

**Battlefront Asia Pacific Grand Championship 2024**  
**FLAMES OF WAR**

**Friday 26 July 2024, optional Pre-registration Event**  
**Saturday 27 July 2024, 9am – 4:30pm**  
**Sunday 28 July 2024, 9am – 5:30pm**

This is a friendly event with the emphasis on fun. We welcome and help newer and more casual players.

**Venue:** The Australian Armour & Artillery Museum  
2 Skyrail Drive, Smithfield QLD 4878 Australia

**Entry:** \$50 for both days of play. Includes general entry to the museum from 24 July – 30<sup>th</sup> July.

**For queries:** Email [battlefront.apac.champs.2024@gmail.com](mailto:battlefront.apac.champs.2024@gmail.com)

**Event rules:** This is a 2-day event with **two** 3hr games on Saturday and **two** 3hr games on Sunday.

**Single-Day Option:** There is no single day option for this tournament, sorry.

### Flames Of War

**Period:** Flames Of War Late War lists, 100 pts, Version 4 rules.

All forces must be taken from Battlefront's Late War books (D-Day through Berlin): — **100 points** is your limit for lists. We will be using V4 rules for this event. List issues will get a request to adjust at the TO's discretion.

- <https://www.flamesofwar.com/Portals/0/Documents/Version4/LessonsFromTheFront-V4.pdf>
- <https://www.flamesofwar.com/Portals/0/Documents/FOW-Missions.pdf>

**Schedule:** 4 rounds (3hrs max each game)

**Awards:**

#### Friday 26

Pre-registration at venue

Best general

Second Place

Third Place

#### Saturday 27

Doors open and late registration 9:00

Tournament briefing 9:15-9:30

First round 9:30 – 12:30

Lunch break 12:30-13:30

Second round 13:30 – 16:30

Best painted army

Best sportsmanship

#### Sunday 28

Third round – 9:00 – 12:00

Lunch break 12:00 – 13:00

Fourth round – 13:00 – 16:00

Prizegiving – 16:30

**List and Format:**

Please make sure lists are legible and clear for your friendly TOs and opposition to peruse. Best list format is Forces, other comprehensible list structures will be permitted subject to clarity. Make sure your name, sourcebook, formations and command cards used, and other relevant details are all included. Unreasonable/cheese/gamey lists may be required to be changed at the TO's discretion. If you have any doubts about your list, please ask early.

Lists are due via email by end of day 12th July 2024.

For each round, players will swap lists, choose their Battle Plans, reveal their plans, and then roll for mission.

There will be a mix of missions determined by the Extended Battleplans matrix p4 of the More Missions rules pack from Battlefront. Any update before 5pm July 5th will be used.

Games will follow the rules set forth under Dynamic Missions. We will be using the latest LFTF (Lessons From The Front), or any updates published before 5pm Friday July 5th 2024. Please take careful note of these documents which clarify list design and use of command cards.

Armies must be painted, and miniatures must be official Battlefront product. Scoring will be based on VPs, count back on Wins and then sportsmanship.

Timeouts: All rounds will be limited to 3 hours which means that fast play is a must! In any defensive or mobile battles with objectives that go "live" on turn 6, if both players have not completed 6 turns before time runs out then VP will be determined as per the Fair Fight protocols (with neither player winning). Do not start a new turn if both players cannot complete their turn within the set time.

**Conduct:**

This is a friendly tournament. As always, we're putting the emphasis on fun and friendly gaming. We expect all players to treat their opponents, the TOs and organisers and the venue with respect. Any behaviour breaching this guideline will not be tolerated and we expect players and spectators to notify a TO of any breaches

Please make your opponent's fun an important goal. Please be generous and give your opponent the benefit of the doubt.

- Prompt start and play enables both players to pursue a decisive result:
- Players more than 10 minutes late for a round may forfeit the game.
- Players are to display a turn marker in all Games, so TO can monitor progress.
- Players will receive 30 minutes to go, 10 minutes to go and dice down call
- Dice down is a hard finish out of respect to all the players. Please play accordingly and give both players the chance to achieve a decisive result.
- Players are expected to discuss and agree terrain, movement, and line of sight interpretations (etc.) in a reasonable and timely way:
- Players are expected to discuss and agree how they will treat terrain and explain army lists to each other before deployment. Terrain is not to be moved.
- If there is doubt about what is in/out of terrain or what can be seen, please state your intention (e.g., during movement phase) to reduce disputes – your opponent can let you know if it is unreasonable and you can resolve disagreements early.
- The effect of almost all terrain is covered by the rules – if you can't agree, roll a die, or ask for a TO ruling before play starts.
- Should arguments occur, players are encouraged to sort the issue out themselves, but if needed may confer with the T.O. or Assistant T.O. If the T.O. or Assistant T.O. is called in to mediate, then their decision is final.

**Food:**

No food is included in entry fee. Snack food, soft drinks, and coffee are available for purchase.

**Updates:**

Details of the event and any changes will be announced on Facebook, and email to players who have already registered.