

Date: Saturday and Sunday, September 26-27, 2026 **Venue:** Battlefield Hobbies, Unit 1, South March, The Old Boatyard, 2 S March, Daventry, NN11 4PH.

Tournament Format:

- Flames of War Late War (with EW option) Tournament with Forces built to a maximum of 100 points.
- The following restrictions apply to the LW force : A formation can only be used once. This includes those who's name only changes by one word eg you cant field a Sherman Company and a Vet Sherman Company. If in doubt please check with the TO.
 - Your army may not consist of more than 2 formations.
- Players may bring a 100pt EW army (same restrictions apply as above). If they do so and get paired with another player with an EW list then they will play a game of EW. EW match-ups will be prioritised in round 1.
- Players will play 5 rounds over 2 days, with a maximum of 2.5 hours per round.
- The official released Mission pack and its extended battle plan matrix will be utilised.
- Scoring will use the standard Victory Points table.
- Tickets: On sale at Battlefield Hobbies (www.battlefieldhobbies.co.uk/events/).
- Player Limit: 42
- List Submission Deadline: 1200L 14 September 25 for LW – Players who submit their list(s) late will have 1 point deducted from their final tournament score. If a list is submitted which isn't legal then the player has 48hrs after the deadline to rectify, or 1pt will be deducted.

Email List to: Breakthrough.assault.blog@gmail.com

- Players are to register for the event on combat command by 1200: 14 Sep 25. Players unregistered at this time will have a 1pt deduction (cumulative).

[Combat Command](#)

- Players are encouraged to submit lists early. Players should receive an email stating their lists are received and legal or need amending, if a reply is not received within a week from submission, players should resend.

- All lists must be produced on Forces of War and include the player's name.
- Players may use any LW book (excluding LW leviathans) published before Sep 26.
- The event will use the most current version of the FOW rules as at 1 Sep 26. This includes LFTF, Mission Pack and Main Rulebook
- Late War Leviathans & Wildcards **may not** be used.

Tournament Schedule

Saturday 26 September 2026

08:30 – 9:30 Check-in Briefing *Please aim to arrive by 9am.

0930– 1200 Round 1

1200 – 1230 Lunch

1230– 1500 Round 2

1500 – 1530 Break

1530 – 1800 Round 3

Sunday 27 September 2026

0930 – 1200 Round 4.

1200 – 1230 Lunch – Painting competition judging, leave out your army and name!

1230 – 1500 Round 5 – Cast you Best Sportsperson vote

1500 – 1530 Table clear up and Awards. Tournament Rules and Regulations

- All armies must be fully painted (at least 3 colours) and in a colour befitting WW2 (ie no Pink Panthers or Warhammer Ultramarine colour schemes). Any miniatures not fully painted will be removed from the table prior to starting the tournament. No proxy models are permitted, players should use the correctly sized vehicles as well as gun and infantry teams. Infantry teams representing different weapon configurations e.g. a Rifle/MG armed infantry platoon may be used as MG armed infantry platoon as long as platoons are clearly distinguishable. If in doubt ask prior to the event.
- All Platoons should be clearly distinguishable i.e. your opponent should be able to differentiate the teams of one platoon of the same teams from another.

- The event will randomise match ups for round 1 with subsequent rounds based on score. Players will not play the same player more than once.
- Missions will be decided by a single dice will be rolled by the TO for each round and this will be the score used for all games based on the players stance choice. Print outs of the Missions will not be provided, please bring your physical or digital copy.
- Game Time: Players are responsible for monitoring the time and the Tournament Organisers (TO) will announce time intervals throughout the event. The game should be stopped if both players cannot reasonably be expected to finish a game turn and the results should be calculated as a mutual loss. No new turn should be started in the last 10 mins of the game.
- Tables: Any offers of tables will be greatly appreciated and allow players to show off their own battlefields. If you can supply a table of terrain, please email breakthrough.assault.blog@gmail.com
- Terrain: Players should discuss terrain before they start the game and should agree any definitions (e.g. low-rise vs hill). They should also mutually agree how to position models for 'hull down'. For simplicity and speed, all tall terrain is to be considered 'infinitely tall' i.e. you may not sit in a bell tower and see over a smaller building.
- Measuring: All movement of models should be done using a tape measure or measuring stick. Once lifted a model may not be returned to its starting position unless a marker was placed down to mark its original position.
- Dice: Each player is to supply their own dice. A player may request to use their opponents dice at any point. To avoid confusion over 'cocked dice' it is suggested any dice not flat on the table (or in a dice tray) are re-rolled. Dice trays must be placed on the table and rolls clearly visible to your opponent.
- Slow Play. Slow play will be actively discouraged and may result in a loss of points or forfeited games at the TO's discretion. If you cannot play a game to completion due to size/compliment or familiarity with your army, you might want to revisit your Force choice before list submission. Most players should be able to complete a game turn within 10-15 minutes. Slow deployment is also slow play. If a player feels their opponent is deliberately being slow in deployment, they should raise this to the TO and who will observe the remaining deployment and set a time limit

if required.

- Rules queries: Sometimes there will be differing interpretations of the rules. Either they are unclear, conflict or someone has mis-understood some wording. Players should have the latest LFTF and check if the answer is in it or seek to agree a mutually acceptable solution before asking an adjudication, the TO decision is final.
- Cheating: We don't expect there to be any of this. But, if a TO observes or has an issue of cheating raised to them (which is upheld) then the offender will forfeit their current game and score 0 points. Their opponent will be awarded a score of 8 points. If this is repeated in another game, then they will be asked to leave the event (no refund will be offered). The TO's decision is final.
- Best Sportsperson This award will be chosen by the players. At the end of the tournament players will choose the Best Sportsperson they played. The player with the highest number of votes will receive the award. In the event of a tie VPs scored will be used as a tie-breaker.
- Best Painted Any players that wish their armies to be considered for the Best Painted award should place them on their current table during the lunch break on Sunday. Judging will consider the models in the Force and any Objective markers. Any thematic display boards will not be considered in the judging though they are useful and nice to see. No none Force models should be left on the table. Unit histories are not required. The Best Painted award will be chosen by the Breakthrough Assault and Battlefield Hobbies representatives.
- Tournament Awards Victory points will be used to determine the final placings. In the event of a tie players then platoons destroyed will be the tie break.
- Awards that will be presented include:
 - Overall Winner
 - 2nd Place
 - 3rd Place
 - Best Sportsperson
 - Best Painted