AdeptiCon

EPIC ARMAGEDDON
CHALLENGE

Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!

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.
- 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, Errata and FAQ 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).
- 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 14th, 2013 (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.
- 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).
- 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.

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.

Background and Composition Choice
- 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.

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 of 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	
9:00 AM – 8:10 AM	Check-in & Setup
9:10 AM – 11:40 AM	Game 1
11:40 AM – 11:50 AM	Break*
11:50 AM – 2:20 PM	Game 2
2:20 PM – 2:30 PM	Break*
2:30 PM – 5:00 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.

YOUR NAME	

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.
You may **NOT** vote for your own army.

Player's Choice (Appearance): _____

PLAYER'S CHOICE (BACKGROUND & COMPOSITION)

Of the three armies you played against in this tournament, which one do you feel best captured the spirit of the game in terms of Army Background and Army Composition.
You **MUST** vote for an army you played against.
You may **NOT** vote for your own army.
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Player's Choice (Background & Composition): _____

GAME 3 BATTLE RESULTS

(circle the correct result for your army below)

	Win	Loss
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**	

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: _____

*** STOP ***

Now, in private, rate your Opponent's Sportsmanship. Do **NOT** share these results with your opponent.
Additionally, feel free to leave the Tournament Organizer any notes, concerns or comments regarding the game in the space provided below.

Circle One regarding your Opponent and Not the Army:

0	2	4	6	8	10
The Worst Opponent I Have Ever Played	This Opponent Was Awful	This Opponent Displayed Average Sportsmanship	This Opponent Was OK	This Opponent Displayed Good Sportsmanship	This Opponent is My New Best Friend

If you circled 0 or 10, please explain:

General comments about the game (for the Tournament Organizer):

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

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GAME 2 BATTLE RESULTS

(circle the correct result for your army below)

	Win	Loss
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**	

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: _____

*** STOP ***

Now, in private, rate your Opponent's Sportsmanship. Do **NOT** share these results with your opponent.
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Circle One regarding your Opponent and Not the Army:

0	2	4	6	8	10
The Worst Opponent I Have Ever Played	This Opponent Was Awful	This Opponent Displayed Average Sportsmanship	This Opponent Was OK	This Opponent Displayed Good Sportsmanship	This Opponent is My New Best Friend

If you circled 0 or 10, please explain:

General comments about the game (for the Tournament Organizer):

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GAME 1 BATTLE RESULTS

(circle the correct result for your army below)

	Win	Loss
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**	

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: _____

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Circle One regarding your Opponent and Not the Army:

0	2	4	6	8	10
The Worst Opponent I Have Ever Played	This Opponent Was Awful	This Opponent Displayed Average Sportsmanship	This Opponent Was OK	This Opponent Displayed Good Sportsmanship	This Opponent is My New Best Friend

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