



# FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

# WORLD WAR III *TEAM YANKEE*

## TOURNAMENT PACK



# INTRODUCTION

In this document you will find information and links to everything you need to run a **Flames Of War** or **World War III: Team Yankee** tournament at your local store, club, or even with your friends at home. Both Players and Tournament Organizers should read this whole document to better understand each other's responsibilities.

However, if you are looking to run an event the Tournament Organizers section will be of the most interest to you, while participants heading to an event will want to focus on the Player section.

## EVENT BASICS

As the Tournament Organizer (or TO) you are responsible for securing a venue, making sure players have a place to play, setting a date, and organizing any equipment you may need.

## FINDING A VENUE

If you are already affiliated with a store or club this should be easy. If not, get in touch with your local stores and gaming clubs to find the best place to host your tournament. Keep in mind the size of event you want to run and whether or not your chosen venue can accommodate that many players.

## SETTING A TIME

Most *Flames Of War* or *World War III: Team Yankee* games of 100 points will take around 2-2.5 hours to play, so assuming you are planning an event with a minimum of three rounds it is a good idea to put aside a full day (or two for longer events). It is advisable to have players arrive earlier on the first day so that you can ensure everyone has arrived and ready to go at the designated start time.

## THE TABLES

*Flames Of War* or *World War III: Team Yankee* games are generally played on a 6' x 4' (180cm x 120cm) battlefield. As the TO you will need to make sure your venue has enough tables and space to accommodate your players

## GAME MATS AND TERRAIN

*Flames Of War* and *World War III: Team Yankee* is a visually exciting hobby and plays best when there is a reasonable amount of terrain on the table. Most people do not personally own enough terrain to supply an entire tournament's worth of terrain, but can generally be counted on to provide a table's worth. Asking players to confirm in advance what they can bring will reduce the workload for the TO. Offering a "Best Table" prize is a great way to reward the hard work of players as well!

For an idea on how much terrain can make for a great looking and balanced table to fight over check out the Terrain section of the *Flames Of War* and *World War III: Team Yankee* rulebooks.

Remember, Gaming tables should provide an interesting area to fight over, but do not need to be scenic masterpieces.

## MODIFYING THE TOURNAMENT PACK

This pack is a great starting point for new TO's to help them plan out their event and provides some great resources. Feel free to modify anything in here to suit your particular needs or event format. Following the guidelines in here can also be great for players too as they know what to expect from the event.

Check out the last page of the document for some ideas on how to add a little more variation to your events.



## POINTS LIMITS

Tournament Organizers are encouraged to pick a points level appropriate for the type of event they are looking to run. We suggest 100 points as being a good standard that will allow players to field a balanced force whilst still letting players get a result in 2-2.5 hours.

## PRIZES

Prizes are a great reward for coming along and enjoying a weekends gaming, but the real prize should be the fun of sharing time with friends (new and old) and playing some great games.

If you want to supply physical prizes then you should account for this cost in any entry fee. Additionally, you could contact your local gaming store and enquire about a discount – “Prizes sponsored by your FLGS”.

## BATTLEFRONT PRIZE SUPPORT

Depending on the size of your event, prize support may be available from Battlefront Miniatures. To find out more contact the Events Team

*[eventsteam@battlefront.co.nz](mailto:eventsteam@battlefront.co.nz)*



*Battlefield in a Box gaming mats and terrain are a good way to assemble good looking battlefields quickly.*



### SUPPORT EQUIPMENT

The TO is responsible for bringing everything they need to run a tournament. Things like score sheets, pairing sheet, pens, paper, computer or other items that will make running the event easier.

Players should also bring dice, tape measures, pens, army lists, tokens, and of course their armies.

### RULES, MISSIONS AND FREQUENTLY ASKED QUESTIONS

It is important that the TO (and preferably players as well) have a copy of the rules, at least one print out of the Mission Pack and Frequently Asked Questions that can be found at:

*[www.FlamesOfWar.com/FOWMissions](http://www.FlamesOfWar.com/FOWMissions)*

or

*[www.Team-Yankee.com/WW3Missions](http://www.Team-Yankee.com/WW3Missions)*

### PUBLICISING YOUR EVENT

The best event in the world still needs people to know that it is on. So make sure to talk to your local store about posting information on their website or in-store, creating a Facebook event, and taking advantage of the specialist Battlefront Events website where you can post information for free.

*<https://events.battlefront.co.nz>*

### COVID-19 AND YOUR EVENT

During these unprecedented times, Battlefront would like to ensure you are doing your best for the Tournament players and the Hobby. Please ensure that social distancing is kept to the required levels and that all Players understand the rules you have put in place.

It is important to bear in mind any local guidelines, rules or laws around gatherings and events in your Country, State or Region.

TO's may wish to bring spare masks (just in case), hand sanitiser, and ensure good space around the tables.



# DURING THE EVENT

## TIMED GAMES

Players should be aware of how long they have to play each game, including set up time, and once time runs out, Players must finish the turn they are currently on. Each Mission has rules to determine the winner and generally speaking if neither player won, both players treat their opponent as the winner and gain Victory Point as the Loser.

Players are expected to play at a reasonable pace and not delay the flow of the game.

You should leave 15-20 minutes between each round to allow games to wrap up and to set up for the next round. This will also give you time to arrange the draw for the next round.

## MISSIONS

As the Tournament Organizer there are a few options for determining what Missions are played each round. You can randomly select in advance of each round, you can pick a series of Missions to convey a story, or you can allow Players to use the Battle Plans mission selector from the Missions Pack. This way gives Players some control over the types of Missions they will play.

You can find more information about the Missions Pack in the Resources section, later in this document.

## VICTORY POINTS

The Missions will explain how Players determine their Victory Points at the end of the game. Players should record this information on their Score Sheets. Victory Points, rather than overall wins or losses, are used to determine the overall placing at the end of the event.

## SWISS CHESS

This Tournament Pack uses a variant of the Swiss Chess format for pairings. Swiss Chess format is a round robin, non-elimination format that will pair players that have a similar number of Victory Points, while ensuring players never play the same opponent more than once.

# PAIRINGS

## PAIRINGS

For the first round, players are paired at random. However, as TO you should take note of groups of players who have travelled a long way to attend the event and probably play each other often. Try to avoid pairing them during the first round to ensure the locals and visitors mix.

Between each round of games you will need to order your player list by their running total of Victory Points. Once ordered you will pair up the Player with the highest number of Victory Points with the Player with the second highest number. Pair of the third and fourth, fifth and sixth and so on till everyone is paired up.

## BYE

If you ever have an odd number of players the unpaired player will gain a Bye. A Bye counts as a maximum Victory Point Win for the round. The Player with a Bye sadly has no opponent and has to sit out for the round. Ideally in the preparation part of your event you should see if someone would volunteer to help you with the event, especially if you can have them play as a 'ringer'. A ringer is a player that participates to fill in for an odd number of participants but is not eligible to win any category in the event.

## ALREADY PAIRED

If a Player is paired with an opponent they already played, then pair that player with the next Player down the list. For example, if the Players ranked first and second have already played, then the first ranked player would play the third ranked Player, whilst the second would play the fourth.

This process helps to ensure that whoever wins the event has had to work their way to the top, playing other people of a similar level of skill (or luck).

*You can find a number of tools to assist with the pairings in the Organizer and Player Resources section, later in this document.*

# TOURNAMENT ORGANIZER

*Running a tournament is an exciting and fulfilling experience that helps the growth of the gaming community. In addition to the prep work before the event, a tournament also requires some active management on the day.*

## RULES DISPUTES

During the Tournament you may be called upon to answer rules questions or settle disputes. It is up to you to judge these situations as fairly and as correctly as you can.

If you are unsure of the answer the first course of action should be to simply read the appropriate section of the rulebook. In most cases the answer is there and Players have just forgotten. If this does not provide the information you can always try the Frequently Asked Questions PDF.

On the day it is your call and players will have to abide by your rulings. Remember to be consistent. Make sure that the rulings you choose for one game are the same for any other games that have the same situation.

## STAY ACTIVE

During the tournament you should move from game to game, seeing what players are doing and making yourself available to answer any in-game questions and settle any disputes.

## CHEATING

Just as in any other game, Players can cheat. As TO it is your job to keep an eye out and call out any cheating you see. Keep in mind that some players may have simply misread a card or forgotten a rule, so it will be up to you to judge in the moment if the player is actively cheating or not, and to give out punishment equal to any crime.

If a player is caught blatantly cheating by you, then you should immediately disqualify them from the tournament. For example: If you catch a player changing the dice they've rolled while their opponent's back is turned you would then have the grounds to disqualify that player from the tournament.

## UNSPORTING BEHAVIOUR

If a player is not being a good sport and is causing others to have a negative experience, you can issue the offending player a warning about their behaviour. After the warning, if the player does not change their behaviour then you may disqualify that player and remove them from the tournament. The community doesn't want or need players that can't play well with others, and especially those who ignore warnings, or refuse to re-evaluate a negative attitude.

## USE YOUR JUDGEMENT

Judging unsporting behaviour can be subjective, so here are a few things to watch for:

- Bullying or belittling others
- Interrupting other games
- Intentionally timing out a game
- Anything else you deem to be negatively impacting another player's enjoyment

Sometimes a player may be rude, irritable or upset due to their performance in the tournament. This is understandable, and as long as it isn't interfering with the enjoyment of others there's no need to step in. If this carries on it will be up to you as TO to decide when a player has fallen into one of the behaviours listed above and needs an official warning.

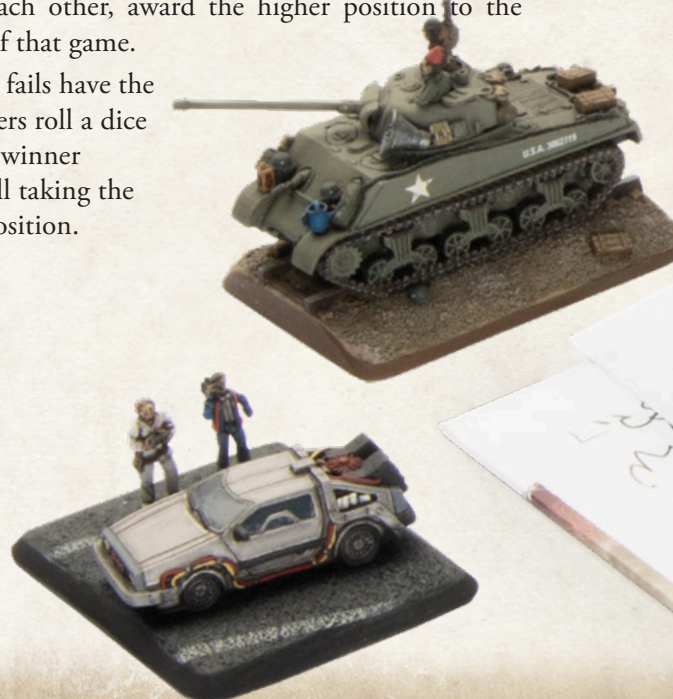
## DETERMINING THE WINNERS

As the TO you will need to keep track of the scores throughout the tournament. Later in this document there is information regarding the various PDF downloads that you can use to help you keep track of the results each round, as well as creating the pairings for each round.

## TIE BREAKERS

After sorting out Players' scores at the end of the event you may find that two are tied for a position. In this case the Player with the most wins will win. If the players are still tied, then check to see if the two players played each other, award the higher position to the winner of that game.

If all else fails have the two players roll a dice with the winner of the roll taking the higher position.



## PRIZES

Prizes give players a tangible reward for their efforts building, painting and competing with their armies.

## CATEGORIES

Depending on the size of your event you may wish to have enough prizes to cover:

- First, Second and Third place overall,
- Best Sports (or Best Opponent),
- Best Painted,
- Best General,
- Best Table.

You may also wish to add some random draw prizes, as well as an encouragement award for the last place.

## PRODUCT

Talk to your local gaming store about sponsoring your event and providing discounted prize support. Make sure to tell your Players about this sponsorship and encourage them to return the support.

## CERTIFICATES

You can download some great looking Certificates from the *Flames Of War* and *World War III: Team Yankee* websites that just need to be printed out.

## BATTLEFRONT MINIATURES SUPPORT

Depending on the size of your event Battlefront Miniatures may be able to provide some additional support, including limited edition items like the Art Of War book, or Objectives.



# PLAYERS RESPONSIBILITIES

As a player, you are responsible for bringing your own Models, Unit Cards, Tokens and Dice. If you are missing one or more of these, speak to the Tournament Organizer (or TO) as soon as possible.

The TO may also ask in advance for Players to offer the use of their terrain. Providing this support is not only a great way to show off your collection (and encourage you to finish more) but will also make the TO's life easier, encouraging them to run future events!

## **RULES, MISSIONS AND FREQUENTLY ASKED QUESTIONS.**

You should ensure you have access to the Rulebook, Mission Pack and Frequently Asked Questions. The TO should have a copy on hand that you can borrow, but having these will free them up for more important matters.

You can find links to the Mission Pack and FAQs in the Resources section.

## **ARMY LISTS**

Players must follow all the rules for building a Force from the Rulebook. The TO may choose to apply additional restrictions to help theme an event so bear these in mind. The TO will also advise a points level for the event. This is the maximum number of points that you can spend.

You will need to provide a copy of your Army List to the TO either on the day, or in advance. This is to help ensure that everyone has accurately created their lists. It is good practice to have additional copies to give to your opponents so that they can review your army composition and understand what your models are.

## **SPORTSMANSHIP**

Remember that this is a game and, being a game, its goal is to provide fun and entertainment for all of its players. Your attitude and behaviour can play a big part in creating a fun experience for everyone involved and a welcoming environment for new players to explore.



## ***Thank Your Tournament Organizer***

*This is one of the most important things a player can do. Your TO has put a lot of time and energy in to helping you have a great day (or weekend) of gaming and a thanks at the end never hurts!*



# RESOURCES

On the *Flames Of War* and *World War III: Team Yankee* websites are a number of resources that will help Players and the TO stay organized and keep downtime between games to a minimum.

These forms can all be downloaded from our website:

[www.FlamesOfWar.com/FOWTournaments](http://www.FlamesOfWar.com/FOWTournaments)

or

[www.Team-Yankee.com/WW3Tournaments](http://www.Team-Yankee.com/WW3Tournaments)

## ARMY LISTS

Each player needs to fill one of these forms out before the tournament. The TO will look over these sheets to make sure that the players list abides by the Tournaments Costs limit and any other list-building rules.

The Forces Of War website is a great tool for building your lists and takes a lot of the fuss out of the process. It can also export a PDF document with the breakdown of the list, models and Unit Cards. This can be submitted in place of the Roster.

[Forces.FlamesOfWar.com](http://Forces.FlamesOfWar.com)

or

[Forces.Team-Yankee.com](http://Forces.Team-Yankee.com)

**FORCES OF WAR**  
THE FLAMES OF WAR FORCE BUILDER

HOME NEW FORCE SAVED FORCES HELP STORE ACCOUNT

RETURN TO FORCE OPTIONS EMAIL NEW FORCE SAVED FORCES PRINT PDF

**D-Day: American Force**

M4 Sherman Veteran Tank Company		U.S.	LU159	68
<i>Note:</i> Veteran M4 Sherman Tank Company HQ				
	2x M4 Sherman (75mm)	9	LU159	9
<i>Force</i>	Veteran M4 Sherman (76mm) Tank Platoon	28	LU161	28
	5x M4 Sherman (76mm)	28		
<i>Force</i>	Veteran M5 Stuart Tank Platoon	10	LU164	10
<i>you c</i>	4x M5 Stuart (37mm)	10		
<i>provi</i>	Veteran M4 Sherman Tank Platoon	21	LU160	21
	5x M4 Sherman (75mm)	21		
<i>If yo</i>	<b>Support</b>		U.S.	27
	<i>Note:</i> M7 Priest Artillery Battery			
	3x M7 Priest (105mm)	8	LU121	8
	M4 Sherman OP Observation Post	3	LU122	3
	1x M4 Sherman OP (75mm)	3		
	M10 Tank Destroyer Platoon	16	LU105	16
	4x M10 (3-inch)	16		
	<b>D-Day American Command Cards</b>		U.S.	5
	Lafayette Poole	4		4
	Command Card Lafayette Poole	4		4
	Lucky	1		1
	Command Card Lucky	1		1
	<b>D-Day</b>		Unit Count: 8	Total Points: 100
<b>Card List:</b>				
Lafayette Poole				
Lucky				
LU105 M10 Tank Destroyer Platoon				
LU121 M7 Priest Artillery Battery				
LU122 M4 Sherman OP Observation Post				
LU159 Veteran M4 Sherman Tank Company HQ				
LU160 Veteran M4 Sherman Tank Platoon				
LU161 Veteran M4 Sherman (76mm) Tank Platoon				
LU164 Veteran M5 Stuart Tank Platoon				
<b>Pick List:</b>				
4 M10 (3-inch)				
7 M4 Sherman (75mm)				
5 M4 Sherman (76mm)				
1 M4 Sherman OP				
4 M5 Stuart (37mm)				
3 M7 Priest (105mm)				

## TOURNAMENT ORGANIZERS

Did you know you can gain free access to the Forces website for 4 weeks to assist in checking any lists that are submitted?

Just enter your event on the Events website and contact [eventsteam@battlefront.co.nz](mailto:eventsteam@battlefront.co.nz) and we will give you a one-time code that will unlock all of Forces for you.



## SCORE SHEETS

After each round, players update their Score Sheet with the results from their game and turn them into the TO. These results will be tallied up to assist in determining the draw for the next round, as well as the overall winner at the end of the tournament.

At the start of the following round the TO will hand the Score Sheets back to the players.

It is the Players responsibility to ensure that the Score Sheet is handed back to the TO at the end of each game.

*You will need one score sheet for each player in the tournament.*

SCORE SHEET		PHIL YATES <small>PLAYER NAME</small>		
<b>ROUND 1</b>				
VERSUS	CHRIS TOWNLEY <small>OPPONENT</small>	WIN (TICK) <input checked="" type="checkbox"/>	LOSS (TICK) <input type="checkbox"/>	2 <small>VICTORY POINTS</small>
<b>ROUND 2</b>				
VERSUS	WAYNE TURNER <small>OPPONENT</small>	WIN (TICK) <input checked="" type="checkbox"/>	LOSS (TICK) <input type="checkbox"/>	7 <small>VICTORY POINTS</small>
<b>TOTAL AFTER ROUND 2</b>				
1 <small>TOTAL WINS</small>	1 <small>TOTAL LOSES</small>	9 <small>VICTORY POINTS TOTAL</small>		

## ROUND SHEETS

This form is where the TO tracks the round-by-round pairings and keeps track of the players' overall Victory Point totals. As Players hand in their Score Sheets each round the TO should update the Wins and VP columns with the Players updated totals. This will help the TO to organise the next round of Pairings.

At the end of the form is a section for Players' final scores, including their total Wins and Victory Points.

*You will need one round sheet for each round of the tournament.*

# ROUND SHEET

Fill in the names and pairings for the round before announcing them. As games finish update the Win and VP columns with the total Wins and VP from the Players Score Sheet.

ROUND			WIN	VP	VS	WIN	VP	
1	CHRIS TOWNLEY	<input checked="" type="checkbox"/>	7			PHIL YATES	<input type="checkbox"/>	2
	WAYNE TURNER	<input type="checkbox"/>	3			VICTOR PESCH	<input checked="" type="checkbox"/>	6
	CASEY DAVIES	<input checked="" type="checkbox"/>	6			EVAN ALLEN	<input type="checkbox"/>	3
	JOHN SMITH	<input type="checkbox"/>	3			TREVOR GRANT	<input type="checkbox"/>	2
	SCOTT TOMPSON	<input type="checkbox"/>	2			GARRY ALLEN	<input checked="" type="checkbox"/>	7

## PAIRING SHEET

This form will help the TO quickly identify which Players have already played each other. By writing each Players name in the left most column and then in the top row (in the same order), the TO can check off pairings as they occur.

Additionally, if you wish to keep track of the tables that a Player has played on during the event, instead of placing a tick or cross where the two players names intersect, you can write a table number. This can assist with ensuring Players fight on as many different battlefields as possible.



# PAIRING SHEET

PLAYER NAME/INITIALS	CT	WT	CD	PY	VP	EA	GA	TG	ST	JS
CHRIS TOWNLEY				1						
WAYNE TURNER					2					
CASEY DAVIES						3				
PHIL YATES	1									
VICTOR PESCH		2								
EVAN ALLEN			3							

### BEST PAINTED, SPORTS, OPPONENT, TABLE

This simple tear off form has places for Players to write down their picks for these awards, should you choose to offer them. Players should write their name on the form, along with the names of their picks.

### MISSIONS

The Missions PDF is a fantastic resource for TO's and Players alike and includes 20 different Missions, all appropriate Mission specific rules, and the popular Battle Plans system that helps Players to ensure the games that they play throughout the weekend are relevant to the Forces they have chosen.

[www.FlamesOfWar.com/FOWMissions](http://www.FlamesOfWar.com/FOWMissions)  
or

[www.Team-Yankee.com/WW3Missions](http://www.Team-Yankee.com/WW3Missions)

### FREQUENTLY ASKED QUESTIONS

Lessons From The Front (the *Flames Of War* FAQ) and FM101 (the *World War III: Team Yankee* FAQ) provide a regularly updated source of clarifications for those unique situations that don't often happen. When the rulebook doesn't provide the answer for something tricky you are likely to find your answer here.

[www.FlamesOfWar.com/FOWFAQ](http://www.FlamesOfWar.com/FOWFAQ)  
or

[www.Team-Yankee.com/WW3FAQ](http://www.Team-Yankee.com/WW3FAQ)

### CERTIFICATES

We have a selection of certificates that you can easily print out and supply as part of the prize giving.

[www.FlamesOfWar.com/FOWCertificates](http://www.FlamesOfWar.com/FOWCertificates)  
or

[www.Team-Yankee.com/WW3Certificates](http://www.Team-Yankee.com/WW3Certificates)

VPs

List the players below, ranked by their number of wins. This will make it easier to organise the next rounds pairings.

### RANKING AT END OF ROUND

HIGHEST TO LOWEST	VP'S	WINS
CHRIS TOWNLEY	7	1
GARRY ALLEN	7	1
VICTOR PESCH	6	1
CASEY DAVIES	6	1
WAYNE TURNER	3	0
EVAN ALLEN	3	0
JOHN SMITH	3	0
PHIL YATES	2	0
SCOTT TOMPSON	2	0
TREVOR GRANT	2	0

# CUSTOM TOURNAMENTS

The previous guidelines are just that, guidelines. As a TO you should absolutely customize your event to suit the needs of the event you are planning on running. Here are a few ideas to start you thinking:

## CAMPAIGNS

You can add a little Red vs Blue colour to your event but setting it against the background of a Campaign. There are numerous Firestorm Campaigns that you can download from the *Flames Of War* and *World War III: Team Yankee* websites and the recently released Firestorm: Bagration Kit can be purchased directly from Battlefront Miniatures.

For more information check out the Firestorm: Bagration page here

[www.FlamesOfWar.com/FOWFirestorm](http://www.FlamesOfWar.com/FOWFirestorm)

or

[www.Team-Yankee.com/WW3Firestorm](http://www.Team-Yankee.com/WW3Firestorm)

## ESCALATION/DE-ESCALATION

This concept involves players submitting multiple lists (for example 65 points, 80 points and 100 points) with each round of the event using a different points level. This means players can really mix up their forces and bring a variety of models to really get a different feel from each game. Before each round, or in the tournament pack before the event, you can advise players of the points level for that round and players select their corresponding list.

## ROUND ROBIN

Not all tournaments involve large numbers of players. If your gaming group has a smaller number of players you can take the stress of Swiss Chess out of the equation but just arranging for each player to play everyone once.

Pressed for time? Divide your Players in to two groups and have them play a round robin event with the top

Player from each pool facing off against each other for an overall winner. Likewise, number two in each pool can play off and so on.

## TEAMS

Teams events offer a great way for experienced players to introduce or encourage newer players to the game. Players build a list as normal from a *Flames Of War* or *World War III: Team Yankee* books. Players should command at least one Formation each and can make full use of the Allies rule if they want to bring different nations. The Formation Support should only come from one of the nations, so for example if one player is taking an American Force and the other is taking a British Force, the Support can only come from either the American or British Support options.

When running a teams event, we recommend increasing the overall points level to account for the players needing to build a pair of Formations between them. A game of 120-140 points can still be completed in around 2-2.5 hours, assuming players make good use of their time, for example both players in a team moving models simultaneously or resolving shooting.

Teams events can also be a great option if you have access to larger tables, such as a 6' x 8' for example.

## SWAP-AN-ARMY

This option provides an interesting way for Players to try their hands at running an unfamiliar army. Each Player provides an army and the TO matches the armies to tables. Players move from table to table, so each game involves running a different Force. This can result in some really interesting match-ups (historical or imaginary) on thematic tables that can really challenge Players.

