

WW2 BRS Tournament pack v.02.03 01/01/2020

Players must each provide a "Squadron" of aircraft in 1:200 scale including the associated bases, trait cards markers, rulers, cards dice and counters for their squadron. A minimum of 2 elements each of 2 aircraft must be used.

These must all be of a single aircraft type and should be from any official Warlord BRS release – ie Starter sets, Squadron or Expansion Pack. The player should specify the theatre and period of his Squadron when submitting his lists for review – ie Soviet East Front 1942

Lend Lease may be used where historically correct – i.e Soviets can use Hurricanes etc but must use the appropriate Doctrines and Theatre Cards for their selected faction – ie Soviet Hurricanes cannot use British Doctrines. If in doubt speak to your Tournament Organiser.

Squadrons may not exceed 500points including pilots.

There is no restriction on number of Aces however named Aces are unique and cannot be included more than once in each squadron. Aces must be from the correct faction.

Game Length

Games should last no more than 1 hour. If not completed in an hour the side that has inflicted the most Boom chits is declared the winner.

Clouds. Before deployment begins each player may choose up to two cloud templates. Players take turns beginning with the attacker placing their clouds on table. Clouds may not be placed within 6" of any table edge or another cloud. Once all clouds are placed the effects of any Theatre cards are resolved. Players using Clear Skies may choose which clouds to remove. Players using Bad Weather place the additional clouds themselves using the above placement restrictions.

No Barrage Balloons are used

Winning and Tournament points scoring.

Victory is decided as per the usual rules. At the end of each game players score 5 points for a win and 1 point for each enemy aircraft shot down. When determining draws the number of Shot down and then Boom Chits suffered is the decider.

Tournament rules amendments.

The tournament will use the rules as amended by the current BRS FAQ

Amended Aircraft Points

P51D Mustangs cost 44 points

A6M5 Zeros cost 33 points

Yak 1s cost 28 points

Theatre & Doctrine Cards

Players may choose up to two Theatre Cards and one Doctrine card from the appropriate lists. This choice remains fixed for the tournament. Home Advantage and Numbers may not be used in Tournaments. NB this is different to the printed allocation for larger squadrons. Note that the "Applicable Weather" rule is not in play. Players must have copies of their chosen cards to show to their opponents if requested.

New \ Tournament Rules

The following optional rules from Air Strike will be in use. Heavy Fighters, Open Play Action Decks. Additionally we will be adopting the rule that only a critical hit from a deflection shot inflicts a boom chit.

As Air Strike has been delayed the relevant rules are as follows:

Heavy Fighters

“...the heavy fighters rules simply treat Agile multiengine aircraft identically to single engine ones with just one exception. When a heavy fighter would normally be shot down (i.e. fails to dodge a hit while disadvantaged) it loses an engine instead as detailed in the multi-engine rules. If a damaged heavy fighter is hit again and fails to dodge it is shot down, inflicting one boom chit on the squadron for the hit plus another for being shot down. “

Open Play Action Deck

Both players “lay all of your action deck out on a convenient surface with the cards all face up at the beginning of your turn. When you play cards flip them face-down to show they cannot be used again this turn.

With cards that you manage to retain after playing leave them face up so they can potentially be used again. At the end of the turn any facedown cards over to show they are ready to be used again.”

Doctrines

	Early War (1939-1942) Doctrines	Late War (1943-1945) Doctrines
Air force		
American	Dive Away Aggressive tactics Wall of Lead Slashing Attack Sustained Dive Outnumbered Compression Issues	Dive Away High Altitude performance Seasoned Pilots Slashing Attack Sustained Dive Top Cover
British	Defensive tactics Wall of Lead Head-On Attack Outnumbered Intruders	High Altitude performance Seasoned Pilots Top Cover Intruders
German	Dive Away High Altitude performance Seasoned Pilots Intruders Sustained Dive Mobile Front Compression Issues	Dive Away High Altitude performance Wall of Lead Top Cover Head-On Attack Outnumbered Big Game Hunters
Japanese	Aggressive tactics Seasoned Pilots Intruders Loose Echelon Mobile Front Bait and Switch	Aggressive tactics Ram Attack Head-On Attack Outnumbered Big Game Hunters
Soviet	Low Altitude Performance Ram Attack Outnumbered Mobile Front Swarm Flying	Low Altitude Performance Intruders Seasoned Pilots Wall of Lead Mobile Front Opening shot Top Cover
France	Seasoned Pilots Low Altitude Performance Dive Away	
Italy	Seasoned Pilots Aggressive Tactics Low Altitude Performance	Aggressive Tactics Dive Away Outnumbered Big Game Hunters

Theatre Cards

Theatre	Axis theatre cards	Allied theatre cards	Applicable Weather cards
NW Europe 1939-1940	Superior Armament Supply Shortages Obsolete Formations Battle Fatigue Arctic Conditions	Radar support Met office Restricted Airfields Battle Fatigue Arctic Conditions	Low Level Haze Strong Winds Storm Clouds Clear Skies Overcast Bad Weather High Clouds Down Drafts Poor Visibility
NW Europe 1941-1942	Heavy Flak presence Radar Support Radio Jamming Arctic Conditions	Radar support Radio Jamming Met office Arctic Conditions	
NW Europe 1943-1945	Heavy Flak presence Radar Support Battle Fatigue Restricted Airfields	Poorly trained opponents Radio Jamming Supply Shortages Met office Battle Fatigue	
Mediterranean 1941-1942	Poorly trained opponents Supply Shortages Tropical Conditions Restricted Airfields	Radar support Supply Shortages Tropical Conditions Restricted Airfields	Storm Clouds Clear Skies High Clouds Down Drafts Poor Visibility
Mediterranean 1943-1945	Heavy Flak presence Radar Support Radio Jamming Tropical Conditions Restricted Airfields	Heavy Flak presence Radar support Radio Jamming Supply Shortages Tropical Conditions Battle Fatigue	
Pacific 1937-1942	Poorly trained opponents Supply Shortages Obsolete Formations Tropical Conditions Battle Fatigue Restricted Airfields	Superior armament Tropical Conditions Restricted Airfields Outnumbered	Low Level Haze Strong Winds Storm Clouds Clear Skies Bad Weather High Clouds Down Drafts Poor Visibility
Pacific 1943-1945	Heavy flak presence Tropical Conditions Restricted Airfields Radar Support Radar Jamming Outnumbered	Poorly trained opponents Supply Shortages Tropical Conditions Battle Fatigue Radar Support Radar Jamming	
Eastern Front 1941-1942	Poorly trained opponents Supply Shortages Obsolete Formations Battle Fatigue Restricted Airfields Arctic Conditions	Supply Shortages Restricted Airfields Battle Fatigue Arctic Conditions Telegram From Stalin*	Low Level Haze Strong Winds Storm Clouds Clear Skies Overcast Bad Weather High Clouds Down Drafts Poor Visibility
Eastern Front 1943-1945	Heavy flak presence Radar Support Radio Jamming Restricted Airfields Arctic Conditions	Poorly trained opponents Supply Shortages Battle Fatigue Radar Support Radio Jamming Arctic Conditions	