



FIRST FIGW INTERNATIONAL TOURNAMENT

30 - 31/05/2009 - TRIESTE (TS)

Organized by: Fiera di Trieste - Esaedro
Address: Piazzale Alcide De Gasperi, 1, Trieste (TS)

This Warhammer Fantasy Battles tournament is valid for FIGW Ranking
and to qualify to FIGW National Tournament 2009

Informations and registrations:
tornei@triestediventigioco.org



MEGA EVENTO



ETC COUNCIL 2009



PITTURA SANZ.

Further informations (in italian):
www.figw.org
www.forumgwtilea.it

Introduction

Thank you for being interested to to the **First FIGW International Tournament**.

Here are **4 main reasons** why you should not miss this event:

1. Enjoy the Gaming Event "GAME", sponsored by la Fiera di Trieste;
2. Meet new people;
3. Play some matches of Our Most Beloved Hobby;
4. Qualify to the FIGW National Tournament 2009.

As we expect people from different countries, the official language of the Tournament will be **English**. That's why our material will be entirely published and presented in **English**. If you enrol, please send your application form and rosters in English as well!

The number of participants is limited, so please reserve your ticket as soon as possibile. Furthermore, please do not book your ticket unless you know you are coming.

The tournament will be held on the 30th & 31st of May 2009 at "La Fiera di Trieste", inside the gaming event "GAME". You can find informations on "GAME" here:
<http://www.expogame.it/english.html>.

And you can find informations on how to reach the place here:
<http://www.fiera.trieste.it/eng/raggiungerci.html>.

The tournament fee is 15€. This includes the entry to the gaming event "GAME" for both Saturday and Sunday.

We will provide informations as soon as possibile regarding Saturday night accomodation, Sunday lunch and Saturday dinner.

Send your registration to the following email address: tornei@triestediventigioco.org. Subject: "WHFB tournament". Please specify in your registration: name; surname; your gaming club and home country.

For any futher information, feel free to contact:

tornei@triestediventigioco.org
(subject: WHFB tournament)

or call this number:

+39 339 50 70 248 Antonio.

General Rules

FOREWORDS ABOUT FIGW

FIGW is the Italian Warhammer Fantasy Battles Players Federation. It was formed in 2007 by the most important italian gaming clubs.

This winter the annual FIGW National Tournament (TNF) will take place, and players from every part of Italy will compete to gain the title of Italian FIGW Champion 2009.

There are three ways to qualify to the TNF:

- being in the top 15 of 2009 FIGW final ranking, which is based on all 2009 tournaments;
- being in the top 8 of one of the Regional Tournaments;
- being in the top 3 of one of the Mega Events Tournaments

All tournaments are open to foreign players.

The First FIGW International Tournament is a Mega Event tournament and therefore, if you will rank among the first three places, you will qualify the FIGW National Tournament 2009 (TNF)!!!

SUBSCRIBING A FIGW ACCOUNT

To take part to FIGW tournaments, you must be registered to FIGW. Therefore, by registering to this tournament, you agree to subscribe an account on www.figw.org. At the moment, Italian is the only available language, so, in order to simplify this passage, we will handle your registration and send you an email with all the information about your FIGW account. **Remember that without a valid FIGW account you won't be able to play this tournament.**

First of all, you must know that this process is absolutely free: FIGW will never ask you money and all your personal information won't be used by anyone.

To register your account we need your name, surname and a valid e-mail address. Your default nickname will be name.surname, you will be given a randomly generated password and the default email address will be the one you used to send the tournament registration (multiple registrations per one email address are allowed if necessary).

If you wish to be registered with a different nickname and/or email address, please specify it clearly in your tournament registration email message, and we will set your account following your indications.

If you speak italian, you can register by yourself on www.figw.org. In this case, please specify it in the email so that we won't duplicate your entry.

We will also create your club on www.figw.org and you will be registered as a member of it, in order to allow our tournament manager software to avoid first round pairings between team mates. Therefore, don't forget to specify which club you belong to.

Summarizing, in your tournament registration message you have to tell us:

- 1) Name & surname
- 2) Your Team Name
- 3) a different email address and/or a different nickname if you wish to be registered with custom entries, otherwise we'll use default settings as previously described.

Once your account has been registered, you will be able to play this and any other future FIGW Tournament and to compete to qualify to the FIGW National Tournament!

For further informations, please send an email to tornei@tristediventigioco.org (subject: WHFB tournament).

Golden Rule:

The purpose of our tournament is to have **fun**, meet new people and enjoy an happy weekend. We hope that everyone taking part at the tournament will play fair and do his best to solve politely any issue about the rules that may occur. Our referees won't hesitate to answer your questions if you feel you can't solve a problem. They may also intervene at any time if they see a rule is not applied correctly.

Rosters:

Rosters must be sent to tornei@tristediventigioco.org (subject: "WHFB tournament").

- Please don't send army builder files.
- The deadline for sending the roster is **28^h May**. If you don't send your roster in time, you will lose 2 points from your final score.
- When you arrive at the tournament, you will get a copy copies of your roster from the Tournament's staff. A stamp will be impressed on them, and you will be allowed to use only that roster.

Rules:

7th edition rulebook

LGIR. LGIR faqs have been written by the most experienced italian players. In the LGIR you can find all erratas and faqs published by GW and a small number of faqs written by these players. You can find the Italian version of LGIR from the site: www.figw.org.

An English version of the faqs written by italian players will be provided by the 10th of May.

Armies allowed at the tournament:

Only the armies listed under "The ladder system" (see below) are allowed at the tournament.

You can also use the following additional publications:

- Mengil Manhide: only in Dogs of War armies
- Giant for Hire: only in Dogs of War armies
- Rhinox Cavalry: only in Dogs of War and Ogre Kingdoms armies
- Dogs of War armies may hire ogres as specified in Ogre Kingdoms army book

Army composition:

You play with open rosters. You must explain to your opponent the equipment (both mundane and magical) and the command groups of all your units and characters.

ETC rules for army composition will be used:

General composition rules

- Armies are 2000/2250/2500 points.
- No characters that are: special, named or Albion
- No DoW or RoR in non-DoW armies

- Rare choices may not be repeated, except for HE, where they can be repeated once for each choice.
- Max. 2 of the same Special choice.
- Max. 3 of the same Core choice, except ranked infantry without missile weapons and beast herds.

- Max. 3 units of chariots (incl. characters).
- Max. 9 PD/10DD in an army *
- Max. 3 units of flyers (incl. characters)
- Max. 45 models with missile weapons with a range of 20"+ (not incl. war machines, characters and chariots).
- Max. 5 warmachines.

***Magic description**

You can use a maximum of 9 power dice in each magic phase. Each bound spell you use count as 1 power dice, all following bound spells used in the same turn counts as 2 power dice.

Every ability that grants the bearer complete knowledge of a single lore counts as one power dice in each magic phase.

All dice you would not normally generate, such as Focused Ruminations Slann free dice, Skaven warpstones, night goblin mushrooms, power of darkness etc., also count in the total number of dice you can use in a magic phase.

Tomb Kings count each dice they use for a spell as 1 power dice and casket of souls counts as 2 dice total. They can not chose not to use all the dice when casting an incantation, for example a Liche Priest can't choose only to use 1 dice on a spell. You can how ever choose not to cast a spell with a model. The 2 basic power dice all armies get only counts if they are used to dispel RIP spells with.

Max 10 dispel dice per army. First dispel scroll (and similar working items) you have in your army counts as 1 dispel dice, in EACH magic phase. The second and all other scrolls, counts as 2 dispel dice in each magic phase. So if you have 3 scrolls you can use a maximum of 5 dispel dice each magic phase. Dice from magic resistance does count in this maximum. Being allowed to reroll your dispel dice every turn counts as 2 dispel dice.

Dice removed by the Chaos Dwarf Chalice of Darkness count as dice used. You remove 3 power dice, you can use only 6 more in your magic phase.

Race specific:

DAEMONS OF CHAOS - Bloodthirster with Immortal Fury, Keeper of Secrets with Siren Song and Lord of Change with Will of Tzeentch count as an additional hero choice; Herald BSB may take either daemonic gifts or a daemonic icon, not both; Daemonic Gifts may not be duplicated (except for Spellbreakers); Horrors are limited to 0-2.

DARK ELVES - Ring of Hotek counts as 3 dispel dice each phase; every assassin after the first counts as a hero choice; Shades limited in unit size to max. 10 models; the Pendant of Khaeleth counts as a hero choice.

EMPIRE - Steam Tank counts as two Rare choices

LIZARDMEN - Characters mounted on Stegadons also use the relevant special or rare slot (Engine of the Gods count as Ancient Stegadon); Terradons limited in unit size to max. 5 models; discipline Bealming Cogitation count as 1 dispel dice.

ORCS & GOBLINS - Max 6 goblin fanatics.

SKAVEN - Max 3 ratling guns; Jezzails count as war machines (ratio 4:1, always rounding up)

VAMPIRE COUNTS - The Drakenhoff banner counts as an additional hero choice; the Helm of Commandment counts as an additional hero choice if taken on a Vampire Lord.

WOOD ELVES - Treeman Ancient counts as Treeman.

The ladder system:

All armies are divided into three categories; A, B and C. Category A armies are limited to 2000pts, B to 2250pts and C to 2500pts.

When calculating victory points at the end of the game, once you have the result, then add 10% to any category A army's losses (e.g. 1234 would become $1234+123,4=1357$) rounding off as normal. Any category C army would conversely have its losses reduced by 10% (e.g. 567 would become $567-56,7=510$).

Category A (2000pts)

Demons of Chaos
Vampires

Category B (2250pts)

Brettonia
Chaos Dwarfs
Dark Elves
Dwarfs
Empire
High Elves
Warriors of Chaos
Lizardmen
Skaven
Tomb Kings
Wood Elves

Category C (2500pts)

Ogre Kingdoms
Orcs & Goblins
Dogs of War
Beasts of Chaos

Miniatures & army painting:

Every model in the army must be assembled and glued to the appropriate base. Proxies cannot be used (use of stand-ins, like toys, models from different armies or the same army but different unit type). Of course, conversions aren't proxies, and they can, naturally, be used.

At least **80% of your army must be WYSIWYG** (i. e., 80% of your models must have appropriate equipment).

We hope that every player will come to the tournament with a fully painted army, because we like the cool look of a painted army. Anyway, we are also looking forward to the participation of people who have just began to play, or maybe simply don't have much time to paint their army. Therefore, **90% of the models in your army** must be painted in no less than 3 colors. If it is not, you can play at the tournament, but you will **lose 5 points on your final score**.

Non – Games Workshop miniatures are accepted, as long as at least **80% of your army** is made of GW miniatures.

The matches:

You will play 5 pitched battles.

Tournament is played according to the Swiss-type: In the first round, competitors will be matched randomly. After that, competitors will be matched based on their points for Generalship. The two players in first and second place will play each other, the players in third and fourth place will play each other, and so on. Competitors can never play the same opponent twice. For the first round only, the automatic pairing software will try not to pair the players from the same club.

Respecting the timetable is really important to us. You have two hours and a half for each match, not less, not more! At the end of time you have to stop playing and calculate the game result. **To go on playing beyond the time limit will cause you a yellow card penalty** (see “sportsmanship” section).

Points (0-100)

Generalship points (0-100)

Generalship points are scored as shown below:

Victory Points Difference	Winner Scores	Defeated Scores
0-400 (Draw)	10	10
401 – 600	12	8
601 – 850	14	6
851 – 1150	16	4
1151 – 1500	18	2
1500+	20	0

Remember that you will lose 5 points on the overall score if less than 90% of your army is painted, and 2 points if you don't send your roster in time (deadline: 28th May).

Sportsmanship:

There are no sportsmanship points.

However, referees may intervene at any time if they see a player who is bending the rules to his advantage, is cheating, or is tricking his opponent about any rule. In this case, the referees will have a card system depending on to the seriousness of the offence:

Yellow card: 5 points will be taken from your total.

Red card: you will lose 20-0 the current match.

Best Painted Army:

At the beginning of the tournament, you will be asked if you painted your army by yourself or not (we expect that you will be honest!). Only armies painted by the player can compete to win the Best Painted Army price. The winning army will be decided by the judges.

Timetable

Saturday

13-14.30 Registration
15.00 – 17.30 Round 1
17.45 – 20.15 Round 2

Sunday

9.30 – 9.45 Earliest Entry
9.45 - 12.15 Round 3
12.15 - 13.30 Break for Lunch
13.30 - 16 Round 4
16.15 – 18.45 Round 5
19.00 Price ceremony