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**MOAB 2025 Flames of War**

T.O Matthew Dixon and Ken Snell

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Hello! Welcome to the player pack for the Flames of War event at MOAB 2025. Flames of War is making its way back to Sydney for a grand old time! Brought to you by Canberra Flames of War, we’re happy to help foster and rebuild communities with good spirits and sportsmanship.

**DETAILS:**

**When: 4th to the 5th of October**

**Time: 8:30 to 6PM**

**Where: Sylvania Heights Community and Youth Club**

**T.O.: Matthew Dixon (**[**matthewxdixon@hotmail.com**](mailto:matthewxdixon@hotmail.com)**) and Ken Snell (**[**kakes1fs@gmail.com**](mailto:kakes1fs@gmail.com)**)**

**Rules: Flames of War: Late War**

**Size: 100pt games**

**Forces: Any current list**

**Facebook Group:** [**Flames of War @ MOAB | Facebook**](https://www.facebook.com/groups/883640540606135) **[[1]](#footnote-1)**

**Returning to the Mother of All Battles!**

Welcome back to the Flames of War at MOAB!  
  
It’s been a little while between drinks, but it's time to have blast rolling dice with little toy soldiers again in Sydney! Come along and play with great people in greater spirits. It shows when the ‘Best Sports’ award is always the most hotly contested how great our community is. We at Canberra Flames are honoured to help foster some friendly rivals up North for us to play with again.

If you are new to the system, an experienced vet, or if you are looking at stepping back into the game, all are welcome! If you don’t have an army ready for the table, loan armies are freely available, please don’t hesitate to ask.   
  
Missions will be picked and scored as usual using the **Battle Plans** matrix from the  **Mission Pack** (December 2024[[2]](#footnote-2)) pack and players ranked using the Swiss Chess method to avoid seal clubbing at the bottom. If a result of **Rearguard** is rolled**,** players may reroll the mission[[3]](#footnote-3).

**SCHEDULE**

## **Day 1: Tournament (Saturday)**

**8:30am to 9:00am: Arrival, Registration**

**9:30am-12:00pm: Game 1**

**12:00pm-12:30pm: Lunch**

**12:30pm - 3:00pm: Game 2**

**3:00pm – 3:30pm: Break**

**3:30pm – 6:00pm: Game 3  
  
NIGHT FLAMES: 6:30pm (Just in case you can’t get enough, To be Confirmed)**

## **Day 2: Tournament (Sunday)**

**8:30am-9am: Arrival and Registration**

**9am-11:30am: Game 4**

**11:30pm-12:30pm: Lunch**

**12:30pm-3:00pm: Game 5**

**3:30pm: Prizes and presentations**

**GAMES:**

Games in the tournament will be played at 100pts Points. Games will be given 2.5 hours.

Games will be scored using the normal rules, and these results will be used to make the draw for the next round. The first round draw will be randomized (grudge matches will not be allowed) and subsequent games will be paired with the Swiss Chess system.

**FORCES:**

Forces may be drawn from any legal Late War War force book, or by discussion with the TO. Forces may include command cards and allied units/formations. Forces will should be submitted to the TOs 1 week before the event by email.

No wild cards or Late War Leviathans.

Lists (preferred that they’re generated through Forces of War) are to be submitted to the TO’s NLT 28 Sep 25.

**T.O. Decisions:**

Players are expected to be familiar with Flames of War 4th Edition rules and the latest *Lessons From the Front*. Should disagreements occur, players are encouraged to sort the issue out themselves, but if needed may confer with the TO or Assistant TO. If the T.O. or Assistant T.O. is called in to mediate, then their decision is final (even if wrong, it is right).

Players are reminded that this is a friendly event, even with the competition. Ample time has been allotted for games, so relax and have fun, we’re here to have a blast and tell a cool story with our toy soldiers.

Should players be caught deliberately misinterpreting rules, acting in a non-sportsman’s like manner or deliberately acting in an antagonistic manner, they may be asked to leave and dropped from the event without refund.

**Models and WYSIWYG:**

Players should make every effort to field a fully painted force (3 colour standard) that accurately reflects the army list they have chosen.

Models should be easily identifiable as to what they represent. Substitution or ‘proxying’ is allowed to a degree, however, the models should be suitable for what they represent (a Panzer 3 is a Panzer 3 of another type). If players are running multiple versions of the same tank within their force or within a platoon, the models should be consistent across the full force in what they represent (a Panzer 3 E shouldn’t be one thing in one platoon and something different in another).

**Terrain:**

Like always, to effectively run this event we will require players to donate terrain for use on the weekend. All measures will be taken to keep players' terrain safe, and players are to take care with the provided terrain, but no guarantees can be made. Events like these run on the goodwill of people willing to share the results of their labor, and that should never be overlooked (unless you like playing on featureless grassy plains).

Please let TO’s know if you can supply terrain.

**We look forward to welcoming you and Flames of War back to MOAB!**

1. Discussions and updates will be posted here, so please join if you haven’t. [↑](#footnote-ref-1)
2. Will be available on the facebook group. [↑](#footnote-ref-2)
3. This mission often doesn't work well in a tournament setting due to time constraints. [↑](#footnote-ref-3)