (details will be in Player's Packet)
- 10.d. Best Sportsman (voting details will be in Player's Packet)

11. DETAILED SCHEDULE:

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- 10:00 AM - Store Opens
- 10:05 AM - 10:30 AM = Terrain Setup
- 10:30 AM - 10:50 AM = Registration
- 10:50 AM - 11:00 AM = Instructions, Assignments and Missions
- 11:00 AM – 1:15 PM = ROUND 1, Mission = Counterattack
- 1:15 PM = ROUND 1 Determine winner, points and turn in results and votes
- 1:15 - 1:30 = Setup for Painting Contest (can setup before 1:30 if your battle gets done early)
- 1:30 - 2:30 = Lunch break and Painting Contest: Judging of painting
- 2:30 PM – 4:45 PM = ROUND 2, second mission: No Retreat
- 4:45 PM = ROUND 2 Determine winner, points and turn in results and votes
- 4:45 PM – 5:00 PM = Short break
- 5:00 PM - 7:15 PM = ROUND 3, third mission: Free-for-All
- 7:15 PM = ROUND 3 Determine winner, points and turn in results and votes
- 7:15 PM - 8:00 PM = Put away terrain while GM tallies results
- 8:00 PM - 8:25 PM = Award prizes

12. Expected attendance:

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10-12 gamers. If we get more sign-ups, I will try to get more tables.

13. NOTES:

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It is highly recommended that you practice with these parameters:

your army

missions listed

battle area (4x6)

FoW Official rules, plus the Lessons From the Front.

No house rules.

Time constraints (setup=10 min, battle=2 hrs + 20 min)

Recommended Average Time per player's half of each turn: 10 minutes.

Review the Victory points mechanism in the rulebook. This has changed since the third edition.

14. PLAYERS PACKET:

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I will post the players packet on Rose City Dukes and Duchesses blog NLT February 1st.

A link will be here when the packet is uploaded

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15. Painting Contest

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If you are planning on entering the Best Painted Platoon contest – then:

- Before the lunch break, fill out a label from your player’s packet.
- Setup your Army/Model/Platoon on the Display Table during the lunch break
- Retrieve your Army/Model/Platoon from the Display Table before round 2 begins
- Retrieve your score sheet from the GM before round 2 begins

16. ROSTER OF CONTESTANTS

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Axis Generals (Name, avatar, Nation, types of forces)

- 1.
- 2.
- 3.
- 4.
- 5.
- 6.

Allied Generals (Name, avatar, Nation, types of forces)

- A.
- B.
- C.
- D.
- E.
- F.

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PAINTING COMPETITION: BEST PAINTED PLATOON

Entries:

Must be a full platoon in your tournament army list.

Name of Gamer: _____

Platoon/Unit: _____

Formation: _____

Criteria	possible	actual
Basic level of painting		
The painting is crisp and clean	1-2	
Dull finish to entire company (not shiny unless specifically going for rained on look and bases match)	1	
Platoon commanders easily identifiable	1-2	
Strong visual theme, appropriate colors are used throughout	1-2	
Basic Unit markings (on infantry and/or vehicles) - painted or decals	1-2	
Vehicle National Markings are present and correct for the period	1-2	
No mold lines no matter how hard we look, or the round casting bit on infantry figures does not show on the team base		
Molded on or sprue stowage is reasonably painted.	1-2	
Basic basing effects	1-2	
Advanced Modeling and Painting		
Added stowage on vehicles beyond standard molded; bases contain extra bits like rocks, shells, bushes, or other interesting bits. Looking for any conversions from standard purchased models	1-2	
Skin tones show details (eyes, shading, facial hair) for infantry, gun crews and tank cmdrs	1-2	
Antenna added for vehicles and planes; radio guys have antenna. HQ unit or Indep teams have added details.	1	
No silvering from decals or markings are hand painted and look like decals	1-2	
Camo looks correct if used. For single color scheme, then multiple layers for lighting/3D effect or shading.	1-2	
Highlighting, shading, and blending are used, color is appropriate for scale effect	1-3	
Weathering (rust, rain marks, snow, dust, grim, soot, faded paint, worn paint, etc.) applied correctly and "tells a narrative" by looking at the models	1-3	
Overall Look		
Army looks great at 3 feet away	1-3	
Models or figs looks great up close and personal at less than arms distance	1-2	
Final Score		

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Best sportsman vote – Explanation of ratings.

5: My opponent knew the rules and his army extremely well. Even helped me on some points. Attitude very positive. A great pleasure to play. I would very definitely do a rematch.

4: My opponent knew the rules and his army very well. Attitude was positive. A pleasure to play. I would do a rematch.

3: My opponent knew the rules and his reasonably well. We had to look up one or two things, but mostly we agreed after a brief discussion. Attitude was positive or at least neutral. Was OK to play. I would probably be in for a rematch.

2: My opponent knew the basics of the rules, but did not know or was confused about some of the special rules. We had to look up several things, and took a while coming to a resolution. Attitude was less than positive. Was OK to play. I might not be in for a rematch.

1: My opponent was unformed on several key rules or did not know his army well. We disagreed more than once and the discussion was not something I want to repeat. Attitude need improvement. I would avoid a rematch. Note: this rating should be accompanied by a written comment or private discussion with the organizer.

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Best sportsman vote

Name _____ Table: ___ Round _____

Rating (circle one)(5 is the best): 1 2 3 4 5

Comments (optional): _____

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Best sportsman vote

Name _____ Table: ___ Round _____

Rating (circle one)(5 is the best): 1 2 3 4 5

Comments (optional): _____

=====

Best sportsman vote

Name _____ Table: ___ Round _____

Rating (circle one)(5 is the best): 1 2 3 4 5

Comments (optional): _____

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Battle Results

Battle Results

Round: _____ Table: _____ Mission: _____

Axis General: _____

Allied General: _____

Winner: _____ Winner's Points: _____

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Battle Results

Round: _____ Table: _____ Mission: _____

Axis General: _____

Allied General: _____

Winner: _____ Winner's Points: _____

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Battle Results

Round: _____ Table: _____ Mission: _____

Axis General: _____

Allied General: _____

Winner: _____ Winner's Points: _____

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Battle Results

Round: _____ Table: _____ Mission: _____

Axis General: _____

Allied General: _____

Winner: _____ Winner's Points: _____

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