



ADEPTICON 2011

FLAMES OF WAR 2011 NATIONAL TOURNAMENT WEEKEND

Last Update: 02.25.2011

EVENT DESCRIPTION

Event: National Tournament Weekend

Ticket Price: Registration and tickets are located on the [AdeptiCon Webcart](#).

Tournament: 6 Game, Mid War Format (Friday-Saturday)

Points: 1500 point army with two 250 point reserve forces. The army is broken down into three Task Forces (White, Blue, Red):

| | |
|-------------------------|---|
| Task Force White | 1500 point army which must contain the company HQ and the required Combat platoons. |
| Task Force Blue | 250 points |
| Task Force Red | 250 points |

ADEPTICON 2011

April 1-2, 2011

Westin Lombard Yorktown Center

70 Yorktown Center

Lombard, IL 60148

[AdeptiCon 2011 Official Site](#)

[AdeptiCon 2011 Registration](#)

[Contact AdeptiCon](#)

- Points may not be split, shared or exceed the Task Force point limit.
- Platoons, teams, heroes, etc. may not be split or shared among different Task Forces. Company assets are the only exception to the rule and they may be purchased in any Task Force but they may only be purchased in one Task Force and not split up among many Task Forces.
- Essentially, each Task Force is 'purchased' independently but when all the Task Forces are combined they add up to a single 2000 point legal army.
- Each player will be given four colored tokens representing 2 Task Force Blue and 2 Task Force Red. A Task Force will be added to games 2, 3, 4, and 5, but Task Force Red and Task Force Blue may only be used twice (hence two of each token) so players will secretly determine which Task Force they will use after they determine who is the attacker and defender. Game 1 will be played with the entire 2000 point army and does not count towards your Task Force allocation. At the end of games 2-5 the players will turn in the appropriate colored Task Force marker to the judges. Game 6 will be played using only Task Force White or the 1500 point army.

RULES AND REGULATIONS FOR NATIONAL TOURNAMENTS

- All armies must be fully painted. Any miniatures not fully painted will be pulled from the table prior to starting the tournament.
- Rounds will be determined by game play results and each player will be seeded with an opponent of their caliber. Battle point match-ups are a higher priority than any other form of match-up so be prepared to play any army type or opponent.
- We will also attempt to match up Axis vs. Allies whenever possible but **do not** expect every game to work out historically.
- For the first few games we will attempt to avoid matching up same club members.

MID-WAR

- Please refer to the following list of books, PDFs and website articles for legal armies.
 - Eastern Front
 - North Africa
 - Army lists available on the Flames of War website listed under Official 1942-43 (this does not include any army lists currently 'Under Review').
- **Army Lists must be submitted no later than Friday, March 4th, 2011.** Unit histories are not necessary but we will consider any unit histories as part of your Armies on Parade score. **Exception:** Any player who qualifies for Nationals after March 4th, 2011 and if you plan on attending you must submit your army list ASAP. Army lists must be submitted to USNationals@battlefront.co.nz on the generic army list excel spreadsheet located [here](#) and on the Flames of War website. Make sure to include the following information:
 - Player's full name
 - Player's email address
 - Club name (if applicable)
 - Army list being used (For example: German Grenadierkompanie)
 - Book or website reference (For example: Eastern Front)
 - Type of company (Tank, mechanized, infantry)



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SCORING

We will be using an updated version of the Battlefront Tournament software and here is the scoring breakdown we will use for the 2011 Nationals:

- **Scoring Breakdown**
 - Generalship: 70%
 - Sporting Play: 20%
 - Historical Army: 10%
- **Draw Match-ups Ranking**
 - Victory Points then Wins
- **Generalship Scoring**
 - Victory Points + Wins
- **Sporting Play Breakdown**
 - Round-by-Round: 60%
 - Popular Vote: 40%
- **Historical Army Breakdown**
 - Force List: 0%
 - Presentation: 10%
 - Painting: 40%
 - Popular Vote: 50%

SCHEDULE

| FRIDAY | |
|-------------|-----------------------------|
| 0800 – 0930 | Registration |
| 0800 – 1000 | Armies on Parade |
| 0930 – 1000 | Welcome and Briefing |
| 1000 – 1230 | Game 1: Breakthrough |
| 1230 – 1330 | Lunch Break |
| 1330 – 1600 | Game 2: Breakout |
| 1600 – 1630 | Break |
| 1630 – 1900 | Game 3: Fighting Withdrawal |

| SATURDAY | |
|-------------|----------------------|
| 0900 – 1130 | Game 4: Encounter |
| 1130 – 1230 | Lunch Break |
| 1230 – 1500 | Game 5: No Retreat |
| 1500 – 1530 | Break |
| 1530 – 1800 | Game 6: Free-For-All |
| 1800 – 1830 | Break |
| 1830 – 1900 | Awards |