

SABRE 2016 MARCH 5 & 6 MEGA GAMES PENRITH



WE ARE WAITING ..... FOR YOU HERE AT SABRE

## LATE WAR TOURNAMENT & CAMPAIGN



**The Penrith Panzer Angriff Club**

Flames of War in Western Sydney Australia

[www.panzerangriff.org.au](http://www.panzerangriff.org.au)



# Flames of War – Multiple Periods

PERIODS : Late War (LW) Campaign Option (LW – Italian Theatre) - Saturday and Sunday

CAMPAIGN: Will be dependent on numbers, registrations and interests (get in early).

LATE WAR: Is five (5) rounds.

EVENT: 2016 Penrith Panzer Angriff - Sabre LW

LOCATION: Mega Games – High Street Penrith (map with parking indicated on last page).

DATE: 5<sup>th</sup> & 6<sup>th</sup> March 2016 (8:30am kick off both days)

ENTRY PRICE: \$45 for two days and \$35 for one day (to be paid by EFT - Panzer Angriff, St George Bank, BSB 112-879, Account Number 474032266, please include your name or initials in the payment details. Otherwise please contact the TO)

FORCES: Late War all current and revised briefings and official PDF's as at **29 February 2016 (NO PACIFIC)**

POINTS: 1650(LW) and CAMPAIGN WILL BE SUBJECT TO SEPARATE CONDITIONS, to avoid BLUE on BLUE you may bring an Axis and Allied Force, nominate your primary force when forwarding your lists (Otherwise the TO will decide for you).

EARLY REGISTRATION : To make the TO's job a little easier, we have an early registrant prize pool, conditions of which are registration and payment by 15<sup>th</sup> February 2016 and email of your list/s by 29<sup>th</sup> February 2016.

DUE DATES : Lists are due by 1<sup>st</sup> **March 2016**, submission of lists after due date will incur "TO's WRATH TM"

EASY ARMY : Panzer Angriff encourages the use of Easy Army & Flames of War Forces as such lists from those sources are accepted with any errors contained within them as a valid list, as at 3<sup>rd</sup> March 2016.

HISTORIES: Are not compulsory but will improve your chance of the "Best Army" prize.

SPORTSMANSHIP: Is compulsory, will improve your chances of the "Best Sports" prize, and has its own reward.

MISSIONS: Have been selected in advance and advised to players (see tournament schedule on the next page) to avoid any mission adversely affecting any players force. This also allows the proper preparation by players, so that they may read the mission and special rules before play, and with sufficient time to ask any questions to the TO in advance, or asking other players. It benefits the TO in having informed players and clarity amongst players as to which mission are to be played and the order. Above all it is fair to all parties, with the only advantage being their level of experience and gamesmanship

PLAYER SET TABLES: Sabre 2016 will hold a competition for the "Best Player" Set Table, if you wish to enter please forward an email to the TO : [drea@bigpond.net.au](mailto:drea@bigpond.net.au) with your details. Table scoring details are at the end of the tournament pack, to give you the best chance of taking the prize. The venue will be open the Friday nite before hand to set your table or at 7:30am on the first day of the tournament.

Tables are to be cleared by 4:30pm on the Sunday.

# TIMETABLE

## Saturday

Registration 08.00-08.30

Welcome and Briefing 08.30-08.45

Social Dinner 18.30-21.00

## Tournament schedule (LW)

Game 1: **Dust Up** (Fair Fight) 09.00-11.30

Lunch 11.30-12.00

Game 2: **Cauldron** (Mobile Battle) 12.15-14.45

Break 14.45-15.00

Game 3: **Breakthrough** (Mobile Battle) 15.00-18.00

Social Dinner 18.30-21.00

## Sunday

**Beauty Parade** 08.00-08.40

Break 08.40-09.00

Game 4: **Hold the Line** (Defensive Battle) 09.00-11.30

Lunch 11.30-12.30

Game 5: **Hasty Attack** (Mobile Battle) 12.45-15.15

Break 15.15-15.45

Packing Up 15:45 – 16:15

Awards 16.15 - 16.30

## Campaign Schedule

To be advised separately and likely to be two games on the first and second day of three hours each.

## Rules and Regulations for Tournament

### Late Arrivals:

1. If you are 10 minutes late, apologize to your opponent and get on with the game.
2. If you are between 10 and 20 minutes late you start the game as if you had already lost a platoon for all game (yes that includes company morale checks) and scoring purposes. When working out the final score, this count as an additional platoon lost above those lost during game play.
3. If more than 20 minutes late, the opponent gets a major victory 6-1 score.
4. If your opponent is not at the table within 15 minutes of the end of the previous round please inform the TO, who will endeavour to round up strays. Branding will only be necessary if they stray into some other gaming system.

We encourage players to turn up early to register on the Saturday to avoid any delays to the beginning of the first round. As always anyone who wishes to turn up early and help set up tables etc., is more than welcome to come join us at 7:30 am.

Note that the last game Saturday has an extended run time to 6pm, being 3 hours to allow for the possibility of at least 6 turns for Breakthrough.

### General:

- All armies must be fully painted and reflect historical schemes. Any miniatures not fully painted will be pulled from the table prior to starting the tournament.
- Where your force gives you **an option** that applied to your **whole list**, for instance to be a “tank” or “mechanised” list or to be an “auto attack or not” or some other choice, you must make that choice prior to the commencement of round 1 of the tournament, that choice will then be applied for each round of the tournament. This does not apply to platoons where one type of team can be replaced with a different type of team, or Kampfkruppe’s or similar.
- **At or during round 1 (and only in round 1) you are obliged to check that your opponents army is as described in their army list, any doubts or concern should be raised with the TO.**
- Opponents in Rounds 2 and following will be determined by game play results from previous rounds, with each player being seeded with an opponent of their calibre, based on results. The first (LW) rounds matches will however be determined randomly from the pool of players; the pool will be split into two different populations being experienced players and new players, and minimising blue on blue games. Round 2 & 3 will be based on opponents scores, but minimising blue on blue (where possible by a 1 or 2 point differential), Rounds 4 and 5 will be based on matching opponents with the same points score at the commencement of that round, or as close as possible.
- Battle point match-ups are a higher priority than any other forms of match-ups, so be prepared to play any army type or opponent. For the first few games we will attempt to avoid matching up same club members. We will also attempt to match up Axis vs. Allies whenever possible but **do not** expect every game to work out historically. But we will also have a crack at this for round 1, 2 and 3 matches.
- Prior to each match beginning, take a few minutes to run through your army with your opponent checking that they are aware of any special rules that apply to your force
- Prior to play, agree on the effects of any terrain on the table you are about to play on before you start the game. If you have units in Reserve or Ambush declare to your opponent what they are.
- Please bear in mind that terrain is representative and is constrained in its shape and height by the materials available to the hobby, accordingly interpretation of the terrain between opponents is a necessary step, and doubts can be resolved promptly by referring to the TO.

## **Rules and Regulations for Tournament (Cont'd)**

- To be fair to all players please setup your games as quickly as possible to allow both players more gaming time to avoid timeouts. (No game should take more than 15 minutes to get underway, having allowed a 10 - 15 minute break between games.) You may commence your game at any time that you both agree. All games must finish at the scheduled time.
- Players are responsible for monitoring their time and the judges will announce time intervals throughout the tournament. A true act of sportsmanship is not starting a new turn if both players will not be able to finish that turn. The game should be called if both players cannot finish their turn and the results should be calculated.
- When time is called the game must immediately end regardless of the action taking place in the game. New turns cannot be started even if starting a new turn would award an immediate victory or cause a player to make a company morale check.
- Please be aware that if you do play overly slowly or intentionally try to stall a game to force a draw your opponent will be justified to give you a low sportsmanship mark.

Lessons from the front and any officially announced rule clarifications up to and including the 5<sup>th</sup> March 2016. You may resubmit your army list/s any time prior to that date in the event that any rule announcement has an adverse impact upon your previously submitted list.

### **List Formats**

Army lists **must** be submitted to [drea@bigpond.net.au](mailto:drea@bigpond.net.au). As either an Easy Army or Forces of War List or on the official tournament OOB army list PDF, included as an attachment with this email or located on the Flames of War website at: [www.Flamesofwar.com](http://www.Flamesofwar.com).

All fields must be filled out. This is to ensure accurate checking of army lists and that all player information is correct. Any army lists provided in a different format will be rejected and will have to be resubmitted. If your history includes your list, you will need to submit a separate list.

- Ensure you bring three (3) army lists on each day of the tournament, one for you, one to provide your opponent with (if you don't plan on retrieving that, bring five) and one to give to the TO in the event yours get pulled for a random check.

### **Rule Clarifications**

Please be familiar with the clarifications to "Lessons From the Front" a copy of which is included with the tournament pack email, as well as lessons from the Front.

### **Tiebreakers**

- 1) Ties will be resolved on a win against that opponent, then
- 2) total wins, then
- 3) strength of force (that is based on combined scores of all your opponents), then
- 4) Total wins of your opponents.
- 5) If further resolution is required it will then be at the TO discretion.

## Late War Army Lists

Total points not to exceed 1650 points

Please refer to the following list of books, for Sabre legal armies, as well as official PDFs, website articles current at 29<sup>th</sup> February 2016. Additionally any books or official PDF's released after 31<sup>st</sup> January 2016 (not included in this list) but before 1<sup>st</sup> March 2016 can be used. (BUT NOT PACIFIC)

Grey Wolf (revised)	Red Bear (revised)	Desperate Measures	
Overlord	Atlantik Wall	V3 Forces Book	
Blood, Guts and Glory	Devils Charge	Nuts	Bridge at Remagen
Bridge to Bridge	Market Garden	Nachtjager	
Road to Rome	Fortress Italy	Berlin	

Army lists available on the Flames of War website listed under Official 1944-45. (This does not include any army lists currently 'Under Review'.)

Please be clear that the following briefings can no longer be used – Fortress Europe, Fortress Europa, Turning Tide, Earth & Steel, Dogs & Devils, Cassino, A Bridge to Far, Hells Highway, Stalin's Onslaught, River of Heroes and Hammer & Sickle Red Bear and, Grey Wolf.

Army Lists must be submitted no later than Tuesday 1<sup>st</sup> March 2016. Unit histories are not necessary but we will consider any unit histories as part of the Best Army Prize.

### **Prize Pool (LW)**

Comprises "Best General", "Best Adjutant", "Best Army", "Best Sport", "Best Player Set Table" and "The Most Bloodied" as well as the "Early Registrants Prize".

### **Prize Pool (EW)**

Comprises "Best General", "Best Adjutant", "Best Player Set Table" and "The Most Bloodied" as well as the "Early Registrants Prize".

### **Tournament Scoring**

We will be using a simple software spread sheet to record results from each of the score cards, you will need to record your name, your opponents name, the mission, the table, your score, your opponents score, number of platoons you lost and the number of platoons your opponent lost. You will need to return the card after the end of each round for computation and digit manipulation. Provision for sports score will also be made on the card.

### **Best General & the Best Adjutant**

Best General is based on Generalship Score only, and is awarded to the player with the highest mission point scores.

Best Adjutant is based on Generalship Score only, and is awarded to the player with the second highest points score.

### **Byes**

In the event of an odd number of players it will be necessary for a player to have a bye in each round. They may choose to accept a score of your tournament average (at that point) or 4:3 whichever is higher, or play the bye player force. The bye player's force/s will be detailed on the FOW forum a couple of days prior to the event.

You will not be compelled to have a bye in any round.

### **Best Sport**

The player with the highest sports score as voted by their opponents during the tournament will be awarded "Best Sport". Your tournament card will include an area to record your vote, which we suggest you do at the end of the last battle; the score is out of 10 for each opponent. Award points on the basis of how enjoyable your opponent made the game for you (remember someone has to win, even if it wasn't you.)

You may score a maximum of two opponents with 10 and a maximum of two opponents with a 9. You may write notes or comments on the reverse of the card should you need a prompt when making your vote at the end of the last round.

### **Most Bloodied**

Is determined from the player with the most platoons lost over the course of the tournament/s and is awarded to commend dash and courage in the face of the enemy, without fear or regard, but mostly without regard.

### **Early Registrant**

The pool of Campaign & LW players registering early qualify for this prize, as there will be more than one participant, the winner will be determined from the highest die roll from amongst the pool.

## Best Army

Army Backgrounds/History can be provided in any format and don't have to accompany the army list.

Is a score out of 10, and are to be self-assessed by the player, using the criteria detailed below, these are then randomly checked by the TO with assistance of an independent judge.

Receive 1 Point for each of the following:-

Written History

- ☐ Written History reads well
- ☐ Has a themed army
- ☐ Has an army representative of an identifiable force
- ☐ Army is fully painted
- ☐ Army is well painted
- ☐ Army is based well or other elements added to vehicles, or both
- ☐ Objective markers have the same theme as the army
- ☐ Objective markers are well painted/presented
  
- ☐ Bonus point at discretion of judge (to resolve ties if there is one)

Lose 1 Point for each of the following:-

- ☐ Using substituted units
- ☐ Any part of Army is painted with an undercoat only
- ☐ No Objective Markers (forget them, bring them day 2!!)
- ☐ No dice, smoke or other unit markers
- ☐ Any unit not fully painted

## Best Player Set Table

Is a score out of 25, and are self-assessed by the player, using the criteria detailed below, these are then randomly checked by the TO with assistance of an independent judge.

Tables are judged as follows (max points for each category detailed):-

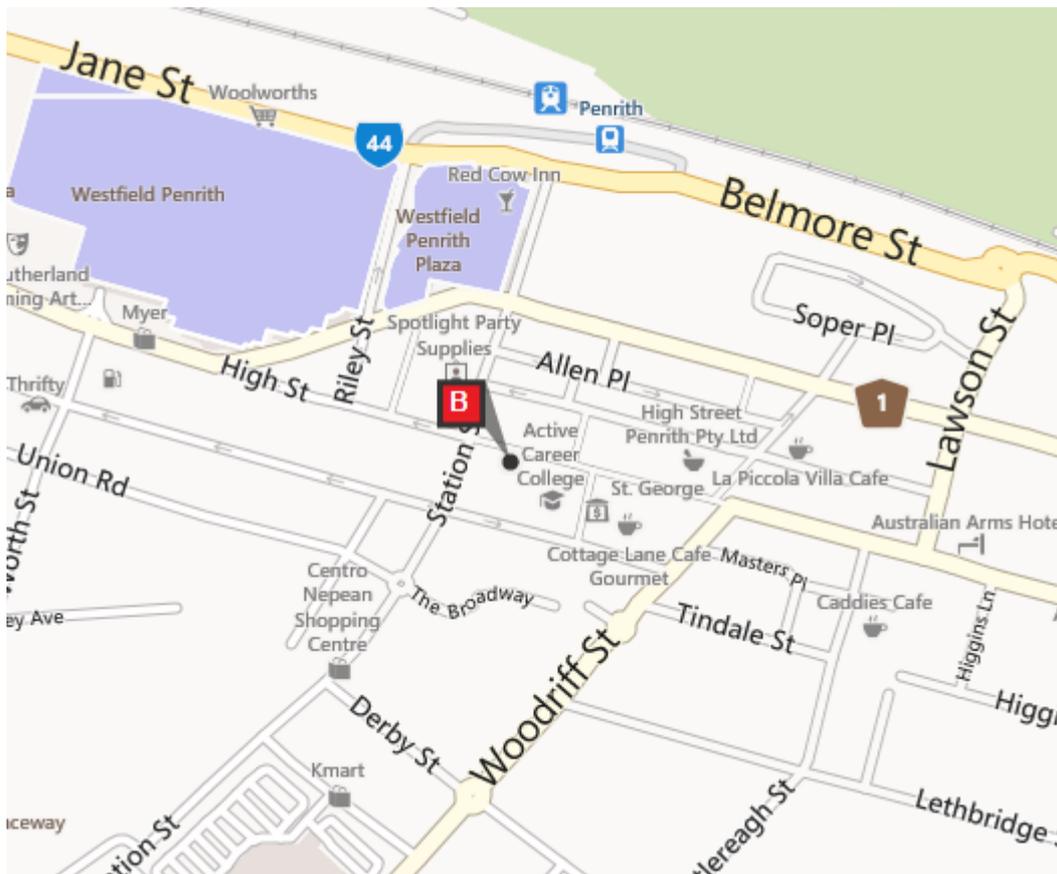
- 5 points - 1) Gaming Balance (for the missions to be listed)
- 4 points - 2) Appearance and presentation
- 7 points - 3) Strong theme (theme is your choice)
- 3 points - 4) Special/unique features
- 3 points - 5) Uniformity and consistency of terrain (its all 15mm scale)
- 3 points - 6) Historical basis (modelled to represent a documented battle landscape)

Maximum points 25

Points will be deducted for the use of abrasive materials, or non-figure friendly materials (no sand pits please).

You will only be competing against other player set tables, and the pool includes both EW and LW players.

## LOCATION & MAP



478 High Street Penrith.  
Next to a Kebab shop and a late night lolly shop!!

### **Parking**

Parking is available on the street at the venue on Sunday, on Saturday we recommend the parking station top floor and part of the second floor marked all day parking. Parking station can be found between Union Lane and The Broadway, detailed in the map above.

Please do not park on site, as this is shared with other business, one of which is a less than salubrious establishment!!!

### **Accommodation**

Local Accommodation should be readily available

## **Details of Social Dinner**

Details to be posted on Flames of War website and Panzer Angriff website closer to the date.

We look forward to seeing you all at the tournament.

Regards

## **SPONSOR : Mega Games Penrith**

ORGANISERS : Penrith Panzer Angriff Inc., Mick Covi, David Rea and Ben Wynn

TO CONTACT : [drea@bigpond.net.au](mailto:drea@bigpond.net.au)