

D-DAY

HOBBY LEAGUE



FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

THE HOBBY LEAGUE

In this organised play kit you will find everything you need to support a three-month Flames Of War Hobby League in your club or store in preparation for the OnTableTop Online Global Campaign.

During the course of the three month league, players will be given the chance to win exclusive prizes and Tactical Edge cards that can be used during the upcoming *OnTableTop* Global Campaign (late October) as they build and paint armies, and play in events at their club or store.

These hobby nights will help to develop the modelling and playing skills that players need to get the most out of *Flames Of War* and to be fully involved in the Global Campaign.

This league will also provide valuable opportunities for new players and veteran players to share insights, play practice games, develop and tweak their lists, and share painting and modelling tips.

The Hobby League will give players community support as well as some cool prize incentives to help keep them excited while they build and paint their 100 point Late War army for the *OnTableTop* Global Campaign.

SHARE YOUR HOBBY

Battlefront will be supporting the Hobby League with regular prizes for gamers who share their Hobby League photos to Instagram and Facebook.



INSTAGRAM

tag *@battlefrontminiatures*
and use the *#HobbyLeague* hashtag.



FACEBOOK

Visit our Facebook page,
www.facebook.com/BattlefrontMiniatures
to post your photos.

During the three-month league, three winners on Instagram and three winners on Facebook will be randomly selected each month to win the following awesome prize!

- a *Flames Of War* double-sided Mat (4'/120cm x 6'/180cm),
- D-Day Landing Terrain Set, and
- their choice of either D-Day Landing Craft *or* D-Day Beach Bunkers.



WHERE TO START

This league is aimed at new players who are just starting to collect *Flames Of War*. As this league begins we will be releasing a whole series of introductory products geared to make it as easy as possible for players to start playing *Flames Of War*. With all of these of these introductory products hitting the store at the start of the league, now is the perfect time to get into the game.



Fury is a small scale tank focused starter set that will be the perfect starting place for players who want to get a feel of how the game plays.

For those who want to get into the game with a friend or want to help a friend get into the game, *Hit The Beach* is the perfect product for you, giving you two larger armies that play well against each other.

ARMY DEALS

In June, four army deals will be hitting the shelves and are a great place to start collecting the army you are going to build.

There is an army deal for the American, British, German, and Soviet Forces.

Our army deals will give players everything they need to start playing their first army for *Flames Of War*, including a copy of the rulebook. Each of the army deals are a great place to start collecting, even if you already play *Flames Of War* and want to start a new army to join in the painting challenge portion of this league. See more on page 10-11.



HOBBY LEAGUE TIMELINE

THE HOBBY LEAGUE

The main purpose of the Hobby League is to help players build a new Late War *Flames Of War* Force in time for the *OnTableTop* Global Campaign, that will start at the end of this league.

This three month league will reward players for hitting hobby goals, so that at the end of the league they will have a fully painted 100 point *Flames Of War* army ready to go for the *OnTableTop* Global Campaign.

JUNE

JULY

GET A HEAD START!

Fury, *Hit the Beach*, and the Late-war Army deals come on sale in June, so you can get a head start planning, collecting, assembling and painting your army.

50 POINT TOURNAMENT

Late July or early August, celebrate finishing the first half of your army with a small tournament, complete with prizes unique to this Hobby League pack.

BLOODY OMAHA CARD CAMPAIGN

In August we will release the *Bloody Omaha* card campaign set.

In this campaign players will be recreating the battles of Normandy, storming the beach and pushing through the French countryside. The campaign can be played with 2 or more players over a series of weeks or months. During the campaign players will play a series of *Flames Of War* games, creating a custom Warrior team who will attempt to lead their forces to victory.

Use this as a standalone campaign, or feel free to integrate the Bloody Omaha Card Campaign into your Hobby League.



GLOBAL ONLINE CAMPAIGN

During the Hobby League players earn Achievements that they can spend on Tactical Edge cards at the end of the league. These cards will be used during games played in the *OnTableTop* D-Day Global Campaign, that will have players all around the world participating in a massive interactive campaign where each game you play will effect the outcome of the war.

OnTableTop

OnTableTop is an inclusive and welcoming team of hobbyists, painters, and wargamers, exploring all that's fantastic about our hobby! We have previously run very successful global online campaigns with them for *Team Yankee* (when they were known as *Beasts Of War*) and are looking forward to working with them again on our D-Day Campaign. Check out their website:

www.ONTABLETOP.COM

AUGUST

SEPTEMBER

OCTOBER

D-DAY: BEACH ASSAULT MISSION TERRAIN PACK

September sees the release of the D-Day: Beach Assault Mission Terrain pack that comes with terrain and missions that you can integrate into your hobby league. Since players will have a lot of their army painted by now, try running these at 75+ points

100 POINT TOURNAMENT

At the end of the Hobby League pit players completed 100 point armies against each-other in a final, winner takes all tournament for the second set of unique Hobby League prizes.



CONTENTS

THE HOBBY LEAGUE

In the following pages you will find the information you require to run the Hobby League in your store or club. Even though the focus of the league is building and painting your Force, playing games is heavily encouraged even on hobby nights. We suggest striking a balance and letting players do hobby activities as well as playing games together during league nights.

STEP 1: PICKING THE LEAGUE NIGHT

Before choosing when to run your *Flames Of War* Hobby League night you may wish to canvas your player base to see which evening is the most suitable, to maximise attendance. Once you have selected a day and time you will need to let your players know. This pack comes with a promo poster that you can add this information to and advertise on your notice board. However, if you want to maximise the league's exposure consider also posting notices on your website, forums, and social media as this will make a big difference. It is also a good idea to give players as much notice as possible so they can make time in their schedules. It will also help to give newer players a chance to get armies ready.

STEP 2: RUNNING A LEAGUE

To run a weekly event, choose one night a week to be your hobby night. On this night players can earn points towards their Achievements. Depending on your group and their play-style you may want to structure your hobby nights in one or more of the following ways.

CASUAL PLAY/HOBBY EVENTS

Set up a few gaming tables, and a building and painting hobby table, and let players do what they want. Whether that is playing whomever they like or painting and assembling new miniatures.

MIXED NIGHTS

In this format the league shifts from a hobby focused building and painting night to a casual game night every other week. This allows players to focus on one aspect of the hobby at a time but still get time to build, paint, and play games. This is the perfect format for smaller venues that cannot handle having a painting area and a gaming area set up at the same time.

TOURNAMENT NIGHTS

This format is structured like the Mixed Night except instead of casual game night you run a structured mini tournament, either once a fortnight or once a month, where players show up and play in a tournament format, rather than open play. It is up to a store or club to provide any weekly prizes or incentives for a biweekly tournament format for the league.

We suggest matching point levels for these tournaments to the painting goals for the month.

First Month: **50 Points**

Second Month: **75 Points**

Third Month: **100 Points**

ONE DAY EVENT

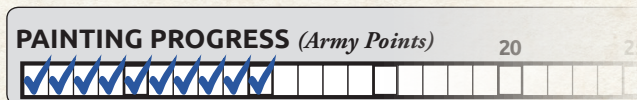
A final suggestion is to run a one day a month as an all-day gaming event where players compete over the course of the day, either in the Open Play/Hobby format or as a tournament. This has the advantage that players only need to allocate one day, but can still attend the gaming nights to play games or participate in hobby time (building and painting new units) if they want to earn extra points towards their monthly painting goals.



STEP 3: PROMOTING THE HOBBY

The main focus of the Hobby League is to paint a 100 point Late War Force in time for the upcoming *On Table Top* D-Day Global Campaign. As players paint their armies during the Hobby League they will mark their painting progress on the Hobby League poster, when they hit certain millstones they will earn rewards. Once a player finished painting enough models to create a full Unit they may add that Units points to their painting progress on the Hobby League poster.

For example if a player finished painting a US Ranger platoon, they will get to add the Ranger's point cost of 10 to their painting progress tracker on the Hobby League poster, checking one progress box for each point.



Once you finish painting your first 50 points you gain your first reward, you will also gain rewards when you reach a total 75 points painted and again when you reach a total of 100 points painted. The painting rewards are as follows,

Painted 50 points of your force: You get a set of D-Day themed Movement Order Cards and themed Mission Cards

Painted 75 points of your force: You get a set of D-Day themed Tokens

Painted 100 points of your force: You get a D-Day themed Card Deck Box

After the Hobby League players who participate in the Hobby challenge will not only have gained all the Hobby Challenge rewards they will also have a fully painted 100 point *Flames Of War* army.

Some armies are bigger and more challenging to finish than others and some don't evenly fit into this 100 point format, we will leave it up to the Organiser's discretion on whether or not a player's efforts have achieved what is needed to earn the rewards we described above.

HOBBY SPACE

Though hobby points can be earned outside of the store or club we highly suggest setting up a hobby table with painting water, paper towels, and room to work as a shared resource for your *Game Night* players to use. A shared hobby space will let players build and paint their models together and will be a great way to build your community while helping new painters improve their skills. Make sure your shelves are stocked with the hobby essentials; glue, knives, clippers, paints, and brushes as people always forget to bring something.

STEP 4: DURING THE GAMING NIGHTS

As the organiser, it is your responsibility to ensure that there is enough space for all your players. Each table should be at least 4'/120cm by 4'/120cm, and ideally 6'/180cm by 4'/120cm. If you are using smaller sized tables you may need to look at reducing the points totals. Remember, it is often better to have fewer games running than to try and cram in an extra table.

SCENERY

Some organisers may wish to set up the tables and scenery in advance, however it is perfectly acceptable to ask players to bring along their own to 'top-up' what's available. Just make sure you allow for some extra time to set up the terrain before the night's gaming. We do suggest that the organiser take some time to review the terrain before the action commences to ensure that the tables are fair and fun to play on.

POINTS LEVELS

Late War *Flames Of War* Games are best played at or as close to 100 points as possible. For the first month you may want to run smaller 25-50 point games to get players used to the game. During the second month, focus on playing 75 point games. During the third month, play at 100 points. You may wish to mix things up by running different points levels on different evenings, this is fine, just give your players enough notice to be prepared for the changing point levels. On Casual Play Game Nights you should let your players decide what point level they want to play.

RANKINGS AND SWISS ROUNDS

If you are running a Tournament style event then the first-round match-ups should be determined randomly. After each following round, players should be ranked from first to last using the Victory Points earned from each game.

During the second and subsequent rounds of a tournament you can then use a Swiss pairing system to determine who plays who. In this case, players are paired according to their position in the rankings, 1st plays 2nd, 3rd plays 4th and so on.

Players should not be paired up against a player that they have already played however. For example if 1st has played 2nd and 3rd, they would then be paired up against the next highest player they are yet to play, so in this example 1st would play 4th, 2nd would play 3rd.

In the final rounds of an event it may be impossible to arrange the pairing in this way so we suggest two options

1. Arrange all games in the last round as 1st plays 2nd, 3rd plays 4th and so on, or
2. Ensure that the highest ranked players are all playing fresh opponents and the lowest possible ranked players are having a repeat game.

This system will give players the best opportunity to play against as many different opponents as possible over the tournament.

ON-THE-NIGHT PROMOTION

Make sure to post images of the night's action on your website, forum and social media channels to encourage gamers to come along to the next event. It would not hurt to remind your players to do the same. 'Shares,' 're-tweets,' and 'likes' will put your club or store in front of as many people as possible.

We will also be sharing your posts and tweets and publish good quality photos from your Game Nights on our Facebook page.

STEP 5: GAINING ACHIEVEMENTS

During your *Game Nights*, players can earn Achievement for doing different things. For example each player gains one Achievement just for attending the Game Night each week. They gain more Achievement for playing games or participating in the hobby by painting or building new models.

Achievements are used to gain Tactical Edge Cards. These cards can be used in the *OnTableTop* Global Campaign that will start as soon as the Hobby League ends.

Achievements are recorded on the Hobby League poster, after each player's name on the roster. For each Achievement earned, put a mark in their Achievement checkbox. A player can only earn a total of 4 Tactical Edge cards, so the poster only records up to twenty Achievements, though there is space at the end to record players' total Achievements earned during the league.

Players gain Achievement for doing any of the following,

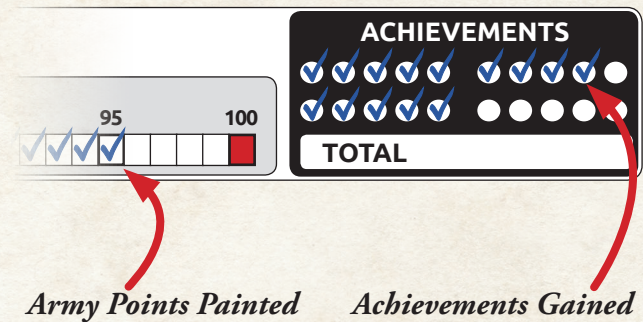
- Gain 1 Achievement for: Attending a Game Night
- Gain 1 Achievement for: Finishing painting a new Unit
- Gain 1 Achievement for: Playing one or more games at an event
- Gain 1 Achievement for: Loaning an army to a new player for the night
- Gain 1 Achievement for: Teaching a new player how to play the game
- Gain 1 Achievement for: Bringing a table's worth of terrain

It is up to the Organiser's discretion to decide if a player has gained an Achievement and to record it on the poster.

For example, Wayne has attended hobby night, and finally finished painting a unit of Sherman tanks he been working on for the past few days. After painting he decided to teach Phil how to play *Flames Of War* before heading home for the night.

Wayne will have gained four Achievements by the end of the night, for attending, painting a unit, playing a game and for teaching Phil how to play.

The organiser would then mark his Achievements on the Hobby League Poster adding it to the ten Achievements Wayne has already collected throughout the league. On top gaining Achievement Wayne also gains the points for his unit of Sherman tanks, bringing his total Painted Army Points to 95, so the Organiser marks that on the Hobby League Poster as well.



FLAMES OF WAR HOBBY LEAGUE

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TACTICAL EDGE CARDS

The Tactical Edge cards in this set are to be given out at the end of the league for use during the *OnTableTop* campaign. Players will receive a certain amount of random Tactical Edge cards depending on the amount of Achievements they earned during the campaign.

Each complete set of 5 Achievements gains you one card. This kit supports 10 players so has a total 40 Tactical edge cards, so each player can gain a maximum of 4 Tactical Edge cards.

USING TACTICAL EDGE CARDS

During the *OnTableTop* campaign players may use one or more cards during any game they play. Each card is discarded after it is used.

Karma (Optional rule)

As an Optional rule your group of players may choose to use the Karma rules during *OnTableTop* campaign.

When using the Karma rules players will give any Tactical Edge cards they used during their game to their opponents. This means everything you use against your opponent may end up being used against you in a later game.



STEP 6: BIG TOURNAMENT

In this kit there are some cool tournament prizes for you to use during the three month league to run two *Flames Of War* tournaments. These prizes are intended to be added to the prizes you would normally give out during a tournament.

PRIZES

Top two players receive – A D-Day themed Objective Set.

Players who participate in a league tournament gain 5 Achievements.

You may choose not to run a tournament during your league. If so, you may choose to raffle the Objective sets off to participants of the league, by placing each players name in a hat and drawing four lucky winners for each one of the four Objective sets.

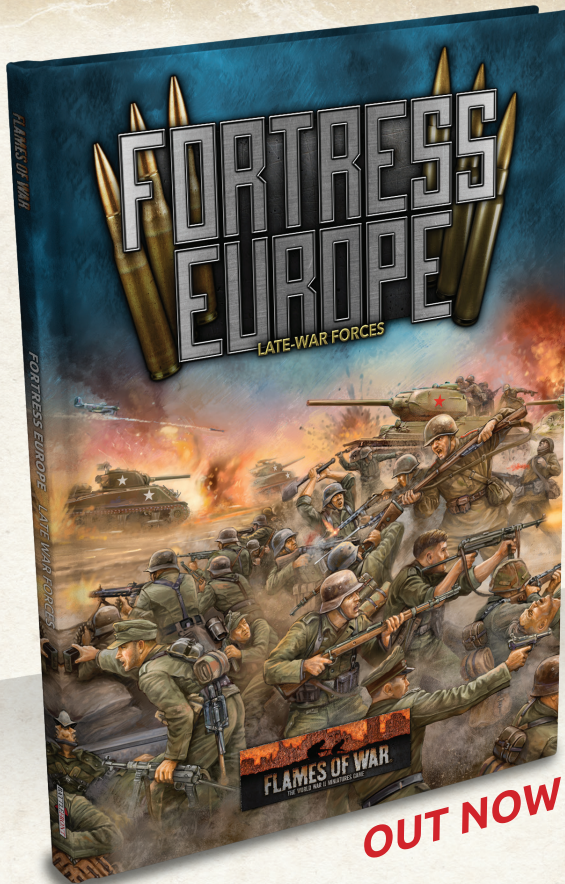
You can also choose to run 4 tournaments during your league giving only the top player a set of objectives.

THEMED GAMES

During the Hobby League we are coming out with two awesome themed sets, the D-Day Landing Terrain Set and the Aces Card sets. These will be a perfect way to add some variety to your league. D-Day Landing Terrain Set set has everything you need to set up D-Day beach landing missions.

The Ace Campaign set is a story based card campaign that will have players fighting for Normandy in a narrative campaign. Each game players play will earn the player rewards and determine what missions they play next. Along with the campaign players will also create their own Ace to lead their Force. These Aces gain more skills as you progress through the campaign.





DIVE STRAIGHT INTO LATE-WAR NOW WITH FORTRESS EUROPE

Fortress Europe is the first of many *Flames Of War* army books for the Late War period covering the fighting in Europe and Western Russia in 1944 and 1945.

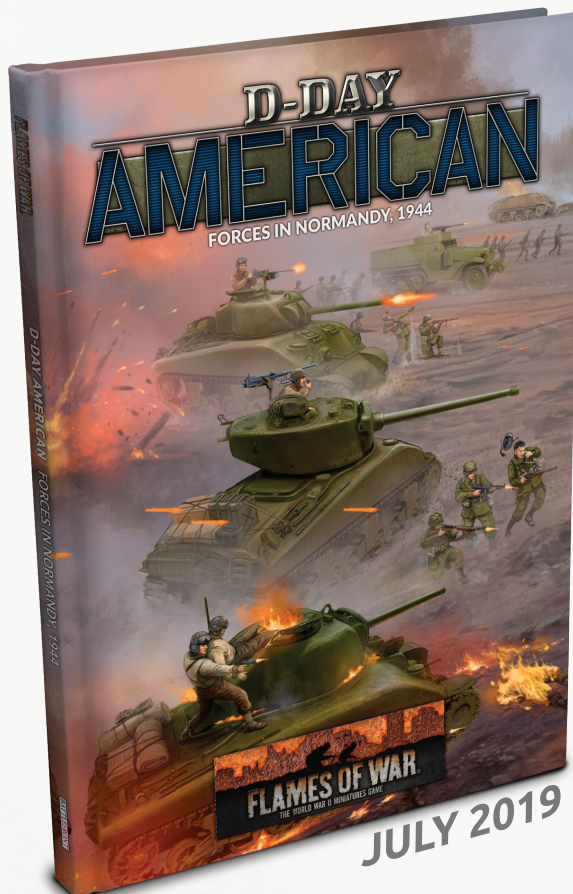
It is a great starting point for players new to the period and those moving from the Mid War period.

Fortress Europe covers the big four nations: the Americans, the British, the Germans, and the Soviet Union, and gives you the very different flavour of each army and is a great way to try them all out.

Old hands to the Late War period can use *Fortress Europe* to start playing Version 4 Late-war while they are waiting for their Late-war book to come out.

No matter what your background, *Fortress Europe* is the place to begin the Late War journey.

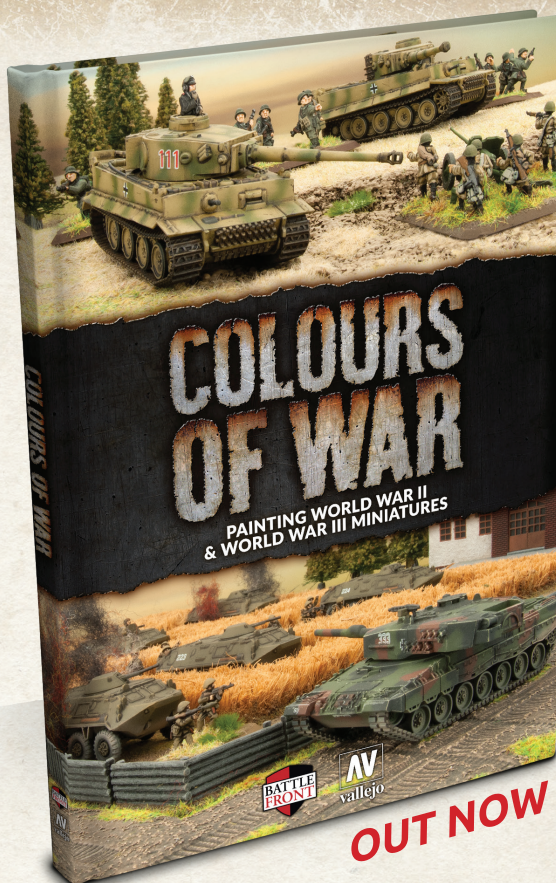
D-DAY BOOKS



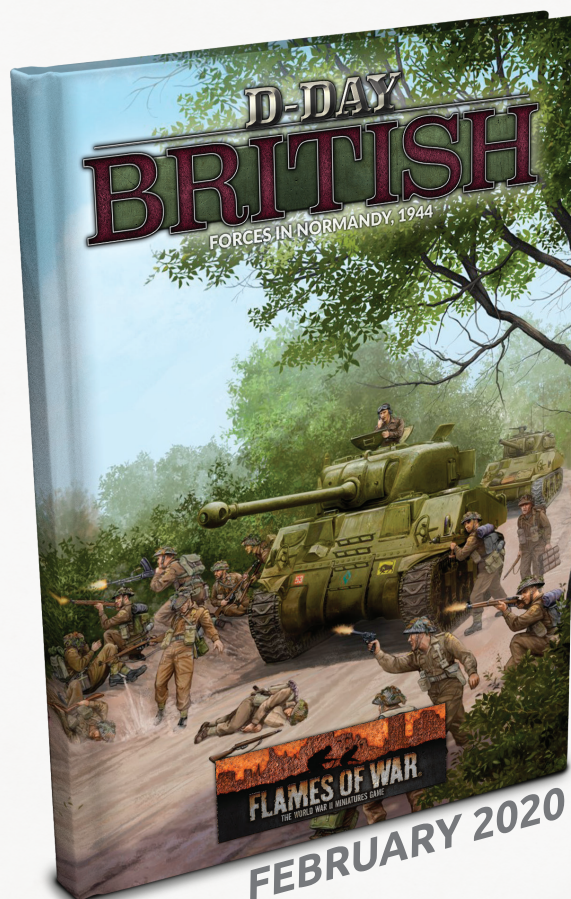
NOW GET PAINTING WITH COLOURS OF WAR!

Whether you have never painted before or have years of experience, this book is a tool to help you get the most out of your *Flames Of War* and *World War III: Team Yankee* models. Our books have always had basic painting guides, but we have never been able to provide as much information as we would like. Working with Vallejo has opened up a massive paint range that they have been developing and refining for decades. We have scoured their paint range and come up with a collection of sets that cover all of the basic colours you need to paint your armies for the tabletop.

The *Colours Of War* paint range contains sets of paint specific to each nation and a Utility set, simply combine the Utility Set with one of the nation specific paint sets and you will have all of the basic paints for that nation.



From June 2019 to April 2020 we are focusing on forces fighting in Normandy. Each nation gets a book, with the Germans getting two books. Soviets will get some love in June 2020 with their Bagration book.



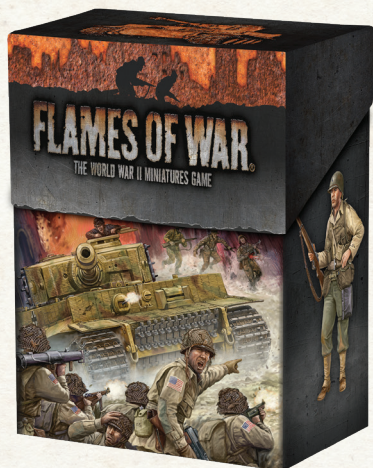
HOBBY LEAGUE CONTENTS

In this kit you will find the following items to help you run your league and to give out as prizes. Each league kit is designed to support 10 players.



10X BATTLE PLANS CARDS

These card packs are given out to players who finish painting the first 50 points of their new *Flames Of War* army. These cards are handy, the Missions cards are used when you are choosing a mission at the start of the game, and the Movement Order cards are a quick reference aid for movement orders.



10X UNIT CARD BOX

Each player who finishes painting 100 points of their army during the league will receive an exclusive deck-box that will hold their army's cards, tokens, and dice in one handy box. Not only is this a great storage box, but it's also a mark of Achievement, proving that you were able to paint a 100 point army during the Hobby League.

10X TOKEN SETS

These tokens are given to players who finish painting a total of 75 points of their new *Flames Of War* army. These tokens are unique to this kit and will be handy in games to keep track of your units as well as showcasing to everyone that you achieved this painting goal during the Hobby League.



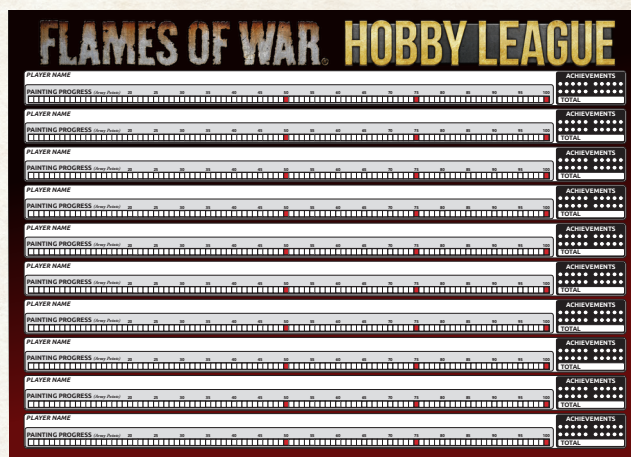
4X OBJECTIVE SETS

These exclusive objectives are given to the top two players during the league's two tournaments. Only top ranking players will achieve these objectives and they are a symbol that you are a force to be reckoned with on the table.



1X TACTICAL EDGE CARD DECK

These cards are given to players who earn Achievements throughout the league and are to be used in the *OnTableTop* Global Campaign that will follow the league.



1X HOBBY LEAGUE POSTER

This poster serves many functions. It works as a sign-up sheet, score sheet and advertisement for your league events, so place it somewhere where your players can see it.