

TERRAIN BRIEFING

for the
C.O.G.G.'s 2nd ANNUAL FLAMES OF WAR
TOURNAMENT

April 17th, 2010

at

GAME HEADQUARTERS

1620 SW 89th St Suite J
Oklahoma City, OK 73159

TERRAIN

The table layouts and rules contained in this briefing may be altered 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: *No Retreat*, *Fighting Withdrawal*, and *Breakthrough*. NOTE: Defensive Battles requiring a set number of turns before the Attacker can win will be scored as ties if fewer turns are played and the battle remains undecided when time expires. If the situation merits, the Tournament Organizer reserves the right to adjust this rule.

ARMY LISTS DUE APRIL 9th

1500 points, Mid War. Please be sure and note the sourcebook or official .pdf that you are using when you submit your list to thebard@bardsabode.com by midnight Friday, April 9th. All other details regarding this event can be found at <http://www.bardsabode.com/cogg/cogg.html>.

While we have made no concerted effort to make sure Axis and Allies are even this year, if you are willing to switch your force to help balance things out, please send in a list for both sides, noting your preference. There is no obligation to switch, but your assistance would be very much appreciated.

SCHEDULE

The official start time has not yet been set, but will most likely be 9:00 am, running nearly the same schedule as is currently found on the website for last year's event. Please watch your e-mail and the Flames of War forums for a firm start time in the near future.

BAGRADAS

BIR SALLETT

1



**OPEN DESERT
WOODS**

RIDGES

**CLIFF FACES
DEPRESSIONS**

BUILDINGS

**TREAT AS ROAD, DUST RULES
DIFFICULT, CONCEAL**

**DIFFICULT, RE-ROLL SUCCESSFUL
DIG IN ATTEMPTS**

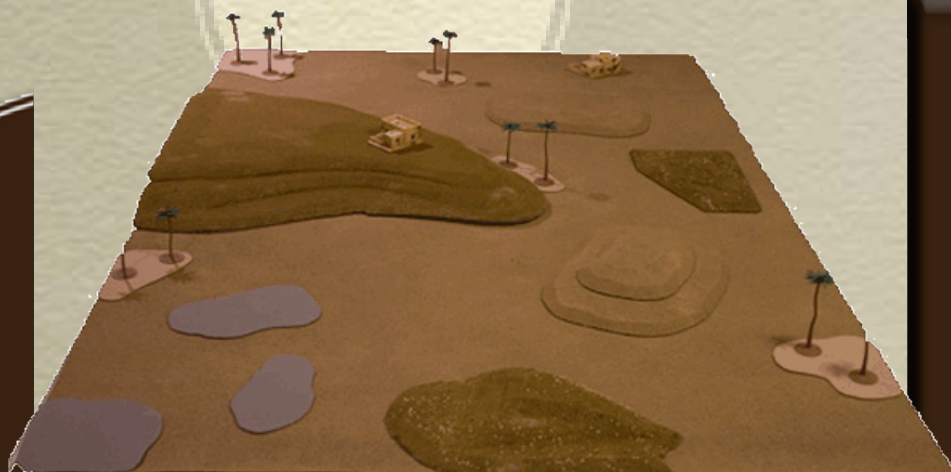
IMPASSABLE

CROSS-COUNTRY

BULLETPROOF, CONCEAL

Place a 2" dust cloud behind each vehicle for every 12" or part thereof it moved in the Movement Step. If the vehicle moves later in the turn, the dust cloud moves with it, staying on the same side of the vehicle even if it changes direction (you can't hide in your own dust!). Vehicles moving 4" or less do not create dust clouds. Remove all dust clouds from your vehicles at the start of your turn. Troops behind a dust cloud count as Concealed.

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**OPEN DESERT
WOODS**

**ROCKY HILLS
(DARK)**

**SALT MARSH
BUILDINGS**

**TREAT AS ROAD, DUST RULES
DIFFICULT, CONCEALS**

DIFFICULT GOING

**DIFFICULT, NO FOXHOLES
BULLETPROOF, CONCEAL**

Place a 2" dust cloud behind each vehicle for every 12" or part thereof it moved in the Movement Step. If the vehicle moves later in the turn, the dust cloud moves with it, staying on the same side of the vehicle even if it changes direction (you can't hide in your own dust!). Vehicles moving 4" or less do not create dust clouds. Remove all dust clouds from your vehicles at the start of your turn. Troops behind a dust cloud count as Concealed.

3



SCRUB
WOODS
OPEN DESERT
HILL/RISE
BUILDINGS

**DIFFICULT, CONCEALS INFANTRY
AND JEEPS**
DIFFICULT, CONCEAL
TREAT AS ROAD, DUST RULES
CROSS-COUNTRY
BULLETPROOF, CONCEAL

Place a 2" dust cloud behind each vehicle for every 12" or part thereof it moved in the Movement Step. If the vehicle moves later in the turn, the dust cloud moves with it, staying on the same side of the vehicle even if it changes direction (you can't hide in your own dust!). Vehicles moving 4" or less do not create dust clouds. Remove all dust clouds from your vehicles at the start of your turn. Troops behind a dust cloud count as Concealed.

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WOODS
RIVER
POND
CLIFF FACES
BUILDINGS

DIFFICULT, CONCEAL
DIFFICULT
IMPASSABLE
IMPASSABLE
BULLETPROOF, CONCEAL

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.

BRISE ARIDE

SANTORIUM DA PROCIDA

5



**ALL FIELDS
SHORT HEDGES**

TALL HEDGES

BUILDINGS

**RIVER
HAYSTACKS
WOODS**

**CROSS-COUNTRY
CONCEAL, DIFFICULT**

**BLOCK LOS UNLESS AGAINST,
VERY DIFFICULT**

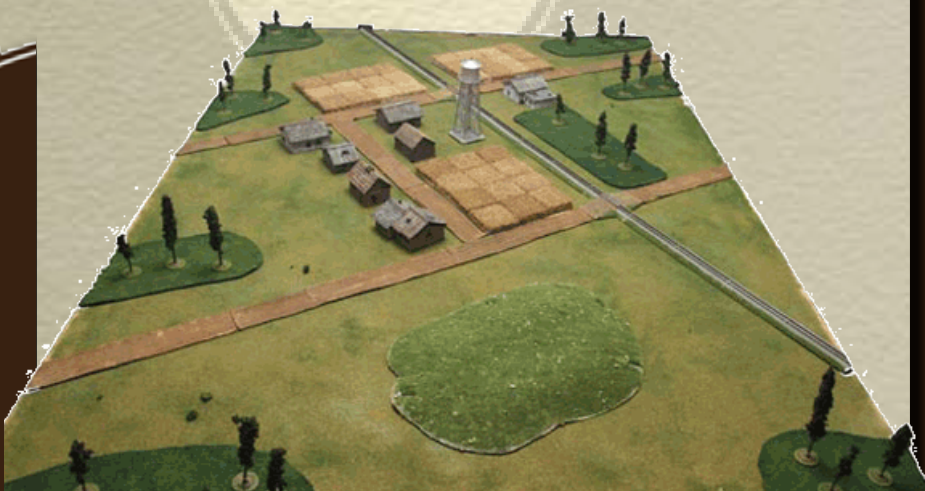
**BULLETPROOF, CONCEAL, TREAT
COURTYARDS AS BUILDING**

DIFFICULT

COSMETIC - NO GAME EFFECT

DIFFICULT, CONCEAL

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CROP FIELDS

WOODS

**RAILWAY
EMBANKMENT**

**BUILDINGS
WATER TOWER**

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

**CONCEAL, DIFFICULT, BULLETPROOF
IF AGAINST**

**BULLETPROOF, CONCEAL
BLOCKS LOS (USE BASE)**

CITTA DEL FIUME

BASHNJA VODY

7



CROP FIELDS

WOODS

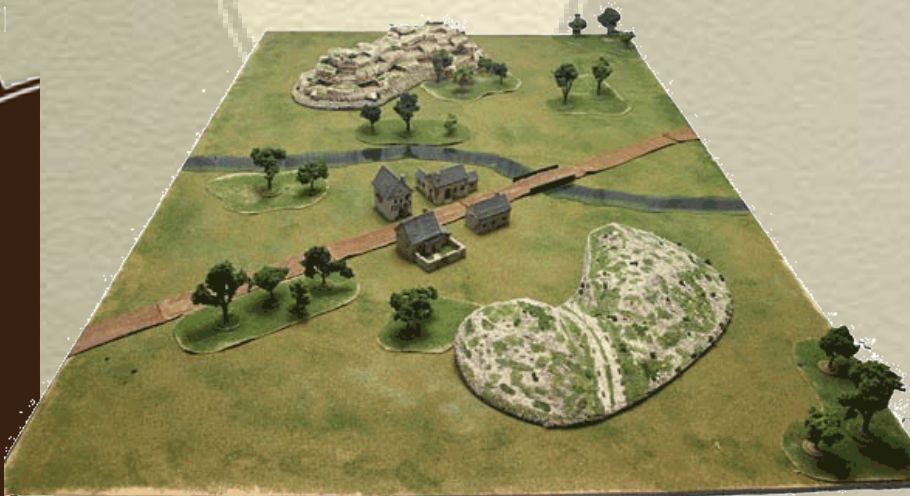
BUILDINGS

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

DIFFICULT, CONCEAL

BULLETPROOF, CONCEAL

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WOODS

STREAM

BUILDINGS

HILL (ROAD)

ROUGH HILL

DIFFICULT

DIFFICULT

BULLETPROOF, CONCEAL

**CROSS-COUNTRY, CLIFF
IMPASSABLE**

**IMPASSABLE TO ALL BUT
INFANTRY AND MAN-PACKED GUN
TEAMS, BULLETPROOF**

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WOODS
OPEN AREAS
BUILDINGS
HILLS

DIFFICULT, CONCEAL
DIFFICULT (SEE NOTE BELOW)
BULLETPROOF, CONCEAL
AS OPEN AREAS

The open areas 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 Bogged 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.

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WOODS
FROZEN STREAM
OPEN AREAS
AND FORDS

DIFFICULT, CONCEAL
DIFFICULT
DIFFICULT (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 Bogged 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.

MEETVAJA ZIMA

PODROSTKOVAJA PUSTOSH