



ADEPTICON 2012

EPIC ARMAGEDDON CHALLENGE

Last Update: 01.29.2012

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 2/1/2012.

BASIC RULES

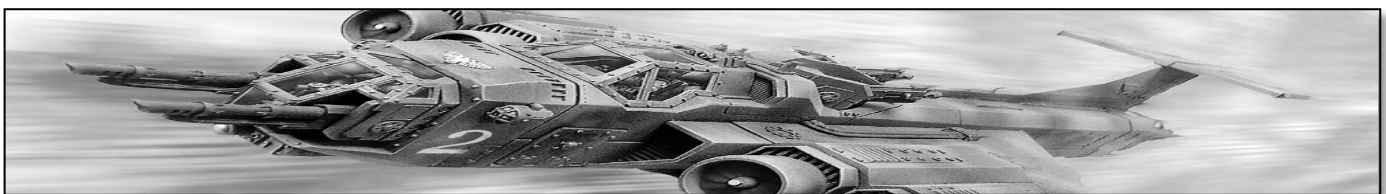
- Each player must bring: a 3000 point, fully painted army. 3 objective markers, and 4 copies of your army list with your name on it.
- Armies must follow all the requirements of their lists.
- Spacecraft should be represented by an appropriate model.
- Models should be GW/FW or conversions/scratch built. It should be obvious what the model represents. You may use scratch-built forces, as long as all models that are supposed to be one type of unit are consistent. Please submit pictures of scratch-built models for approval prior to March 31st, 2012 (to avoid obvious issues).
- This is a fun, friendly, AND competitive tournament. The primary focus of this tournament is on having a good time, and enjoying playing with people who are coming from around the world to showcase their gaming, modeling, and painting skills.
- The Epic: Armageddon rules from the Specialist Games Website will be used.
- Forge World Models may be used as well as rules in the core rulebook (Stormswords, Warhound variants, etc).
- 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).
- You may always pre-measure
- Models must be WYSIWYG for the most part. Older models that no longer have rules must be addressed in the 5 minute round 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 GW/FW or conversions/scratch built. It should be obvious what the model represents. You may use scratch-built forces, as long as all models that are supposed to be one type of unit are consistent. Please submit pictures of scratch-built models for approval prior to May 31st, 2011 (to avoid obvious issues).
- You must bring all materials needed to play including dice, measuring devices, templates, models, calculators, and any rules that you will be using, as well as counters for blast markers.
- 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.
- All rulings by the tournament judges will be final.

ARMIES ALLOWED

- Any list on the [Games Workshop Specialist Games](#) site
- All armies in [Epic Raiders: Epic Raiders Fan Supplement](#)
- All armies in [Epic Siege: Epic Siege Fan Supplement](#)
- [Tau 6.4](#)
- [Vanaheim](#) (Vanaheim Air Cav List ONLY)
- [Elysians 3.1.1](#)
- [Chaos Black Legion](#)
- [The Lost and the Damned](#)

++ 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	30 points	30%
Background & Composition	10 points	10%

Category	Possible Points	% of Total
Appearance	30 points	30%
Sportsmanship	30 points	30%

++ 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
Major Victory / Major Loss (Win: Control 3 Objectives and more than opponent)	10	0
Minor Victory / Minor Loss (Win: Control 2 Objectives and more than opponent)	7	3
Draw (Neither player has won after 4 turns or 2 hours)	5	

++ SPORTSMANSHIP ++

- After each game, players will rank their opponents in sportsmanship.
- Points will be awarded based on the total rankings turned in.



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++ BACKGROUND & COMPOSITION CHOICE ++

At the end of each game, players will rank their opponents on composition. Additional points will be given to your favorite army of the tournament during Player's Choice voting. It is possible to score more than 10 points in the category if you receive multiple Player's Choice (Background & Composition) votes.

++ APPEARANCE ++

Painting will be done by a judge during the break between the first and second game. 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 (vehicles are excluded from this requirement)
2	All models have scenic bases (vehicles are excluded from this requirement)
2	Character models stand out from rank and file
2	Models have conversions or other alterations
10	Winner of the Players Choice

++ PLAYER'S CHOICE ++

Each player will get to vote for their "player's choice" in the category of Appearance. The player need not have played against the player nominated. The winner of will receive 10 bonus points to their Appearance score.

Each player will also get to vote for their "player's choice" in the category of Background & Composition. The player may only vote for opponent's that they actually played against in the tournament. Each vote is worth 1 bonus point.

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: Most Battle Points

SCHEDULE

8:00AM – 8:10AM	Registration
8:10AM – 10:40AM	Game #1
10:40AM – 10:50AM	Break
10:50AM – 1:20PM	Game #2
1:20PM – 1:30PM	Break
1:30PM – 4:00PM	Game #3