



ADEPTICON 2011

EPIC ARMAGEDDON CHALLENGE

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 Word 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.
- 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.

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

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 st Place	8	3
2 nd Place	5	2
3 rd Place	2	1



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A NOTE ON GAMES

All three games of the AdeptiCon Epic Armageddon Challenge will use the Epic Tournament Game Rules from section 6.1 on page 124 of the Updated Epic Armageddon Rulebook (October 2009). The only major changes to the Tournament Rules as written pertain to terrain setup and dealing with draws (games that are not decided after four game turns). Both are detailed below.

In addition, each game may include a special rule (as detailed on the following pages).

The following is a brief summary of the Epic Tournament Game Rules. Refer to the Epic Armageddon Rulebook if more detailed information is required.

TERRAIN SETUP

Place all terrain elements to one side. Each player rolls a single D6. The player with the higher roll places the first terrain element (reroll ties). Players continue alternating until all terrain elements have been placed on the table.

The player with higher Strategy Rating then chooses his table edge or corner. If both players have the same Strategy Rating, then dice to see who gets the choice of table edge or corner.

FIVE MINUTE WARMUP

During the Five Minute Warmup – players should discuss such things as: the 'Count As' Rule (see 6.2.1 – page 127), Lines of sight/Fire, Pre-measuring, terrain features, how units are marked and anything else you can think of.

PLACE OBJECTIVE MARKERS

The player with the higher Strategy Rating places the first Objective Marker. If both players have the same Strategy Rating then dice off to determine who places the first Objective Marker.

The first Objective Marker a player sets up must be placed on his own table edge. The remaining two must be set up in his opponent's half of the table, at least 30cm away from his opponent's table edge and 30cm away from any other Objective Markers already placed. Alternate setting up Objective Markers until all six have been placed on the table.

To capture an Objective Marker – a player must have a unit within 15cm of the Objective Marker in the End Phase while his opponent does not. If both players have a unit with 15cm of the Objective Marker in the End Phase it is considered contested. Units from broken formations or from formations that have rallied that End Phase cannot capture or contest Objectives.

DEPLOYMENT

Deploy forces as per the Epic Tournament Games Rules in the following order:

Setup Spacecraft & Garrisons (6.1.5)

Players take turns setting up one Garrison at a time starting with the player with the highest Strategy Rating.

Setup Remaining Formations (6.1.6)

All remaining formations in a player's army must be setup within 15cm of their table own table edge or be kept back in reserve. Players take turns setting up one formation at a time starting with the player with the highest Strategy Rating.

VICTORY CONDITIONS

Players must check Victory Conditions at the end of the third and fourth game turns.

A player wins the game if they have successfully complete two of the following Victory Conditions and have completed more Victory Conditions than their opponent.

Blitzkrieg	Capture opponent's objective on their table edge.
Break Their Spirit	Destroy most expensive enemy formation.*
Defend The Flag	Control all three objectives in your half of the table.
Take and Hold	Capture two objective in your opponent's half of the table.
They Shall Not Pass	No unbroken enemy formations on your half of the table.

** If several units are tied for most points, you achieve this goal by destroying any of them.*

If no player has won by the end of the end of the fourth game turn or at the end of two hours - than the game is considered a draw and scored accordingly.

TOURNAMENT SCHEDULE

11:00 AM – 11:10 AM	Check-in & Setup
11:10 AM – 1:40 PM	Game 1
1:40 PM – 1:50 PM	Break*
1:50 PM – 4:20 PM	Game 2
4:20 PM – 4:30 PM	Break*
4:30 PM – 7:00 PM	Game 3

** Please leave your army on display during the break.*

The AdeptiCon Epic Armageddon Challenge Awards Ceremony will take place immediately after the event concludes.



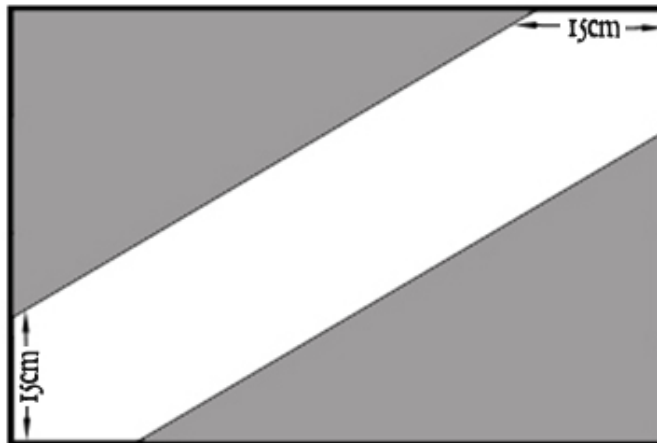
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SPECIAL RULES (GAMES 1 -3)

GAME 1

Corner Deployment: The player with higher Strategy Rating then chooses his table corner. If both players have the same Strategy Rating, then dice to see who gets the choice of table corner. After table corners have been chosen, measure 15cm along each table edge from the two opposing, neutral corners and draw a line as shown below to determine deployment zones.



High Gravity Storm: Roll a die at the start of every turn. If the result is a 1, you have encountered a High Gravity storm – Units in this high gravity environment weigh much more than normal, forcing them to move ponderously and with caution. Additionally, high gravity makes it difficult to quickly lock on targets and alters the ballistic paths of projectile weapons. All units suffer a -5cm penalty to movement; skimmers face a -10cm penalty (cumulative if doubling or marching) and must take a dangerous terrain test if you triple. Weapons suffer a -15cm penalty to range (down to a minimum of 15 cm). Weapons using the indirect fire special weapon ability suffer a -1 to hit modifier, cumulative with any other to hit modifiers.. The storm lasts until the end of the turn.

GAME 2

Fog of War: During each player's first turn, all shooting rolls suffer a penalty of -1 to hit.

GAME 3

Really Bad Weather: Flyers must take a dangerous terrain check to enter play (each and every time they enter the board), a roll of one causes a single savable wound (check for criticals as normal). Each unit teleporting receive a blast marker on a 1 or 2.





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***** STOP - FILL THIS OUT AFTER GAME #3 *****

Now, in private, rate your Opponent's Composition and Sportsmanship by writing their name in the appropriate box below (First is the highest and Third is the lowest). Do **NOT** share these results with your opponent.

	Composition		Sportsmanship	
First		3		8
Second		2		5
Third		1		2

PLAYER'S CHOICE (APPEARANCE)

Of all the armies at the tournament, which one is the best looking army and the one that you would like to take home with you if you had the choice? You need not have played against the player nominated.

Player Name: _____

Tear Here



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GAME 3 BATTLE RESULTS

(circle the correct result for your army below)

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

Have your opponent double check your results above.

Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____

Please turn in this sheet to the judge's booth after your game **TOGETHER** with your opponent.



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EPIC ARMAGEDDON CHALLENGE

GAME 2 BATTLE RESULTS

(circle the correct result for your army below)

	Win	Loss
Massacre / Massacred Win: Control 5 or more Objectives	16	0
Major Victory / Major Loss Win: Control 4 Objectives	14	4
Solid Victory / Solid Loss Win: Control 3 Objectives and more than opponent	12	6
Minor Victory / Minor Loss Win: Control 2 Objectives and more than opponent	10	7
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Opponent's Signature: _____

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Tear Here



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EPIC ARMAGEDDON CHALLENGE

GAME 1 BATTLE RESULTS

(circle the correct result for your army below)

	Win	Loss
Massacre / Massacred Win: Control 5 or more Objectives	16	0
Major Victory / Major Loss Win: Control 4 Objectives	14	4
Solid Victory / Solid Loss Win: Control 3 Objectives and more than opponent	12	6
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