

# **Panzerschreck XVIII**

## **2018**

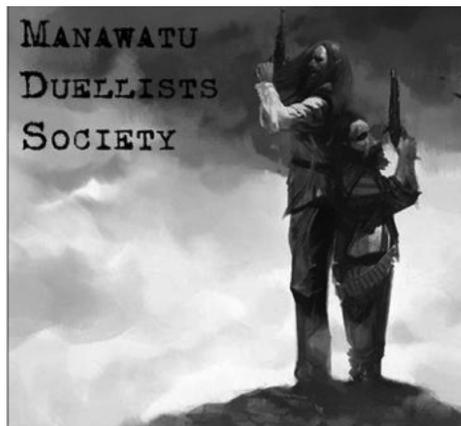
**RIVERDALE SCHOOL HALL**

**SLACKS ROAD**

**Palmerston North**

Registration Form

Saturday July 14<sup>th</sup> - Sunday July 15<sup>th</sup> 2018



Send your army lists and **please** include the Army book and page number or pdf file or screen-shots of digital “Forces of War” list your army has come from to Derek Forrester (Note: failure to include book and page number, pdf or screen shot of the digital list may result in your army list being returned for modification), by 30<sup>th</sup> June 2018

[fordb@xtra.co.nz](mailto:fordb@xtra.co.nz)

Please do not include histories etc. just the army list! No histories are required for this event. Send your Team’s Lists together if possible, otherwise ensure it is clearly named with both you and your partners name.

Note: You can make payment (\$25) with your registration directly to our bank account:

06 0729 0418153 00

or you can pay on the first day.

Either is fine, don't forget to include last name as reference for individuals paying by internet banking or team nickname instead if paying for both at the same time.

### **Map to Riverdale School**

**Go to:**

<https://www.google.co.nz/maps/place/Riverdale+School/@-40.3779327,175.5930083,17.32z/data=!4m2!3m1!1s0x0:0xfa85d06108fbf623>

# General Wargaming Information

## Painted or proper models

Yes, we all like to see painted models. But more than that we like to see people playing the game. If you want to play but your army isn't painted, you are still welcome. Be prepared for lots of "snow camouflage" jokes, though!

Of course we would prefer WYSIWYG and paint, but we won't stop you from joining in the fun.

## Professional etiquette

It is asked that you mind your own business when it comes to other games. Do not touch models, and do not take it upon yourself to give advice to another player (unless it's your team partner or opponents).

## Tools of the Trade

Remember to bring plenty of your dice and measuring devices!

## Priorities, Priorities

If you're in a tournament, it may be tricky to involve yourself in other events. If you do, however, please be aware of your own tournament's progression - we won't wait for you if you forget!

## General Housekeeping

\* The school grounds are ***no smoking***, but there are ample areas outside the school grounds for the nicotine addicts to congregate and plot. ☺

\* Please dispose of all rubbish in the provided receptacles and tidy up after yourselves.

\* No Alcohol on the School Grounds

**The having of fun is compulsory for all players.**

## Other Shiny Features

- Food and soft drinks available inside the venue
- Free Tea & Coffee

# 15mm WW2 Flames of War Doubles Competition

**Rules:** *Flames of War 4<sup>th</sup> Edition*

This will be a **1800 pt. LATE War Doubles Tournament** with 5 rounds using **Version 4** Rules. Armies of Late war book and any V3 late war book & digital list is allowed (V3 book & Digital lists need to be adjusted in accordance with the "1939-41 & 1944-45" V4 conversion book and the "Special rules and Warriors" book).

Each player gets 900 points to build a legal company (each army must have the HQ and two core platoon from it's chosen list)

1. Up to 100 points can be shared with your team-mate.

2. Germans can ally with Germans, Italians, or minor allies.

Italians can ally with Italians or Germans

Finns can ally with Finns or Germans,

Russians can ally with Russians,

Western allies can ally with other Western allies.

Japanese can ally with German or Italians

3. A team may not have the same warrior character duplicated, if one uses a warrior the other half of the team may not have the same warrior.

4. Only one Team member can take air support.

5. The first round will start at **9 AM** sharp on Saturday. Please arrive no later then 8:30 am for sign-in and table assignments. Each round will be 2.5 hours. *Use Battle-plans for the scenario choice.*

6. Each team gets 15 minutes to set up. Platoons not deployed at the end of the time limit will come on per the reserves rule. Even infantry hoards should be able to set up in that time, so make a decision and stick to it.

7. For deployment, you count total platoons for both armies and divide by two. Each team places one platoon, then the next team does.

8. For defensive battle, if one of the armies is tank, you are tank. If you are playing a team that has two tank armies and your team only has one, the team with one defends.

9. Break one company, both run away.

Game scores etc. count for the team, not the individual. The winning team gets the medals & prize. The only individual prize will be for the "Best painted Army"

The tournament organizers/judges word is final.

**Format:** Five 2.5 hr scenario rounds (first round will be a max of three hours to facilitate setting up terrain, terrain then remains set for the remainder of the competition) with three rounds on Saturday, and two on Sunday.

**Best Painted/Presented Army:** Will be judged by the Manawatu Duellists Club

**Expectation of Players:**

You are all expected to bring your own dice, rules, rulers, and armies. For anyone wanting to play and unable to comply with these requirements drop the umpire a line and we will see what we can do. First in first served and no promises.

**Umpire Note:** Should there be an odd number of competitors in a round; a substitute opponent team will be arranged purely for the opportunity of playing a game. This game will be scored as an automatic 6:1 win for the Team.

Umpires: Evan Allen

**Sponsors:**

Table tops provided by **Placemakers**

Prizes Supplied by **Battlefront**



# Registration Form

## Panzerschreck XVIII

July 14<sup>th</sup> – 15<sup>th</sup> 2018

First name:

Last name:

Team member's name:

Team Name:

Email:

Contact Phone:

Address for Correspondence:

Notes/Questions

Payment amount **\$25.00 (Team \$50)**

Please email this form with your army lists to

[fordb@xtra.co.nz](mailto:fordb@xtra.co.nz)

by 30<sup>th</sup> June