



# ADEPTICON 2011

## EPIC ARMAGEDDON CHALLENGE

Last Update: 03.14.2010

AdeptiCon reserves the right to modify, update, clarify, or change event rules in the interest of making AdeptiCon the best event possible. No fundamental rules changes will be made after 2/1/2011.

### BASIC RULES

- Armies will consist of **3000 points** or less and must follow all the restrictions/requirements of the chosen army list.
- Players **MUST** use the same army list throughout the tournament.
- Each player **MUST** bring a total of THREE (3) objective markers.
- All players are expected to abide by the [AdeptiCon Conduct Policy](#).
- The models used in your army must comply with the [AdeptiCon Model Policy](#) (all models **MUST** be painted to a 3-color minimum standard).
- For the most part, models must be WYSIWYG. Older models that no longer have rules must be addressed in the 5 Minute Warm-up and be comparable. For lists that do not have a model range (e.g. Necrons), suitable models and conversions must be used; proxies are not allowed. All other models should be Games Workshop/Forge World or conversions/scratch built. It should be obvious what the model represents. You may use scratch-built forces, as long as all models in each unit are consistent. [Please submit](#) pictures of scratch-built models for approval prior to March 1st, 2011 (to avoid obvious issues).
- The most recent Epic: Armageddon rules (October 2009) from the [Specialist Games Website](#) will be used.
- A separate printed army list is required for the judges and each of your opponents.
- Spacecraft should be represented by an appropriate model.
- You may always pre-measure.
- You must bring all materials needed to play; including blast markers, dice, measuring devices, templates, models, calculators, and any rules that you will be using.
- When time is called for a round, all player's must drop the dice and stop playing - no exceptions. Because of this, please be aware of the time left in the round and do not start a turn you cannot finish.
- If illegal units are found in a player's list, at a minimum, the models in violation will be removed from all subsequent play.
- AdeptiCon Tournament Judges' and Officers' rulings are final and arguments or poor conduct by players will not be tolerated. AdeptiCon reserves the right to remove players from the tournament or AdeptiCon itself with no refunds allowed.

### ARMIES ALLOWED

- [Codex Astartes Space Marines](#) (Epic Armageddon Main Rulebook – Oct09)
- [Armageddon Steel Legion](#) (Epic Armageddon Main Rulebook – Oct09)
- [Ghazghkull Mag Uruk Thraka's Ork War Horde](#) (Epic Armageddon Main Rulebook – Oct09)
- [Eldar](#) (Epic Swordwind Supplement)
- [Imperial Guard Siege Regiments](#) (Epic Swordwind Supplement)
- [Feral Orks](#) (Epic Swordwind Supplement)
- [Speed Freaks](#) (Official Army List)
- [White Scars](#) (Official Army List)
- [Chaos Black Legion](#) (SG Army List)
- [The Lost and the Damned](#) (SG Army List)
- [Dark Eldar](#) (Epic Raiders Supplement)
- [Imperial Guard Minervan Legion](#) (Epic Raiders Supplement)
- [Necrons](#) (Epic Raiders Supplement)
- [Death Korps of Krieg](#) (Epic Siege Supplement)
- [Mossinian Forces](#) (Epic Siege Supplement)
- [Tau 6.32](#)
- [Elysians 3.1.1](#)

#### ++ ADDITIONAL ARMY NOTES ++

- Eldar will NOT have spirit stones. All pulse weapons will fire 2 shots each instead of a random number. Swooping Hawks and Warp Spiders may not be transported in vehicles.
- Imperial Guard: You will have 6 commissars (1 per 500 points), **NOT** a random amount.



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### THE FIVE MINUTE WARM-UP

Tabletop miniatures wargaming is not an exact science. One person's line of sight is another's blocked line of fire, some people love pre-measuring, others hate it, and so on. Because of this after you have set up the terrain for a game you should spend five minutes going through things like how the line of fire rules will work, how the terrain features used will work, and so on. Here are some of the things you may want to discuss:

- The 'Counts As' Rule (see 6.2.1)
- Lines of Sight and Lines Of Fire
- Fire Arcs on units
- Templates and if units are 'in or out'
- Terrain features – what do they count as on the terrain chart, when are units 'in' terrain.
- How you will show if a formation is broken, in overwatch or has marched this turn.
- Anything else you can think of!

### GAMEPLAY

- The AdeptiCon Epic Armageddon Challenge will consist of 3 games.
- Games will last a maximum of 2.5 hours.
- Flyers, spacecraft, and titans (combined) can account for a maximum of 1/3 of the points of your forces (1000 points) in ALL armies.
- Routed fearless units, if they choose to move, must obey all the normal rules.
- Fliers cannot affect objectives on the turn they land.
- There is a maximum of 2 infantry units per DC that can claim cover from friendly vehicles.

### ORDER OF SET-UP

- Pick sides
- Place objectives
- Declare Aerospace Operations (including Planetfall), marked co-ordinates must be declared as \_\_\_ cm from each table edge. You may ask your opponent to turn around while you are measuring.
- Setup ground forces
- Roll for first turn

### SCORING

The total percentage of points will be as follows:

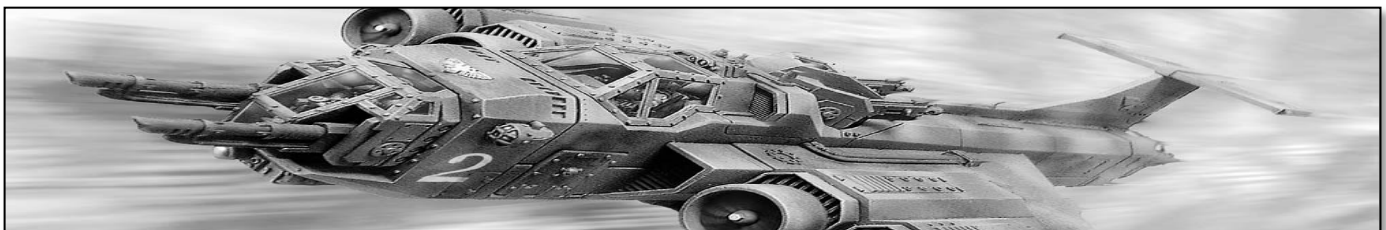
Category	Possible Points	% of Total
Battle	48 points	45%
Composition	9 points	9%

Category	Possible Points	% of Total
Appearance	25 points	23%
Sportsmanship	24 points	23%

#### ++ BATTLE ++

All missions will be the Grand Tournament mission in the main rule book. Corner deployment may be allowed in one or more games.

Battle Result	Winner	Loser
<b>Massacre / Massacred</b> (Win: Control 5 or more Objectives)	<b>16</b>	<b>0</b>
<b>Major Victory / Major Loss</b> (Win: Control 4 Objectives)	<b>14</b>	<b>4</b>
<b>Solid Victory / Solid Loss</b> (Win: Control 3 Objectives and more than opponent)	<b>12</b>	<b>6</b>
<b>Minor Victory / Minor Loss</b> (Win: Control 2 Objectives and more than opponent)	<b>10</b>	<b>7</b>
<b>Draw</b> (Neither player has won after 4 turns or 2 hours)	<b>8</b>	





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### ++ SPORTSMANSHIP & COMPOSITION ++

- After the third game, each player will rank their opponents in sportsmanship and composition.
- The opponents will be ranked 1st, 2nd, and 3rd, where 1st is the highest, and 3rd is the lowest. No ties may be awarded.
- Note that a third place ranking does not mean that the player so ranked was deficient; simply that, in the opinion of the player doing the ranking, the other players were better.
- Points will be awarded based on the total rankings turned in.

Ranking	Sportsmanship	Composition
1 <sup>st</sup> Place	8	3
2 <sup>nd</sup> Place	5	2
3 <sup>rd</sup> Place	2	1

### ++ APPEARANCE ++

Painting will be done by a judge during the break. Players are to leave their armies out and set up at this time. Judging will be as follows:

Points	Appearance Requirement
4	Army has a 3 color minimum
6	Army has a level of technique such as dry brushing, blending, and/or highlighting
4	All models are simply based
4	All models have scenic bases
2	Character models stand out from rank and file
5	Winner of the Players Choice

### ++ PLAYER'S CHOICE ++

Each player will also get to vote for their "player's choice" in the category of Appearance. The player need not have played against the player nominated.

## AWARDS

Recognition in the following categories will be granted at the conclusion of the tournament. Additional categories may be added at the tournament organizer's discretion if attendance warrants.

Prize support will be provided for:

- Overall: Total points. Highest Battle + Sportsmanship + Painting + Composition (Ties in favor of Background)
- Best Sportsman: Highest Sportsmanship score (ties in favor of Battle)
- Best painted: Most points for painting score (ties in favor of Background)
- Best General

## SCHEDULE

11:00AM – 11:10AM	Registration
11:10AM – 1:40PM	Game #1
1:40PM – 1:50PM	Break
1:50PM – 4:20PM	Game #2
4:20PM – 4:30PM	Break
4:30PM – 7:00PM	Game #3