DayCon Flames of War Tournament

**Location**: Rona Banquet Hall, 1043 Rona Parkway. Fairborn, Ohio 45324.

**Date**: Saturday April 7th, 2018

**Start Time**: 10 am. Players should arrive by 9:30am, please call Anthony Burger (405-880-1108) if you are running late.

**Rules**: V4, Mid-War tournament, 71 points. Up to 2 formations. Allied formations are fine. Command card upgrades are fine but cards must be present and their points included in the army list.

Directions

From Columbus or further east - Take Interstate 70 to 675 south to Fairborn

From Indiana or further west - Take Interstate 70 to 675 south to Fairborn

From Cincinnati or further south -Take 75 north to 675 north to Fairborn

Tournament details

Number of player openings:12, if there is a lot of interest early on I will try to accommodate 20.

The tournament is 3 rounds, 2.5 hours each, with 45 minutes for lunch after the first round. The tournament should end around 7:00pm.

Fee for the tournament is $10. This should be played at the door or to Anthony Burger’s paypal account (elburgo\_1850@outlook.com, **the account to pay may change**. Refunds will be issued up to one week before the tournament (March 31st at midnight). **Note that Daycon has an attendance fee as well.**

Players should contact Anthony Burger (elburgo\_1850@outlook.com) if they plan on attending. An event posting will be on the Daycon Facebook page to track who has registered and payed.

I will have a reserve list if more than 12 people sign up. Players should let Anthony Burger know if they are dropping or can’t play asap, so reserve players can be notified. If there’s is a large amount of interest early on I will try to expand the tournament to 20.

If we have an odd number I (Anthony Burger) will play the odd number for a bye.

Players should bring 3 identical physical copies of their list. Digital supplements/list on IPADS are welcome but physical lists are required. Players should print off their lists before arriving. Players will use the same list for the entire tournament. Players should email their list to Anthony Burger ([elburgo\_1850@outlook.com](mailto:elburgo_1850@outlook.com)) at least one week before the tournament to be reviewed.

Players **must** also bring a copy of:

* **Flames of War Version 4 Rulebook, either size**
* **Forces book their list came from, including forces from other books, and cards, including command cards if used**
* **Any Errata related to the rules or their force**

Sportsman’s points will be added if players bring these materials. Players should also bring dice, tokens, template, measuring tape, objectives, or anything else they might need to play their army.

Armies don’t need to be fully primed, painted, or based but this will be part of the tournaments scoring. WYSIWIG in terms of models is enforced (For example a Tiger I needs to be a Tiger I, it cannot stand in for a Tiger II). Players should inform their opponents of any specialized teams (such as small bases with panzerfausts), or special rules before their games(s) starts.

Missions will come from the Flames of War rulebook, including the more missions supplement on Battlefront’s website. For convenience during each round all players will play the same mission.

Players will be scored 3 ways:

**Gameplay:**  This will be according to the Flames of War rulebook, max points 24, barring a forces’ special rule.

**Painting/Hobby**: This will be according to the looks at aesthetic according to peers and judges. A display board is not required and will not be scored, but is useful for carrying models. At the end of the first round, players should leave their armies out to be judged by both official painting judges and peers. Official judging will be done by Anthony Burger and one other person at DayCon who doesn’t play Flames of War. Max points 12.

Painting/Hobby points will be awarded as follows:

100% of army painted and 100% of army based (2 points).

A coherent color and basing scheme is used in army (exception for aerial units and units of a different nation) (1 point).

Army is highlighted and shaded (at least 50% of army) (1 point).

Army has custom basing (at least 50% of army) (1 point).

Army has decals or other iconography (at least 50% of army) (1 point)

Army has a name and unit history. Players should have a name and least a paragraph about their force. (1 point).

Players pick. Players will write down which army they think looks the best. The army with the most votes will get 2 points, the army with the second most votes will get 1 point. (2/1 points).

TO pick. The TO will choose the most visually appealing army (1 point).

Passerby pick: Other participants at DayCon, who don’t play Flames of War nor are family or friends of the tournament players will choose an army that is most visually appealing. The army with the most votes will get 2 points, the army with the second most votes will get 1 point. (2/1 points).

**Sportsmanship**: At the end of the tournament each player writes down on a piece of paper (this will be provided by the TO) their name and their 3 opponents based on how enjoyable the game was. The most enjoyable game gets 3 points, second most gets 2, least gets 1. Points will be added by the tournament organizer for bringing Rulebooks (1) and gaming materials (1). Max points 11

There will be awards for:

* Best General (highest gameplay score)
* Best Painted (highest painted score)
* Best Sportsman (highest sportsman score)
* Best Overall (highest overall score of the three categories)
* In addition there will be prize support (this will be based on attendance, the more players in attendance, the greater the prize pool value will be).

Any arguments or rule questions should be attempted to be resolved by first checking the rulebook, the players should then refer to the tournament organizer (Anthony Burger).

Any questions should go to Anthony Burger, [elburgo\_1850@outlook.com](mailto:elburgo_1850@outlook.com)