

ITALIAN GRAND TOURNAMENT 2019

06-07 APRIL 2019



MODENA (Play - the game festival - Modena)

PLAY is held in the Modena Fair District (Pavilions A, B and C, including the upper floors: a floor space of over 18,000 square metres), easily reachable both from the city and from outside. The city bus No. 9 links the Fair District to the main Railway Station.

-- 5 Games – 109 points MID War – V4

INFO EVENT

You can register for the tournament by email: national@fowitalia.com

Registration no later than 17 March 2019

Entrance fee: 35 € (including fair entrance)

Payment via Paypal (consulenza@isocheck.it)

Important! Players who register and pay the registration fee by February 28th 2019 will receive a free purchase voucher of the same amount (35 euros) to spend at the fair of YOUR COMMAND, Battlefront agency in Italy

There will be prizes for the first three places, and more special prizes randomly draw among the other participants.

TOURNAMENT SCHEDULE

TOURNAMENT

SATURDAY

Registration	10:00 - 10:30
Welcome and briefing	10:30 - 10:45
Game 1	10:45 - 13:15
Game 2	14:00 - 16:30
Game 3	16:40 - 19:10

SUNDAY

Welcome	09:30 - 9:45
Army Parade (Best Painted)	9:45 - 10:00
Game 4	10:00 - 12:30
Lunch	12:30 - 13:15
Game 5	13:15 - 15:45
Awards	16:00

LIST

Every Army Lists must be created with the Forces of War program, and sent within 28 March 2019. Whoever will send the Army List within the given date will be awarded an additional tournament point.

All armies must be fully painted. Any miniature not fully painted will be taken away from the table prior to the starting of the tournament.

Missions 1, 2 and 3 will be determined randomly before each round. There will be no more than one mission of any mission type (Fair Fight, Mobile Battle, Defensive Battle).

If one player has no tank formations in their Force and the other player has at least one tank formation, then the player with no tank formations is the defender.

If one player only has tank formations in their Force and the other player has at least one infantry or weapons formation, then the player with only tank formations is the attacker.

If both sides have the same number of tank formations in their Force OR both Forces are entirely composed of tank formations OR both Forces have no tank formations, then both players roll a die and the highest rolling player is the attacker (re-roll ties).

Otherwise the player with the most tank formations in their force is the attacker in any scenario.

Missions 4 and 5 will be determined with More Mission Pdf.

On the first round pairing will be random, and after that Swiss System will be used (avoiding team members in round one).

The Battlefront scoring matrix will be used to determine the winner.

To ensure that the flow of the tournament goes well there will be judges and referee ready to help whoever is in need. Any question or concern about the rules can be asked to them. It is better to solve any problem fast, than to ignore them altogether until it has ruined your game experience.

PAINTING CONTEST

The participants will be asked to show some of their miniatures during lunch break. Every miniature chosen by the participant must be a Battlefront one

The categories in game will be the following:

- Infantry or Gun Platoons: at least 1 Command Unit together with 4 Infantry Teams OR 2 Gun Team Squads
- Vehicles: 1 vehicle, armored or unarmored
- Company: the whole Flames of War company used in the tournament games.

Every participant can compete for all of the three categories. Every category must have at least 4 participants to be validated. Every participant who will not compete in the contest is entitled to vote, along with 3 tournament judges.

TRAVEL INFORMATION

BY BIKE: Reach the cycle path on the north side of the railroad (via Pico della Mirandola). From the railway station: exit the North Gate through the underpass leading to the parking lot behind the station. Otherwise, cross the railroad through the underpass near the Cialdini bridge, as per the GPS track that follows. Once you reach the cycle path, go left. From here on, follow the GPS track.

The cycle path is partly paved and partly on clay (in excellent condition) on the banks of the river Secchia and can be afforded by any bike (race bikes are not recommended because of the bottom gravel on the banks).

BY CAR: Exit at Modena Nord exit. First roundabout go all the roundabout and exit at the third, crossing the bridge over the highway. At the second roundabout exit to the third and you're there.

BY BUS: Modenfiere can be reached with the bus n.9 (Fiera stop, close to the main entrance). More informations at www.atcm.mo.it

BY PLANE: The Modena Fair is only 20-minutes drive from Bologna Marconi airport (from which the service is active for AERBUS Modena), 45-minutes from Verona Catullo Airport and one hour and 15 Milano Linate.

BY TRAIN. Out of the train station you can take the bus. The fairgrounds can be reached by bus 9 of urban transport line, which runs every 20 minutes weekdays and hourly on Sundays.

BY TAXI: Radiotaxi tel +39.059.374242

PLAY
festival del gioco



The Italian Championship of Flames of War