

BAG OF BONES WARGAMING

PLYMOUTH



OPERATION COASTAL PIONEER



21st & 22nd April 2018



This tournament is not an official event of Battlefront games.

This pack will cover everything you need to know about OPERATION COASTAL PIONEER, but if you need any additional information feel free to contact us via:

bagofboneswargaming@hotmail.com

Alternatively feel free to join the Facebook Event Page and we'll be happy to answer any questions. Simply search for "Bag Of Bones Wargaming Weekender" and ask a question on the discussion.

The Tournament will take place at:

Kings Tamerton Community Centre & Social Club
Newton Avenue
Plymouth
Devon
PL52BU

For any Flames of War Player issues on the day please contact Dave Petter via:

07813 161574

Game Format:

This will be a Swiss system tournament with a random first round draw. Whilst every effort will be made to the draw to keep the matches Allies vs Axis; players should expect that some Blue vs Blue encounters are unavoidable.

The tournament will consist of **five games** per player. The time limit for each game (including mission selection and set up) is **two hours and thirty minutes**. Warnings will be called 30 and 15 minutes before the end of each game.

No clear winner at the end of the three hour time frame will result in each player recording the game as a loss and scoring as such.

WINNER'S LOSSES	RESULT	WINNER'S VICTORY POINTS	LOSER'S VICTORY POINTS
0 – 1 Units	Stunning Victory	8	1
2 Units	Major Victory	7	2
3 or more Units	Minor Victory	6	3

(above table taken from page 93 of the Flames Of War 1931-41 and 1944-45 Rulebook)

Game Day Timetable:

Day 1 - Sat 21st April

10:00 – 10:30	Registration and 1 st round draw
10:30 – 13:00	Game 1
13:00 – 13:45	Lunch & 2 nd round draw
13:45 – 16:15	Game 2
16:15 – 16:30	Break and 3 rd round draw
16:30 – 19:00	Game 3
19:15	Day 1 Results and 4 th round draw
23:00	Bar Closes

Day 2 - Sun 22nd April

10:00 – 12:30	Game 4
12:00 – 13:15	Lunch & 5 th round draw
13:15 – 15:45	Game 5
16:00	Final Results and Awards Presentation
20:30	Bar Closes

Breaks, Lunch and Refreshments:

The ticket price you have paid includes tea and/or coffee throughout the course of the day. It has also covered the cost of bar staff meaning the fully licensed bar (social club prices) will be open from 12:30 until closing of the days events both days.

Lunch (regional specific!) will be provided each day however **please let us know if you have any special dietary needs.**

The bar in the event room will remain open until 23:00 on the Saturday night and 20:30 on the Sunday. All participants are welcome to stay until these times.

Prizes:

All entries gain five bespoke Bag Of Bones Wargaming turn/wound counters.

Final results awards will be presented for 1st, 2nd, 3rd and last place.

Force Selection:

Any Late War (LW) force list will be accepted for OP COASTAL PIONEER, provided it has been published by Battlefront and/or appears on the www.forces.flamesofwar.com website. Double formations will be accepted provided they are within the points limit.

No more than **1650 points** may be spent on the army (points rebates for Cmd Teams/Staff Teams etc iaw Oct 2017 Lessons from the Front will be used and accepted).

When selecting your force, please bear in mind this tournament will be using "Battleplans" for mission selection.

All Force Lists must be submitted by **14 APRIL 2018** for checking by Bag Of Bones Wargaming. This is to ensure Forces comply with all the current rules and Lessons from the Front. This can be done via email, picture message or post.

Battleplans:

OP COASTAL PIONEER will be using Battleplans for mission selection and this will be done within the two hour, thirty minute time allowance. Therefore players should ensure they have an understanding of this process.

This is available within the Flames Of War More Missions Pack:

www.flamesofwar.com/Portals/0/Documents/MoreMissions2017/FOWMoreMissionsNB.pdf

A copy of this pack will be available at each table for the tournament.

Once the game starts, players will declare their primary company title. They will then each pick a battle plan in secret and declare together using the provided cards within the table mission pack. The table will then be used and a die rolled to select the mission.

To speed up the process, players should ideally know what their 60%/40% division of force is in advance.

Remember no clear result = a loss for both!

BATTLE PLANS

The Battle Plans mission selector allows players to pick a plan that will influence the type of mission they will play. The combination of the two players' plans determines the type of mission. Before the game, the Allied and Axis players each pick a battle plan (Attack, Manoeuvre, or Defend). They

then compare their plans on the Battle Plans table below then roll a die to see what mission they will play.

FORTIFIED FORCES

A force with Fortifications or a Desert Fort must Defend.

BATTLE PLANS			
ALLIED PLAYER'S PLAN	AXIS PLAYER'S PLAN		
	ATTACK	MANOEUVRE	DEFEND
ATTACK	Roll to see who Attacks 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Free for All	Allied Player Attacks Axis Player Defends 1: Breakthrough 2: Contact 3: Counterattack 4: Counterattack 5: Dust Up 6: Encounter	Allied Player Attacks Axis Player Defends 1 or 2: Bridgehead 3 or 4: No Retreat 5 or 6: Rearguard
MANOEUVRE	Axis Player Attacks Allied Player Defends 1: Breakthrough 2: Contact 3: Counterattack 4: Counterattack 5: Dust Up 6: Encounter	Roll to see who Attacks 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Free for All	Allied Player Attacks Axis Player Defends 1: Breakthrough 2: Bridgehead 3: Contact 4: No Retreat 5: No Retreat 6: Rearguard
DEFEND	Axis Player Attacks Allied Player Defends 1 or 2: Bridgehead 3 or 4: No Retreat 5 or 6: Rearguard	Axis Player Attacks Allied Player Defends 1: Breakthrough 2: Bridgehead 3: Contact 4: No Retreat 5: No Retreat 6: Rearguard	Roll to see who Attacks 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Free for All

What to Bring?:

Your chosen Flames Of War 1650 point **LATE WAR** force.

Two copies of your force list (one for you and one for your opponent).

A copy of the Flames of War 1939-41 and 1944-45 Rulebook (4th Edition). Our judges will have a copy of the rulebook for use in settling any rules disputes but to keep things moving it'll be helpful if players bring their own copy for reference rather than relying on the judges.

Measuring tape, dice, templates, calculator, pencils and any markers that you'll need to play.

A tray of some form large enough to move your force between tables (for those attending their first tournament, this will save you a lot of time and effort).

Money – bring cash to last you the day! There is limited access to cashpoints by the venue and although the bar can accommodate card transactions don't rely on it!

Finally and most important, an open mind and good attitude. Most game rule debates can be resolved by the two players at the table and in a worst cast decided on a 1-3 it is, 4-6 it isn't with a dice. However if this cannot be done a judge will have a final decision.

Venue Rules:

The event room and facilities attached are for the use of those attending the tournament. However there is no access to the areas on the ground floor at anytime.

Under 18s are not permitted to this event due to the use of the licensed bar.

There is strictly no smoking within the venue.

A venue safety brief will be giving on the day of the event.

No liability will be accepted for the loss or damage of any personal effects whilst attending the Bag Of Bones Wargaming Weekender.

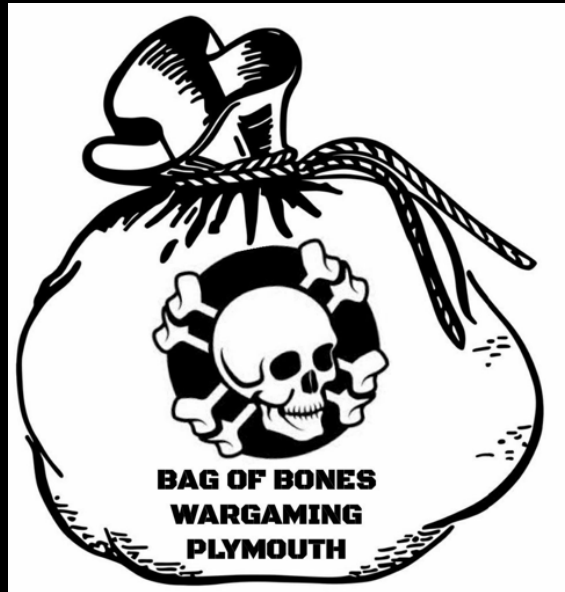
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This tournament is in no way endorsed by Battlefront Games.



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