
L'Art de la Guerre

ITALIAN CHAMPIONSHIP

4th Stage

"The world at the times of the Manfredi"

1313 - 1501 AD

WEB VERSION 1.0

FAENZA

11-12 MAY 2024

INDEX

1. INTRODUCTION	3
About this document	
How a ADLG tournament works	
Things to bring at the tournament	
2. TOURNAMENT LOGISTICS	4
Directions	
Taxi and hotels	
Schedule	
3. HOW TO WIN THE TOURNAMENT	6
Victory Points	
Punctuality Points	
Painting and painted armies	
Judge, sportmanship and rules questions	
Cards and penalties	
4. RULES OF ENGAGEMENT	8
Army Selection	
5. AWARDS	8
National Rankings	
6. USEFUL LINKS	9
7. INFORMATIONS	9
8. THANKS TO...	9
9. APPENDIX	10

About this document

This pack contains the full rules which will be used at a tournament of "L'art de la guerre" (from now on ADLG)

Only official rules and conventions are allowed.

Therefore, the following publications will be used:

1. ADLG rulebook vers. 4 (english and Italian version)
2. Army lists published in the ADLG rulebook vers.4
3. Official Errata and FAQs available

All competitors should be aware that whenever any rules interpretation is required, only official publications will be upheld and the Judge will be consulted for any particularly contentious issues.

Please note that the scale chosen for this tournament is "15mm".

How the ADLG Tournament works.

- Each player will play 5 rounds, each against a different opponent.
- Every round, for each player, victory points will be added.
- Each round, players will be paired by victory points.
- In the first round, players will be paired by ELO points (first vs bottom and so on) and then randomly. Players from the same club cannot be paired in the first round, therefore pairings will be re-ordered if this should happen.
- A player can never play the same opponent twice; should this happen, the umpire will step in and sort things out so that the players will face fresh opponents.
- Once pairings are published, players will be assigned a table.
- All of the basic rules in the rulebook are valid, excluding optional rules. Players can agree to use the 3-dice option if they want to.
- Each battle will be fought on a 80cm x 120 cm table. Dice will be provided by organization.
- Apart from these, organizers will provide no other game equipments and the players must provide all other materials (tokens, terrains elements, etc. etc.)
- Each round, players must take care of and correctly compile the match result sheet.
- In case of odd players, any "jolly" player will be entered from the bottom of the pairings list. If this cannot be arranged by any means, last player in current standings will be assigned a victory as per rules written above.

IMPORTANT: LAST TERM FOR LIST DELIVERY

Remember to send your Army Roster to organizers within **May, 4th 2024**.

Organizers can check it and single out any mistakes so you can change your list and suffer no penalties.

At the end of this document, you will find every contacts and addresses needed.

Things you need to bring with you

Every game material required to play including:

- Your painted 15mm miniatures!
- Appropriate and decent **scenic elements** to play with
- One copy (at least) of your Army Roster. Organizers will provide one copy of your Army Roster.
- This infopack
- Rulebooks and every publication needed
- Paper and pen
- Game reference sheets (you can find the link at the end of this document)
- Tape measure
- Superglue (for emergency repairs!)

Hotels nearby

Here is a short list of hotels nearby, in case you need a suitable accommodation.

Feel free to look for other accommodations that look more suitable to you on Internet (or any other way). There is a relevant B&B allowance in the city and in the towns nearby.

These are the closest hotels.

- Hotel Vittoria (www.hotelvittoria.com), the closest to the main square and to the venue.
- Relais Villa Abbondanzi (www.villa-abbondanzi.com), resort with SPA located at the west of the city
- B&B Hotel (www.hotelbb.it), hotel located at the exit of the autoroute A14

There are many other accommodations in Faenza, but might not be as close as the ones above. Therefore car might be required to reach the tournament place.

SCHEDULE

Keep in mind the schedule, respecting the time table will grant every player a funny weekend! Our duty will be to keep in efficiency the tournament, respecting the scheduled times. Your collaboration will be appreciated!

SATURDAY, MAY 11th

START	END	
10:15	10.45	Gates opening, registrations
10.45	11.00	Tournament briefing
11:00	13.30	First Round (2h 30min)
13.30	14.30	Lunch break
14.30	17.00	Second Round (2h 30min)
17.00	17.30	Pause
17.30	20.00	Third Round (2h 30min)
20.00	20.15	End of the day, rankings to be published

SUNDAY, MAY 12th

START	END	
09.00	09.30	Gates opening
09.30	09.45	Tournament briefing
09.45	12.15	Fourth Round (2h 30min)
12.15	13.45	Lunch break
13.45	16.15	Fifth Round (2h 30min)
16.15	16.45	Pause
16:45	17:00	Awards ceremony

**N.B. This table shows every scheduled activity.
We will make the time table being followed and respected by everyone.
Your collaboration will be appreciated!**

3. DECIDING WHO WINS THE TOURNAMENT

Overall winner will be the player who scored more Victory Points than anyone else. In case of tie, the winner will be the player who has won the match against the other player. If this is not possible, the player who sacked the most Camps amongst the two will be the winner. If still not applicable, ELO ranking will be used to decide the winner.

Victory Points (50/550 pts)

Victory points are calculated based upon the outcome of each match.

At the end of each match, you must record the score on the appropriate sheet following the official results table, available for download at the end of this document.

Players will be ordered by the sum of Victory Points. In case of tie, players with same ranking will be ordered by ranking ELO.

NOTE: Player who surrenders, does not play or leave the tournament during the round automatically lose the round. Opponent gains 110 Victory Points, loser gains no Victory Points.

If a player does not show himself at the table assigned within 30 minutes from the beginning of the round, his opponent will automatically win the round, following the same rules written above. The player will also be booked with a yellow card.

DEFINITION: END OF MATCH

After 2 hours of match, the judge will call for 30 minutes to go.

Players should check if the condition for the rule "**Blitz**" is met and act accordingly to this.

Players should act in a way to play at least 7 rounds each.

Same will happen after 15 minutes, calling the time left to end of match and warning the players to play same number of turns and end the match.

As time is over, you will have 15 minutes extra to end the turn so that every player has played the same number of turns, ending combat (shooting and closecombat). When the extra minutes are over, game must be stopped, no matter of turns played, phase or else. Take a look at your watch and always find an agreement with your opponent!

At the end of match, calculate match result with your opponent, fill the scoresheet and give it to the umpires.

Punctuality Points (0/-70 Victory Points)

Points of this section will be assigned at the very end of the tournament.

No penalties will be assigned if your army roster will be sent to the umpires no later than **May, 4th 2024 (23:59 of May 4th)**.

For each day passed without sending your Army Roster, you will be assigned a penalty of 10 Victory Points. You can find the contacts whom to send the army roster at the end of this document, together with a link from where to download an Excel spreadsheet you can freely use to compile the roster.

At the registration time, you will be given a signed copy of your army roster to be used along the tournament and in any case an official copy of army roster is required.

Any further change to the army roster must be communicated as soon as possible but you will assigned a penalty according to the rules above.

Painting and painted armies at the tournament of ADLG

A painted 15mm-scaled army is required, at (at least!) a fair level.

All the models in the army must correspond to those included in the roster or, at least, cause no confusion into opponents (for example, don't use javeliners as archers!).

Judge, sportmanship and rules questions

Finding a winner is not the only goal of the tournament, the primary purpose is to get together so that we can play our favourite game and meet other players who share our interests.

We do understand that sometimes even the friendliest of players can lose their coolness.

The most common causes of friction in a game are questions about the rules of the game. Rules questions arise in most games because of the huge number of variables involved. This makes it just about impossible for the rulebook to cover every situation that might occur. On top of this different people interpret the rules in different ways.

In order to avoid arguments we recommend that you refer to the appropriate rulebook as soon as a question arises. If the rules do not cover the situation, then roll a dice to decide what happens. In other words, a friendly dice roll should decide any question that cannot be answered by referring to the rules.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves.

If you need a Judge to sort out a rules question, then you are free to call one over. Judge will intervene and sort out the question in the most suitable way.

Cards and penalties

Cards held by judge will have the following effect:

YELLOW: Yellow card will be shown to player and his name logged. This will cost twenty (20) Victory Points too.

RED: If a player has been shown a red card, he will automatically lose the round.

Here are some examples to be punished with yellow card:

- Bad discussions between players
- Using one or more non-painted miniatures (only once per tournament!)
- Showing himself more than 15 minutes late at the table assigned without having informed the organizers.
- Explicit waste of time
- Bad speech or gestuality
- Using a non-correct army list
- Abuse of the tournament rules to achieve an advantage

These are some examples for red card:

- Arguing a judge decision
- Cheating! (includes using "fake" dice, modified tape measure and many other dirty tricks we prefer not to mention! It might be applied to games already played, as well)
- Being shown a second yellow card in the same Round.

4. RULES OF ENGAGEMENT

When you arrive at the Tournament you will be given a copy of your Army Roster to refer to. You might require a second copy of the roster, which you should keep with you when you are playing.

The roster must include all of the models in the army, their points value and the army (corps) composition. You can use the spreadsheet downloadable from the link you will find at the end of this document.

Please keep in mind that in a ADLG tournament, when a points limit allowance is set, this means you can never spend more than the points given.

Army selection

1. No more than 200 points may be spent on each single Field of Glory army.
2. Army roster is not public and you don't have to show it to your opponent until the match ends. Your opponent can always ask you about specific army rules, battlegroup characteristics and so on.
3. There is no regional limitation to the army composition but the army chosen must be allowed in a span time between 1313 AD - 1501 AD.
4. Allies can be taken following normal army rules but only if they belong to the same time limit of the main army.
5. You can find the full list of allowed armies at the Appendix I, pag.10 of this document.

5. AWARDS

<u>Overall Winner</u>	the player who scored the most Victory Points
<u>Second place</u>	the player who scored the second highest total Victory Points
<u>Third place</u>	the player who scored the third highest total Victory Points
<u>Looter</u>	the player who sacked the most enemy Camps
<u>Best Army</u>	the player whose army has been voted as the best painted one

National and International ranking

This tournament is valid for both national and ELO international ranking and assign points as per ranking system rules.

6. USEFUL LINKS

Spreadsheet to create your own army roster:

http://artdelaguerre.fr/adlg/v3/upload/aids/en/1%20Army%20list%20spreadsheet/Army_list_spreadsheet_V4.xlsx

Official Errata & FAQ:

http://artdelaguerre.fr/adlg/v3/upload/rules/en/details/Errata_ADG_V4_English.pdf

7. INFORMATIONS

Tournament fee is Euro **25,00** per single player, to be paid at registration time.

Army roster must be delivered to the following e-mail address:

iscrizioni@gmbs.org

If you have general questions, requests or other (but **do not send** your list to them!) feel free to contact:

Matteo Pasi matteo.pasi@gmbs.org mobile: +39 328 2133040
Andrea Rocchi andrea.rocchi@gmbs.org mobile: +39 347 4704126

If you have comments about the tournaments held or questions about this infopack, please write to:

tornei@gmbs.org

8. THANKS TO...

A special thanks for helping us organizing this tournament goes to:
Comune di Faenza

APPENDIX I: Lists allowed for the period 1313 AD-1501 AD

108 Alan	243 Low Countries	288 Tarascan
120 Tamil Indian	244 Medieval Welsh	289 Aztec
140 Central Asian Turkish	245 French Ordonnance	290 Texcala
166 Christian Nubian	246 Burgundian Ordonnance	291 Inca
167 Beja	247 Wars of the Roses	292 Chanca
168 Burmese	248 Lithuanian	293 Mochica and Chimu
170 Hindu Indian	249 Medieval Hungarian	294 Tupi
173 Khmer Empire and Cham	250 Muscovite Russian	295 Mapuche
182 Feudal French	251 Medieval Scandinavian	296 Chichimec
183 Feudal English	252 Golden Horde	297 Pueblos
184 Feudal Scots	253 Medieval Teutonic	298 North American Tribes
186 Feudal Anglo-Irish	254 Medieval Polish	299 Mound Builder Tribes
187 Scots Isles & Highlanders	255 Hussite	300 Polynesian and Melanesian
188 Kingdom of Sicily	256 Serbian Empire	
189 Communal Italian	257 Second Bulgarian Empire	
190 Feudal Spanish	258 Later Byzantine	
191 Feudal German	259 Mamluk	
194 Cilician Armenian	260 Turkoman	
197 Frankish Cyprus	261 Ottoman Turkish	
209 Sahelian Empire	262 Catalan Company	
210 Tuareg	263 Order of St John	
211 Berber	264 Medieval Cyprus	
212 African Kingdoms	265 Vlach and Moldavian	
213 Feudal Polish	266 Albanian	
215 Georgian	267 Ottoman Empire	
217 Cuman	268 Besieged Byzantine	
220 Teutonic Knights	269 Islamic Persian	
221 Samurai	270 Ilkhanid Mongol	
223 Goryeo Korean	271 Steppe Mongol	
224 Medieval Vietnamese	272 Jalayirid	
230 Granadine	273 Timurid	
231 Swiss	274 BL & WH Sheep Turkoman	
232 Medieval Scots	275 Delhi Sultanate	
233 Medieval Irish	276 Vijayanagar Kingdom	
234 Medieval Anglo-Irish	277 Indonesian and Malay	
235 Condottieri	278 Siam	
236 HYW English	279 Yuan Chinese	
237 HYW French	280 Later Samurai	
238 Medieval German	281 Ming Chinese	
239 Medieval Spanish	282 Yi Korean	
240 Kingdom of Navarre	284 Maya	
241 Free Company	285 Zapotec and Mixtec	
242 Burgundian	287 Chinantec	