

FLAMES OF WAR PLAYERS PACK

HEROCON 2023 (2-3 December 23)

Please ensure you read the General Event Information document prior to reading this players pack. It contains information applicable to the whole event.

HC23 Flames of War Organiser:

Andrew Thompson

Entry and Tickets

Tickets are to be purchased online at **www.adfwga.com**.

Please purchase a Flames of War ticket as it is specific to this event.

Entries for the Flames of War tournament close on 28 Nov 23 or when tickets sell out. The Flames of War tournament will be holding a two-day event, however your ticket covers you for the whole weekend's worth of play and activities.

Event Details

This is a Late War 115 point, two day, four round event.

Equipment Required

- Your Army
- Army books and Rules for your full army
- At least 2 copies of your army list
- Dice and Tape measure
- Objective markers as required.
- A carry trays
- Pen

Army Construction and Submission

Army list will be 115 points from any official Flames of War book or digital list. No fan-fiction or unofficial lists will be allowed.

Army lists are to be sent to the organiser no later than Friday 29 Nov 23. Lists will be fixed for the weekend once chosen.

Weekend Timetable

(All times subject to change)

Saturday 02 Dec 23

0830 Venue open and registration at main entry
0845 - 0900 Event and Safety Brief
0900 - 1200 Game 1
1200 - 1300 Lunch
1300 - 1600 Game 2
1600 - 1700 AGM

Sunday 03 Dec 23

0830 - Venue opens
0900 - 1200 Game 3
1200 - 1300 Lunch (voting on best painted army).
1300 - 1600 Game 4
1600 - 1700 Pack Up

Note: Timings are subject to change

Loan Armies:

There will be figures available for loan for those people that want to play but are yet to have figures. For those people that would like to loan an army for the event please contact the event organiser at awthompson100@gmail.com

Missions:

Missions will be determined by the use of the missions list as per:

<http://www.flamesofwar.com>

Also please read:

<https://www.flamesofwar.com/Portals/0/Documents/Version4/LessonsFromTheFront-V4.pdf>
for more information.

Terrain:

All terrain will be supplied for the event. Each table will come with a map that will explain the layout of the table and the natures of terrain. Each player is to ensure they understand the natures of terrain before the start of each game.

There will be nil requirement to bring terrain.

Scoring and Draw:

Games will be decided on a win/draw/loss ratio flowed by Battlefronts scoring system.

There will be a random draw for the first round of play, then players will be matched with others on the same amount of wins.

Awards:

There will be awards given for the following players:

1st Place

2nd place

3rd place

Best Painted (Commissioned painted armies cannot win category); and

Best Sport.

Sportsmanship, cheating and slow play

We expect all people that attend ADFWA events to **abide by the number one rule** of making your opponent's enjoyment your primary focus. If there are any issues, please bring them up with the game organiser as it occurs, and it will be swiftly dealt with. Nothing can be done usually after a game has concluded.

Cheating. There is a massive difference between blatant cheating and making mistakes. Cheating will be dealt with harshly and swiftly as the Games Organiser sees fit. If mistakes have been made that affect the outcome of the event, be prepared to have your battle scores docked at the discretion of the Games Organiser. It is your responsibility to ensure that you know how to play your army correctly.

Slow play and game timing. This event will enforce HARD dice down timing. Penalties will be given to scoresheets that are sent in late – usually a zero score. Those found to be participating in deliberate slow play will be penalised as per cheating at the discretion of the Games Organiser. Players who not finish at least three complete turns in the time allotted may subject to scrutineering by the Games organiser. If this occurs for two games over the event a slow play decision will be made by the Games Organiser. Their decision is final. Your game round times for this event are two hours and thirty minutes. There is no excuse for games not finishing naturally.

Grudge Matches

Any player may challenge another player for the first game of the day before the event begins.

Please let the Game Organiser know in advance if a grudge has been issued and accepted, otherwise your opponent will be random.

Point of Contact

Point of contact for the event is Andrew Thompson. Contact details are:

awthompson100@gmail.com