



Hello everyone!

*You are invited on september 17-18th
in the year of disgrace 2016, the
Hall of Néron (France),
SECOND TOURNAMENT OF
THE EMPEROR!*

*His Majesty having found undisguised joy that you lived at His First Imperial Emperor
Tournament and after the avalanche of thanks and congratulations received! He would like to
reiterate this event and invites you to the second Imperial Emperor Tournament - Nero 2016!*

*In 2015, you was defending or attacking Byzantium, many of you on horseback ... in 2016, you
will fight for Rome or against it... on foot We expect !*

*As in previous years, you'll face with sometimes different budgets, on tables with pre-
installed terrains! Which will evolve through the cards that will be distributed to you ...
including the already famous card "Nero"!*

So come, see and defeat!

Vive L'Empereur!

***** Imperial Rules 2016 *****

*In honor of Julius Caesar, were held funeral games in July of the year of his
tragic assassination!*

*By that date, anniversary of the birth of the
dictator, Caesar's comet shone in the sky and the
Chinese astronomer Bàozhài OnChoi Bohai we'll
call Bob for simplicity, saw this comet during the
same night!*

*Bob, on the other side of the globe, believed
admire the eruption of Etna volcano which was
finalizing perfectly this event by giving it a
cosmic dimension!*

*But he was contemplating a fireworks and never
knew that this comet, which arrived from the
west, and grew visibly in his spotting scope was a
messed rocket that exploded him in the face!*

Farewell Bob!

*Who cares Bob China since the theme of the 2nd Tournament of The Emperor
is "The Ghost of Caesar! "*



How to participate to the first tournament of The Emperor!

I / To begin, you choose maximum 800 points of troops from the lists (main and allied) authorized until September 4th 476 at noon !

Your army must be composed of figurines (proxi only tolerated!) lead, painted and with correct bases :

« ... Today there are fewer technicians for combat on foot, the foot soldier spirit no longer exists” it is wrong and The Emperor therefore relies on the honor: there will be no penalty for MF flank march, nor to enter or straggle...

...and calculating the initiative will be based on the number of MF and LF!

- 20 to 30 bases of LF and MF unprotected or protected → +1 point
- 31 to 40 → +2 points
- 41 through 50 → +3 points
- beyond 50 → +4 points
- +2 if C-in C is an IC (including whether use of the card "The ghost of Caesar")
- +1 if C-in C is an FC

!

Now send your lists quickly...

...because only two armies of the same list and 20 players can play!



The first bonus point of initiative will be for the camp (Byzantine and barbarians players) who sent the most correct lists at the first sent and then not changed! In case of ties, this will return to the barbarians ... normal for "the attack barbarians" !

III/ During the tournament, you will play on pre-installed tables with Imperial Sceneries! You can now see these land on the attached document.

- **For the first round, "Attack of the Barbarians":** When sending your list, you indicate your preference for an Imperial Table and The Emperor will consider in the allocation tables and pairings.
- **For the following rounds,** at the announcement of the matches, players will be awarded an Imperial Table by drawing lots. Then the FoG rule will apply : the winner of the initiative choose to keep it or give it to his opponent. The player does not have the initiative will select the table edge where it will deploy its army. It will be possible to play several times on the same table...

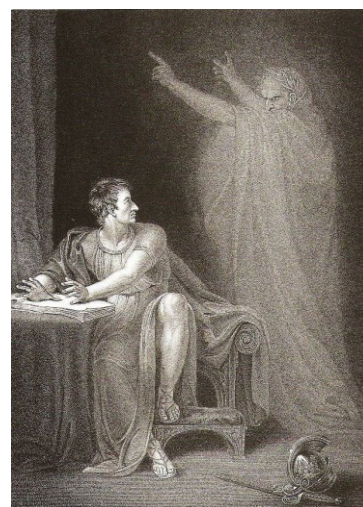
IV/ Saturday morning each player receives 5 Imperial Bonus Cards, one may be played per turn, and it should be chosen after the initiative roll:

- **The card "Caesar's ghost!"** lets you play the figure of Caesar offered by The Emperor!

During this part, figure of the ghost of Caesar make :

- C-in-C who become IC
- sub-general or allied general who become FC
- allied general who become sub-general

Card discarded from the Emperor end of the game.



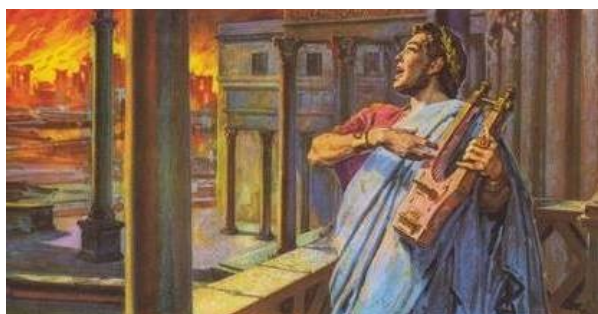
- **The card "Jupiter's thunderbolts!"** reduces the troop quality the one of BG enemy deployed in the latest batch. Thus, BG "elite" becomes "superior", a "superior" becomes "average", an "average" becomes "poor" and "poor" ... is destroyed and counts as 2 points lost ! So be careful to your deployment order ! Card discarded from the Emperor end of the game.

- **The Map "The Gauls are in the plain ! "** allows you an additional 8 Gallic BG (MF, average, protected, impact foot, swordmen) deployed as 5th batch. This BG count in the total BG during that game, but not in the calculation of the initiative.

Card discarded from the Emperor end of the game.



- **The card "This is bullshit ! "** to lure your opponent!



- **The famous terrain card "Nero"** which allows you to burn a village and making it impassable terrain. Place the card on the village and discarded it at the end of the game.

Systeme de classement



1/ Player ranking :

This ranking will determine the pairings!

The pairings for the first part will be randomly determined the day before ... taking into account the designated Imperial Table when sending your list and under the control of an Imperial Bailiff! The following turn will be organized according to the quasi-swiss system by avoiding the same players to play them ...

- for each player, as the usual FoG ranking :

- FoG points > 20 → 4 points
- from 16 to 20 → 3 points
- from 10 to 15 → 2 points
- from 5 to 9 → 1 point
- < 5 → 0 point

- Add the following bonus :

- +1 point for each general in chief killed, captured... (but why captured a general ?) or escaped from the table !
- +0,5 point for another général killed (don't captured a sub or allied !)
- +1 point for fortified camp looted !
- +0,5 point for non fortified camp looted !
- +1 point for flank march arrived on the table... if the player add at list 2 FoG points and +0,5 point if not !
- +1 point for heavily foot BG routed !
- +0,5 point for heavy chariot, elephants or cataphacts BG routed !

2/ Roman and barbarian players points added :

After adding the points of the barbarian players and those of the romans players, the winning category will have a +1 to the initiative at the next game !

The number of killed generals and looted camp will break the tie categories.

3/ The "Poum-Poum Boy" trophy will reward the player with the best shooters :

- 1 point for each base lost by shooting
- 1 point for each BG "disrupted" or "fragmented" by shooting (the target and BG testing baffled seeing a routing friend... heehaw!)
- 3 points par BG ennemi passant « broken » suite à un tir



And more typically...

4/ Ranking of all players according to the FOG system.

Organisation et divers :

Participation fee: 35 euros for the room rent, do the little home already, both lunch, dinner Saturday night and drink during the weekend.

Location: Neron village hall (28210, rue de Feucherolles, France), parking nearby.

Timetable :

Culinary Note : "Ghost of Caesar" requires ... to the side of gastronomy of The 2nd Tournament Emperor, Our Imperial Concubine, and We will take you to the shores of the Mediterranean with a parade of homemade dishes!

- **Saturday :**
 - 9h30 welcoming participants
 - 10h00 first game
 - 13h30 Breakfast with home made salted cake and green stuff from the wife...
 - 14H30 second game
 - 18h00 end of the second game (time to check hotel...)
 - 20h00/ 20h30 Imperial Diner taken on the spot : home made dish with vegetables and no French fries !
- **sunday :**
 - 8h00 welcoming participants
 - 8h30 third game
 - 12h00 also home made menu... and also no more French fries !
 - 13h30 fourth game
 - 17h00 Awards ... including the already famous "black cat" and the new "Poum-Poum Boy" !