



Midwar Monster Madness – October 2009

During the PSC Gamefest 2009 there will be a Flames of War tournament held on Sunday, October 25, 2009, from 1000 to 1900 hours, for up to 24 players, employing lists of 1500 points, with 3 games each of 2.5 hour duration planned. The lists for the armies will be taken from the mid-war series of books, and will include models allowed under the Midwar Monsters release by Battlefront. Any official book, or pdf from the Battlefront site that has been approved for Midwar will be allowed.

The event will be a series of 3 games, starting with **encounter, breakdown rescue, and key position.** The terrain will be mixed, and based on each player's army choice the initial game will pit that army on its historical front.

In the second and subsequent rounds all efforts will be made to insure that players are on terrain relatively close to their army/front type. All games will be axis vs. allies, no blue on blue will be played.

Painting scores and unit histories will be allowed as tie breakers with one MAJOR exception to the norm. Since this is a Midwar Monsters event, the history must detail the use of special units assigned by the high command to your company if there are any. Painting will be limited to Midwar Monster units only. If you elect to field a normal force without any special troops you may do so but no painting points will be awarded.

In the event of a tie for overall winner, where one player has, and the other player does not have, Midwar Monster units in their force, the tie will go to the Midwar Monster player for this event in honour of the theme. Remember, this tie is for the overall tournament winner ONLY and not for second or third place wins.

Schedule:

One week prior to event	Army lists must be turned in
Sunday 1000	Table assignments and matchups for round one
1030-1300	Round one encounter scenario
1330-1600	Round two hold the line scenario
1630-1900	Round three free for all scenario
1915(ish)	prizes and shouting