

TERRAIN BRIEFING

for the
C.O.G.G.'s 1st ANNUAL FLAMES OF WAR TOURNAMENT

April 25th, 2009

at

GAME HEADQUARTERS

1620 SW 89th St Suite J

Oklahoma City, OK 73159

TERRAIN

The table photos and rules contained in this briefing may be altered somewhat prior to the tournament, but this should give you a very good idea of what to expect. The rules will be posted at each table for review during the game, so you will not need to have this information with you. This is simply being provided as pre-event intelligence. Any questions regarding the terrain will be addressed at the event before the first round begins.

SCENARIOS

In no particular order, the scenarios that will be used for the three rounds are as follows: *Free-for-All*, *Fighting Withdrawal*, and *No Retreat*. The first two are in the *Flames of War* rulebook, pages 202 and 205 in the hardback.

No Retreat is in the *Firestorm: Bagration* rulebook, page 76. If you do not have access to this scenario, no worries! It is set up exactly like *Hold the Line* (page 204) except that the Defender is limited to one ambush and the Attacker deploys at least 16" away from the center line (instead of 24").



Normandy - June 14, 1944

Elements of the 50th Northumbrian Division supported by elements of the 8th Armoured Brigade attack Panzer Lehr in and around the village of Lingevres.

ALL FIELDS
SHORT HEDGES
SHORT WALLS
TALL HEDGES

CROSS-COUNTRY
CONCEAL, DIFFICULT
CONCEAL, DIFFICULT, BULLET
PROOF IF AGAINST
BLOCK LOS UNLESS AGAINST,
VERY DIFFICULT

LINGEVRES

1



Italy

The outskirts of a small Italian town. A simple table for what should be a simple life. Then the war comes along and changes everything.

FIELDS	CROSS-COUNTRY, CONCEALS
PLOWED FIELDS	INFANTRY, MAN-PACKED & JEEP
LOW HEDGES	DIFFICULT
WOODS	CONCEAL
RIVER	DIFFICULT
POND	VERY DIFFICULT
CLIFF FACE	IMPASSABLE
	IMPASSABLE

2

ITALY



East Front - Finland

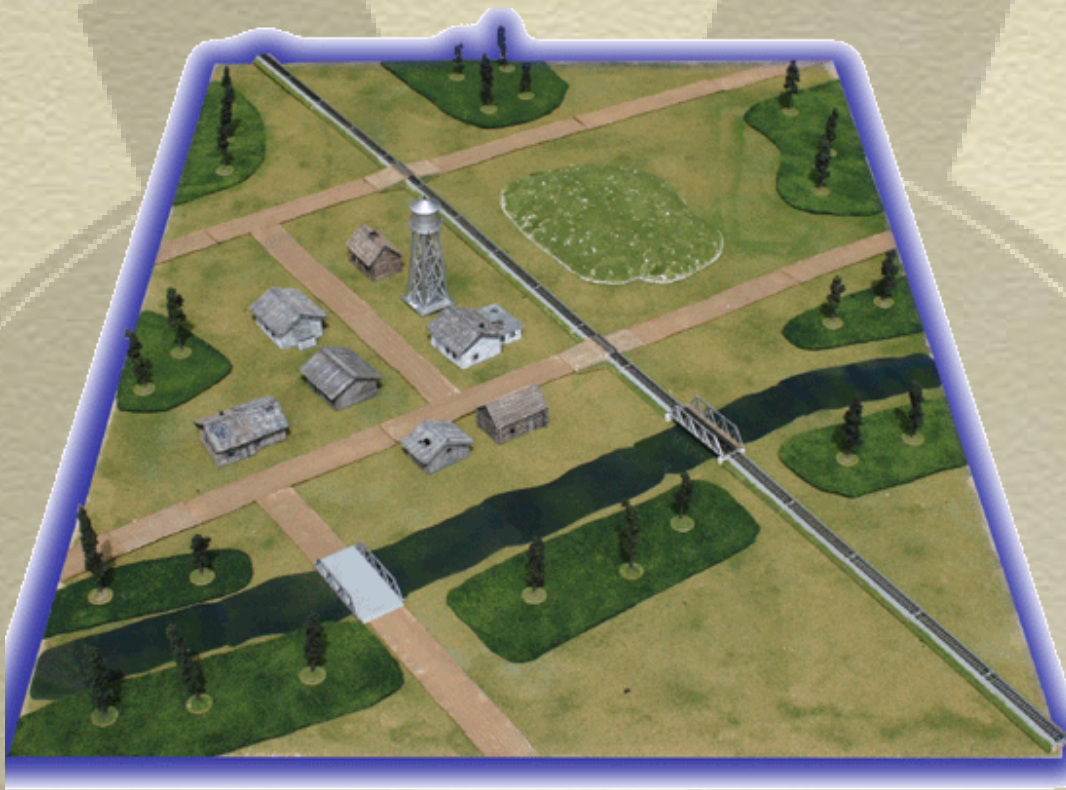
Based on a map showing the line held by Finnish forces against the Soviets.

ROADS	CROSS-COUNTRY
SNOW	DIFFICULT
WOODS	DIFFICULT
FROZEN STREAM	DIFFICULT
FROZEN MARSH	DIFFICULT

While the Stream and Marshes are frozen solid, they still pose a risk to armoured vehicles. Each time an armoured vehicle attempts to cross a Frozen Stream or Marsh, it must roll for a Bog Test as normal. After the result of the Bog Test is determined, add 3 to the roll and compare the result with the Front Armour rating. If the result is LESS THAN the vehicle's Front Armour rating, it breaks through the ice and disappears into the water below, counting as destroyed. On a higher result, the ice holds. This is only for the first Bog Test made for entering a terrain feature, but is performed each time a vehicle re-enters a frozen Stream or Marsh.

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SUMMA



Russia

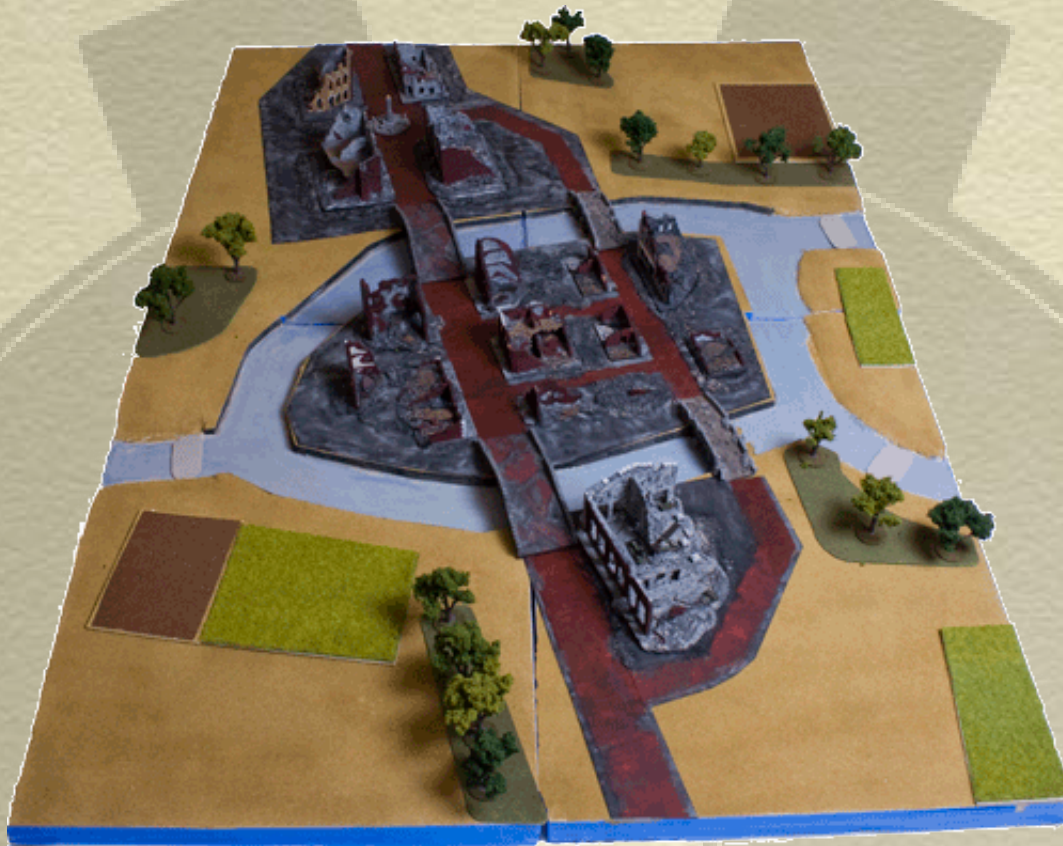
A critical rail supply line brings the front to this small Russian village. Not exactly how the town hoped to get their name on the map.

**WOODS
STREAM
RAILWAY
EMBANKMENT
WATER TOWER
RAILWAY
BRIDGE**

**DIFFICULT
DIFFICULT
CONCEAL, DIFFICULT, BULLET
PROOF IF AGAINST
BLOCKS LOS (USE BASE)
SIDES BLOCK LOS, SHOTS ALONG
TRACK LENGTH ARE CLEAR**

4

RUSSIA



Northern France - August 1944

The British 5th Parachute Battalion was joined by the 6th AARR in an attempt to dislodge the retreating German forces from the town of Pont l'Eveque. The bridges were destroyed, the town burned, and the advance delayed until the Germans finally fell back under cover of darkness.

FIELDS	CROSS-COUNTRY, CONCEALS
PLOWED FIELDS	INFANTRY, MAN-PACKED & JEEP
WOODS	DIFFICULT
FORDS	DIFFICULT
RUBBLE	DIFFICULT
RIVER	VERY DIFFICULT
CANAL WALLS	IMPASSABLE
RUINS	VERY DIFFICULT

Teams may not dig in on roads, in the river, or in the canal

Areas of rubble can be used to dig in, however, representing the ability to take advantage of debris to obtain concealment and bulletproof cover

Ruined Buildings provide Bulletproof cover to any teams entirely inside the area defined by the model's base. LOS is determined per normal building rules (p62)

PONT L'EVEQUE

5



Epic Board

What makes it epic? Either the way you snatched victory from the jaws of defeat or...well...the alternative.

SHORT HEDGES

WOODS

STREAM

BRIDGES

CONCEAL, DIFFICULT

DIFFICULT

DIFFICULT

**SIDES BLOCK LOS, SHOTS ALONG
TRACK LENGTH ARE CLEAR**

6

To access the church tower, teams must begin their movement already in the church building itself. Likewise, if a team leaves the church tower, it ends its move anywhere within the church building, but it may not exit until the following turn.

EPIC BOARD



Jim's Famous Table

This is OKC_Jim's table as seen on the Flames of War forums. Many have seen it, only few have played on it. Let's fix that, shall we?

SHORT HEDGES

WOODS

STREAM

CLIFFS

(RAILWAY CUT)

**LOW TRAIN
TRACK**

CONCEAL, DIFFICULT

DIFFICULT

DIFFICULT

IMPASSABLE

**CROSS COUNTRY, NO DOUBLE TIME
OVER TRACK**

JIM'S FAMOUS TABLE





Light Snow Board

Battles are seldom fought at convenient times or in convenient places...

WOODS
FROZEN
STREAMS
OPEN AREAS
AND FORDS

DIFFICULT
DIFFICULT
ROUGH TERRAIN (SEE NOTE
BELOW)

The open areas and fords are treated as rough terrain for movement and are difficult going. All vehicles take Bog Tests as if they are Wide Tracked (If you become Bugged Down, roll again and on a 4+ you are immediately free to move). Vehicles with Wide Tracks do not take any Bog Tests for open areas and fords.

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LIGHT SNOW BOARD



Small French Village

A small french village in eastern France plays host to an important crossroads. Nice church, but not a good time for confession, eh?

**COURTYARD
WALLS**

**CONCEALMENT, BULLET-PROOF
COVER IF AGAINST**

FIELDS

**CROSS-COUNTRY, CONCEALS
INFANTRY, MAN-PACKED & JEEP**

PLOWED FIELDS

DIFFICULT

WOODS

DIFFICULT

9

To access the church tower, teams must begin their movement already in the church building itself. Likewise, if a team leaves the church tower, it ends its move anywhere within the church building, but it may not exit until the following turn.

FRENCH VILLAGE



Basic Terrain 101

A project demonstrating how a decent table can be built with minimal time, money, and effort. See the article explaining the table at <http://www.bardsabode.com/1PlayingSurface.pdf>

WOODS
STREAM
SHORT HEDGES

DIFFICULT
DIFFICULT
CONCEAL, DIFFICULT

10

BASIC TERRAIN 101