



FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

**VALLEY GAMING AND THE ARMAGEDDON
CLUB PRESENTS:**

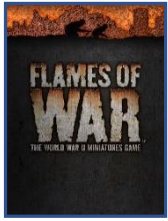


RISING SUN

FLAMES OF WAR (MW) CAMPAIGN DAY

SATURDAY 6TH DECEMBER 2025

WELCOME!



Welcome to the 'Rising Sun 2025 Flames of War (Mid War) Campaign. This is a single day event suitable for all levels of players, where you'll compete in 3x games against different opponents using Battlefronts Flames of War (Mi War) rules and Rising Sun book. Whether you're a beginner, want to try a new army, or simply just want to brush up on your rules and skills, then this is for you!

Where and when is it?

Rising Sun 2025 will be held at Firestorm Games, Cardiff on Saturday 6th December 2025.

Event registration commences at 09.30am and we expect a finish time of approximately 5.15pm.

What you need to bring with you

Please ensure you bring the following with you:

- ☐ *Your Battlefront Flames of War Rulebook*
- ☐ *The most current 'Lessons from the Front' update dated September 2023 - available from <https://www.flamesofwar.com/Default.aspx?tabid=966>*
- ☐ *Your Pacific book and any Unit and Command cards that you wish to use*
- ☐ *Your 50pt army list and army – this should be painted to a minimum of 2x colours (hull & tracks, uniform & skin, etc.)*
- ☐ *Dice and tokens (Bailed out, Dug in, etc.)*
- ☐ *Smoke markers (if you are intending to fire smoke bombardments)*
- ☐ *2x Objective tokens*
- ☐ *A tray (ideally with a lip) that is large enough to carry your army from table to table*

Important to know

This event is designed as a fun and friendly campaign for players of all levels of experience including those that may not have attended a Flames of War event before or who are getting back into the game system after a period of not playing.

All participants are asked to ensure that they show patience and answer any questions that may arise about your army, it's weapons and abilities etc. prior to and during the game as necessary. If there is anything that you are unsure of, please ask the tournament organiser.

Please remember that if everyone who attends this event enjoys the experience and challenge, then we all benefit as it's much more likely that future events can be organised and be well supported.

Competitive army lists are fine at this event but Win-At-All-Costs playstyles are not - please make your games enjoyable for all of your opponents.

Your army list

All lists must be produced on forces of war and include players name and be submitted as a PDF. Lists must be submitted to Robjones555607@yahoo.co.uk before 22nd November 2025.

Your army must not exceed 50pts using the current Dynamic Points values and may not contain any allied units unless these are specifically part of the actual Force Organisation Diagram.

Your army may not contain any tank formations or have more than 2x units with the Tank keyword. Any tank units that you choose to use within these restrictions must have a Front Armour of 3 or less.

Please be aware that this event does not permit the use of Wildcard choices.

Your army

Painting - Your army must be fully built and (where required) based correctly. There is a minimum painting standard of 2x colours at this event – vehicles must have at least their hull and tracks/tyres painted, infantry must have a minimum of uniform and skin painted, etc.).

Your miniatures must clearly represent the units that are on your army list, and your opponent must be able to easily identify which unit is which and what the unit is equipped with.

Teams/Units – Your opponent should be able to clearly identify which teams belong to which units. If you believe that this may be an issue, please use a method of your choice (e.g., a small, differently coloured mark on the rim of the base of each unit, etc.) that will prevent any confusion.

If a situation arises where the event referee is called over to a game where the unit identity of a team is in contention, the referee will rule in favour of the non-owning opponent if there has been no method of unit identification made.

Aircraft - if you wish to use aircraft, please ensure that you bring the correct number and type of miniatures on official Battlefront flight stands.

Alternative miniatures - All non-Battlefront miniatures must also be of the same size as the official miniature that they are replacing.

Event Format

This event comprises of 3x rounds of 2x hours each being played on 4x4 tables. There will

Players will be divided into Japanese and Allied teams and the combined score from the team will be used to determine the winner each round.

Event Schedule – 6th December 2025

09.00hrs - Firestorm Games opens

09.30hrs - Registration at the Battlefields begins

10.00hrs – Round 1 Commences

12.00hrs – Round 1 Finishes

Lunch

12.30hrs – Round 2 Commences (Round 1 winning team are the Attackers)

14.30hrs – Round 2 Finishes

Break

14.45hrs – Round 3 Commences (Round 2 winning team are the Attackers)

16.45hrs – Round 3 Finishes

Break

16.45hrs – Results and table/terrain clear up

Lateness

If you think you will be late for whatever reason, please ensure you contact Firestorm Games on 02920 227 117. Please be aware that, if you are more than 10 minutes late to any round, you will automatically forfeit the game and be awarded an 8:1 Loss result.

Further details

For more details regarding the venue including access and facilities, please visit

<https://www.thebattlefields.co.uk/south-wales-gaming-centre-cardiff>

Round 1 Mission

THE MEATGRINDER (BOCAGE)

The little French village sits peacefully on a vital road junction, barely aware of the two armies heading straight for it. The struggle is going to be fierce as neither side can allow the other to take it...

SPECIAL RULES

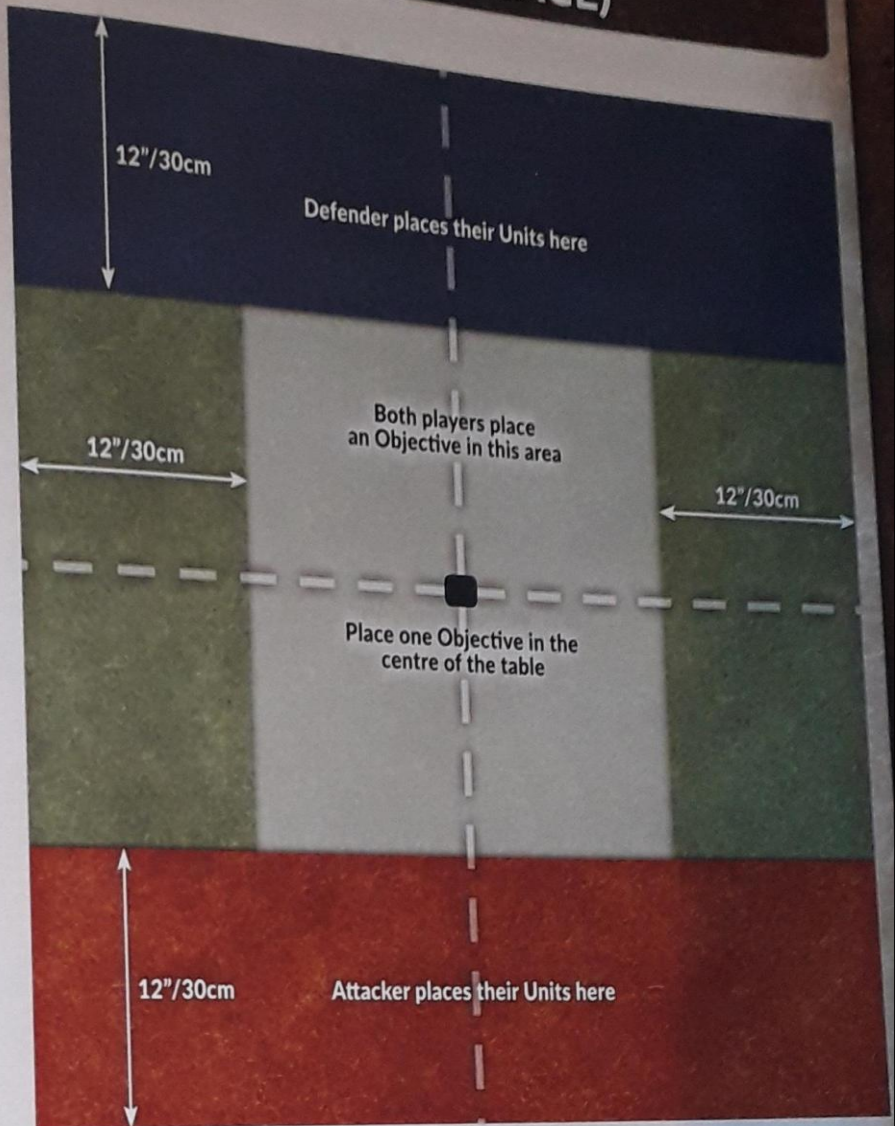
- Meeting Engagement (Both players)

SETTING UP

1. Use a 4'x4' (120cm x 120cm) table with bocage terrain for this mission.
2. The Defender picks a table edge to defend. The Attacker attacks from the opposite table edge.
3. Place an Objective in the middle of the table.
4. Both players, starting with the Defender, place an Objective anywhere on the table at least 12"/30cm from all table edges.

DEPLOYMENT

1. The Defender places all of their Units up to 12"/30cm from their table edge.
2. The Attacker places all of their Units up to 12"/30cm from their table edge.



WHO GOES FIRST

Both players roll a die. The highest scoring player has the first turn.

WINNING THE GAME

The game cannot be won before the sixth turn.

- A player wins if they end their turn Holding two Objectives.

Round 2 Mission

JUNGLE ATTACK

Advancing through the jungle, your force has encountered increasing numbers of enemy patrols. Word has come from one of your patrols, the enemy has a supply dump ahead. You gather your officers and plan your attack.

SPECIAL RULES

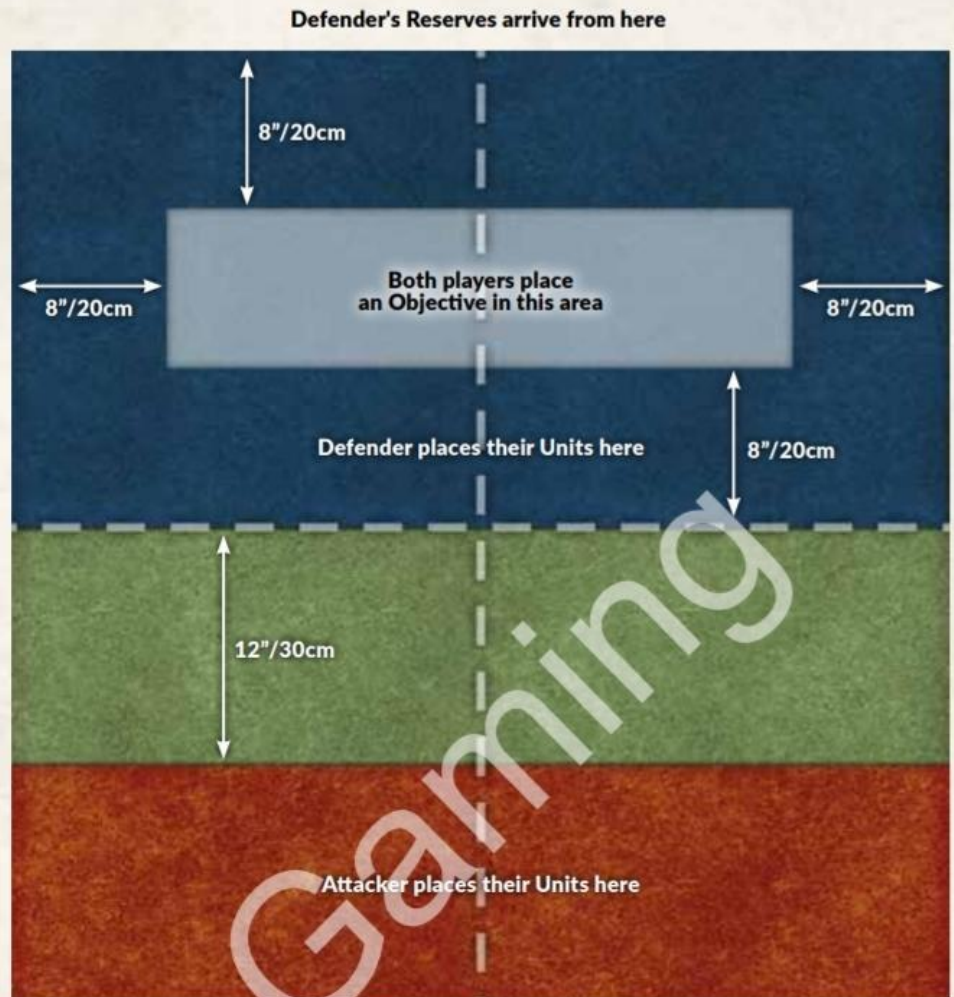
- Ambush (Defender)
- Deep Immediate Reserves (Defender)

SETTING UP

1. Use a 4'x4' (120cm x 120cm) table with a mix of Open Wood, Jungle, and Dense Jungle terrain for this mission.
2. The Defender picks a table edge to defend from. The Attacker attacks from the opposite edge.
3. Both players, starting with the Defender, place one Objective in the Defender's table half, at least 8"/20cm from the table centre line and all table edges.
4. The Defender places one Minefield outside the opponent's deployment area for each 25 points in their force.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Immediate Reserve. These will arrive from the Defender's table edge.
2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3. The Defender may hold one of their Deployed Units in Ambush.
4. The Defender then places their remaining Units in their table half.
5. The Attacker places all of their Units in their table half at least 12"/30cm from the table centre line.
6. All Infantry and Gun Teams start the game in Foxholes.



WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

Round 3 Mission

COVERING FORCE



SPECIAL RULES

- Ambush (Defender)
- Minefields (Defender)
- Strategic Withdrawal (Defender)

SETTING UP

1. The Defender picks a long table edge to defend. The Attacker attacks from the opposite table edge.
2. The Attacker places two Objectives within 16"/40cm of the Defender's edge and at least 16"/40cm from the side table edges.
3. The Defender places one Minefield for each 25 points or part thereof in their force anywhere outside the opponent's deployment area.
4. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.

DEPLOYMENT

1. The Defender may hold a Unit in Ambush.
2. The Defender then places their remaining Units in their table half.
3. The Attacker places all of their Units within 8"/20cm of their table edge.
4. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

Note, the Defender must remove Units from the table starting on turn **three** using the Strategic Withdrawal rule (see overleaf).

WINNING THE GAME

- The Attacker wins if they end their turn Holding an Objective.
- Otherwise, the Defender wins at the start of their eighth turn after checking Force Morale.