

# BEDA FOMM



## Tournament Scenario

*An alternative victory determination for competitive, timed play*

This is a tournament scenario that has been designed by Jeffrey Coster. The clarifications posted in his original document have been removed since they are addressed in the Consim Press edition (per the game rules and errata).

### Rules

Antitank Fire may only be directed at a single defending hex at a time. Several units in the same or different hexes could fire such that their fire was directed at one or more hexes as long as each attacked hex is resolved separately. Fire may be directed against any unit, combination of units in the same hex or not at all. Fire may never be directed against more than one hex.

*Note: This is an exception to the standard rules in which Antitank Fire may only be directed to a single enemy armored unit only (note the underlined*

*portion above). With the above rule, all defending armor units in a hex can be part of a single declared attack.*

### Scenario: Standard

Time Allowed: The Italians receive 150 minutes and the British receive 120 minutes.

### Victory Points:

1. The Italians. Follow standard rules. In addition, 1 VP per eliminated British unit and 5 VPs per British parent unit that's morale is  $\leq 0$  or is eliminated.
2. The British. 1 VP per Italian parent unit that's morale is  $\leq 0$  or is eliminated.
3. Subtract the British VPs from the Italian VPs and refer to the following table to determine the Victory Level.

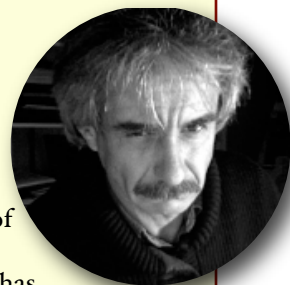
### About the Author

Jeffrey Coster resides in Melbourne, Australia and first discovered wargaming back in 1978 when he spotted a copy of Third Reich in a store window.

Teaching at a private grammar school at the time, Jeffrey had the opportunity to start a lunchtime game club for the students. This garnered dozens if not more recruits to the hobby. One of them, Iain Ralph, is a CSW member.

Jeffrey helped form the Melbourne Wargames Society during the halcyon years of the hobby, in which many games were played under tournament conditions. During this period, the Beda Fomm Tournament scenario was created.

Jeffrey remains a very active member of the gaming community and has collected nearly 3,000 games through the years.



### VICTORY LEVELS

Italian	British
12 or more: ULTIMATE	-1 — -2: MARGINAL
10 — 11: CRUSHING	-3 — -4: SUBSTANTIVE
8 — 9: DECISIVE	-5 — -6: DECISIVE
6 — 7: SUBSTANTIVE	-7 — -8: CRUSHING
4 — 5: MARGINAL	-9 or less: ULTIMATE
0 — 3: DRAW	

Note that it is possible for either side to win without units having been exited off the map per the standard rules. In practice, this makes the British player somewhat more circumspect in how he commits his units.

I believe this gives a better indication of player victory than the original victory conditions.