

FIGW EURO 2010

Presentation:

The third FIGW format is the well-known Euro, in its most recent incarnation. It is developed by the ETC Council and is the format that focuses most on the balance between armies and therefore based on competitiveness. Combine a tiered division of armies with general and specific composition rules.

The scalar system:

When you calculate the points you add 10% to all losses of a Category A army and subtract 20% from the losses of a Category C army.

Category A (2000pts)

Deamons of Chaos
Vampire

Category B (2250pts)

Dark Elves
Empire
Lizardmen
Skaven
Bretonnia
Chaos Dwarves
Dwarfs
High Elves
Warriors of Chaos
Tomb King
Wood Elves

Category C (2600pts)

Kingdoms of the Ogre
Orcs and Goblins
Dogs of War
Beastmen

All matches will be played using the "Pitched Battle" scenario.

General rules:

- No Special Characters of any kind
- Category C Armies can field up to 6 Special slots and 4 Rare slots
- Dogs of War and Regiments of Renown only in a Mercenary army (gli Ogre possono usare i Cavalcarinocebuoi?)
- Max. 1 rare choice of type (Max. 2 for High Elves)
- Max. 2 equal special choices (Max. 3 of the same type for category C armies)
- Max. 3 equal core troops (except infantry in ranks without missile weapons and herds of beasts)
- Max. 9 Power dices / 10 Dispel dices (see rules on magic)
- Max. 3 flying units, including Characters
- Max. 3 Chariots / Chariot units, Characters included
- Max. 45 models with missile weapons with a range of 20 "or more not counting war machines, PCs and chariots
- Max. 5 war machines

Rules about magic:

A maximum of 9 power dice can be used in each magical phase. The first bound spell used counts as 1 die, from the second then counts as 2 dice.

Each ability / item that allows the mage to fully know a sphere of magic counts as a die in each magical phase. Dice not normally spawned, such as Warpstone, Goblin Mushroom dice, the Discipline Targeted Meditation of the Slanns, the Power of Darkness spell of the DE, etc. etc., count towards the maximum number of usable power dice.

Tomb Kings count each die used to cast spells as a power die. You cannot choose to roll fewer dice than you set to cast a spell, but you can choose not to cast spells with one or more PCs. The two army base dice only count if used to disperse spells left in game.

Max 10 dispel dices in each army.

The first scroll counts as one dispel dice, from the second onwards they count as 2 dice in each magic phase. Magic Resistance Dice COUNT into the 10-die limit. Being able to re-roll the dispel dice each turn counts as 2 dispel dices used in each magic phase. Dice removed from the Chalice of darkness count as used.

Specific Limitations:**Demons of Chaos:**

- All Major Demons occupy an additional Hero choice.
- Standard Battle Heralds may have either a Demonic Icon or Demonic Gifts, not both.
- Demonic Gifts cannot be duplicated (except Spell Breakers).
- Horrors are limited 0-2.

Dark Elves;

- Hotek's Ring takes 1 additional Hero choice.
- Each Assassin beyond the first takes 1 Hero choice.
- Maximum unit size of Shadows: 8 models.
- Khaleth's Pendant counts as 1 additional Hero choice.
- A maximum of 35 repeating crossbow can be used in the army.
- You can use a maximum of 2 units of flying, including PCs.
- Max 1 Large Target.
- Max 1 Rare Choice.

Empire;

- Max. 3 Wizards, including the Archlector.
- The Steam tank counts as 2 rare choices.

Lizardmen:

- Characters on Stegadon also occupy the relative special / rare choice.
- Max 6 Terradons in army (excluding Characters).
- All Disciplines besides the third count count 1 additional Hero choice (Slann with Battle Standard counts as 1 Discipline, Mitigating Reflection counts as 2 Disciplines).
- Max 2 Stegadons of any kind.

Orcs and Goblins:

- Max 6 Night Goblin Fanatics.

Vampire Counts:

- The Banner of Drakenhoff counts as 1 additional Hero choice.
- The Helmet of Command counts as 1 additional Hero choice.
- Every single +1 to cast spells counts as one power die used in each magic phase. (vampire powers and items). -
- Max 5 Shadows of the Mounds.

Wood Elves:

- The Ancient Tree Man counts as Man Tree