EPIC UK TOURNAMENT CORE RULES

VERSION: EPIC2018.002

All tournaments and competitions need rules. The EPIC UK tournament core rules apply at all EPIC UK or affiliated tournaments and are also a set of guidelines for individuals to use at their own events should they so wish.

AN OVERVIEW

EPIC UK is an independent EPIC Armageddon tournament provider within the UK. EPIC UK's sole purpose is to improve and enhance EPIC Armageddon tournament wargaming throughout the United Kingdom; the main focus of this rules pack is to ensure that all players attending an EPIC UK event should enjoy every game they play over the course of the event.

BEFORE THE EVENT

General restrictions

The rules used will be Epic Armageddon First Edition along with the 2008 GW Rules Amendments and FAQ.

You may only use army lists located on the EPIC UK website:

- www.epic-uk.co.uk/wp/army-lists/

There is a four-week grace period before an EPIC UK event. If EPIC UK release a new Army list or make a rules or FAQ modification within four weeks of an EPIC UK event, then this list or rules modification will not be used at that event. If released more than four weeks before the event, then the list or rules modification will be used.

PREPARATION

Read your rulebooks, supplements and other relevant material to refresh your memory before attending the event. Remember you may play against players who do not interpret the rules in the same way as you do, so be prepared to compromise and accept the fact that you could be playing the rule incorrectly.

- Don't forget that you need to bring all the relevant materials for play. Specifically dice, tape measures, templates, rulebooks, supplements, specific army rules, FAQ's and any other materials you require to play a game of Epic Armageddon.
- The EPIC UK rules clarifications will be used. These are available in Appendix 1 at the end of this document.
- You should ensure you have at least two legible copies of your army roster. One copy is for the judges and the other is for your use during the event.

ARMY LIST SUBMISSION

To prevent instances of inaccurate or illegal army lists being used, we require that all army lists must be submitted prior to the specified deadline for the tournament to the email address given in the event specific details, or for any event directly run by EPIC UK to the following email address: tournaments@epic-uk.co.uk

Army lists must not exceed the tournament specified points limit. Armies using less than the maximum points allowance may be taken but still apply any list specific restrictions as if the army was the maximum points allowed by the tournament.

If there are any problems with a submitted list that need addressing, you will be informed.

- Late submission of a list will incur a ten point penalty.
- Lists must be submitted in either .doc, .txt, .xls or html/htm formats only.
- The event organiser may request you change the composition of your army to allow for a more fulfilling gaming experience for all gamers playing at the tournament.

MODEL FIGURES IN YOUR ARMY

General

Where possible all models in the army should be WYSIWYG - what you see is what you get. At a judge's discretion non-WYSIWYG models must be removed from a player's army.

- Try to ensure you are using the correct miniatures to represent your units as far as you can. Using non-Citadel miniatures is acceptable providing their design fits into the Epic Universe and you can tell what they are supposed to be. If a judge decides a miniature does not look appropriate, then it may not be used and must be removed from a player's army.
- If you are unsure that a proxy model will be acceptable, please email a picture to tournaments@epic-uk.co.uk or to any event specific email address prior to the list submission deadline for an organiser decision.

Painting

All armies must be fully painted and based.

- To comply with this requirement all models in a player's army must be fully painted in at least two colours and bases must be painted in a single colour or flocked. Unpainted models must be removed from a player's army.

Basing

Models must be based according to section 1.1.2 of the Epic Armageddon rulebook.

Note that you do not have to base vehicles or warengines, although many players do. If you choose to base vehicles or warengines the base should not be excessively large. As a guideline bases should not exceed vehicle models by more than 2cm and warengine models by more than 5cm in any direction. At a judge's discretion models that are deemed to have bases that are too large relative to the model must be removed from a player's army.

- If you are unsure that a base will be acceptable, please email a picture to tournaments@epic-uk.co.uk or to any event specific email address prior to the list submission deadline for an organiser decision.

If a model is removed from a player's army by a judge's decision for any reason, then unless the player has a suitable replacement they will be required to continue with their army "as is" for the remainder of the tournament.

ON THE DAY OF THE EVENT

Venue

The venue details will be listed in the Event Specific Rules. This normally includes a map detailing the venue and its location. The location of any event directly run by EPIC UK will also be available from the following webpage:

- www.epic-uk.co.uk/wp/tourny-locations/

Registering

When you arrive at the event you must register at the designated registration point. Please register as soon as possible as the event cannot begin until all players are registered.

- You will be asked to confirm your name and the army/race you will be using.
- You must provide the organisers with one legible copy of your army roster, as well as any other requested documents that may be specific to the event you are attending. Ensure your name is clearly marked on these documents. If it is not, or the event organisers cannot decipher your writing, then this could result in a three point penalty to your tournament score and you being asked to re-write your list.
- You will be allocated a table number where your first game will take place.
- Prior to games beginning, it is likely an event safety briefing will be given. Please give any such briefing your full attention.

Odd numbers of players

When running an event, it is difficult to guarantee an even number of players on the day. We will always endeavor to even up the numbers. Sometimes however, this is not possible and if there are an uneven number of players then the following will apply:

We will ask for someone to drop out and help with the event judging. That person will receive a full refund.

or

The bottom ranked player in each round (game play scores only), or a random player for the first round, will be asked to sit out and will receive a "victory with a difference of two goals, in the third turn" (28 points) and maximum sportsmanship scores for that round. No player will ever be requested to sit out more than one round in a tournament.

BEFORE AND DURING THE GAME

The battlefield

1. Tables will be approximately 120 cm by 180cm.
2. Terrain will be preset on all tables.

Playing the game

Players will compete in a number of games. The number will vary from event to event. For more details please refer to any event specific rules.

- Unless indicated in the event specific rules the tournament game scenario as detailed in section 6.1 of the EPIC Armageddon rulebook will be used for all games, all rules for that scenario will apply.
- The first game draw will be determined randomly in advance unless grudge games are allowed. Tournaments directly run by EPIC UK will not use grudge games.
- Subsequent rounds after the first will be based on the Swiss system.
- If a player arrives up to 20 minutes late for a game, they may play as usual but will receive a three point penalty. If a player arrives 20 or more minutes late for a game they may still play with their opponent's permission but irrespective of the game being played or not, the result will be counted as a 3-0 win to their opponent in the third turn even if another game result is achieved in the time available.

Warm up period

Before the game commences there will be a five-minute 'warm-up' period. Tabletop miniature wargaming is not an exact science. Due to this you should spend five minutes going through things like how the line of sight rules will work, how the terrain features used will work and so on.

Here are some of the things you may want to discuss:

- Any models in a player's army using the "Counts As" Rule.
- Lines of Sight and Lines of Fire.
- Terrain, how will it work? What does it count as on the terrain chart? When are units 'in' terrain?
- Weapon ranges, do you measure from the base or to the model itself?
- Barrages, when is a model under the template, in cover etc.
- Army specific special rules.
- Anything else you can think of!

It is also suggested that you check over your opponent's army list at this time, both to familiarize yourself with it and to check for any mistakes.

The game

All games will last the number of turns noted in the scenario description, or a pre-determined amount of time. This time will include terrain placement (if applicable at the event), discussing each other's army lists, the five minute warm up and army deployment.

- Players playing particularly slowly or deliberately time wasting may receive a ten point penalty deduction from their score in addition to possibly being marked down on sportsmanship by their opponent.
- Also remember there is a sequence of play (and a chart is provided in the rulebook). Should you forget to do something - tough, it is your fault. Do not use the "puppy dog eyes" tactic and try to make your opponent feel guilty. Accept your mistake and move on. Anyone seen doing this by a judge may receive a ten point deduction from their score in addition to possibly being marked down on sportsmanship by their opponent.

AFTER EACH GAME

End of game tasks

At the end of each game, players must report their scores. Fill in the game result form provided. This form will contain the game result as well as each player's sportsmanship scores.

- It is you and your opponent's responsibility to complete these forms correctly.
- Make sure you hand the form in or you may receive no score!

Game scores

At the end of each game you will be required to fill in a Results form.

GAME RESULT	3rd Turn Victory	4th + Turn Victory
Victory with a difference of 4 or more goals	32-0	30-2
Victory with a difference of 3 goals	30-2	28-4
Victory with a difference of 2 goals	28-4	26-6
Victory with a difference of 1 goal	26-6	24-8
Draw – More than 250vps difference	18-14	
Draw – Less than or equal to 250vps difference	16-16	

Remember that you still need to achieve the standard victory conditions of the tournament scenario (so a minimum of two goals achieved).

- If one player concedes the game, it automatically counts as a 32-0 result in favour of their opponent.
- If the game has not finished when the time limit is up, and the game has not progressed past the second turn it is counted as a complete draw (16-16). If the game has not finished but has progressed to the third turn or later when time is called then the active player finishes their current activation. Then determine victory points to see what type of draw is counted.

Painting scores

See Appendix 2 for the current EPIC UK painting score system. This is the actual form you will leave out on display with your army for the judges to use. It should be fairly self-explanatory and will result in a score from 0-24 points being generated for painting.

- Should you bring an army which is in poor condition you may receive 0 tournament points for painting.

Painting judges always try to mark each army fairly, but in some instances it is difficult to tell where players have put extra effort into their army (for instance, small or subtle conversions or markings can be missed). If your army contains details that you specifically want the judges to notice, please leave a note containing details next to your army.

Army display

During the lunchtimes on one or both days of the tournament, players will be requested to leave their army set-up with any associated display items (e.g. terrain, objective markers, etc) so that the event painting judges can score their armies for painting.

- Please ensure the painting score form in Appendix 2 is clearly visible when displaying your army, complete with your name. Otherwise you may not get any points for painting.

Player's and judge's choice best army

Over the course of the tournament, players may also select their favourite army. Additionally the event painting judges will select a favourite army.

- Players will be provided with a slip to vote for their favourite army. Try to view all the armies at the tournament (a good time to do this is when they are all set up to be scored for painting) and make your choice before handing the slip in to a tournament judge or organiser.
- Player's choice voting slips should be handed in by the end of lunchtime on the final day of the tournament.
- Voting irregularities (e.g. voting for yourself, clearly poor armies getting a high number of votes, club mates voting for each other to the exclusion of all others, etc) may result in a ten point penalty score being applied to the tournament scores of all those involved.
- The judge's choice army is just that, it may not be the best painted or most beautiful army (although it probably will be). It is an army that catches the judge's eyes or stands out as interesting or well themed or perhaps heavily converted. The judge's choice army will never be the same as the player's choice army and if need be the judges will select a different army to keep the awards separate.

Sportsmanship scores

Sportsmanship has always been strongly promoted at all EPIC UK events.

Please note that under this sportsmanship system it is expected that everybody should receive a maximum score. If anyone receives below half the maximum sportsmanship score possible, the tournament organiser(s) may disqualify that person from winning any position or prizes (for example 1st, 2nd or 3rd).

- A total of 6 points is available for Sportsmanship from each game played.
- After each game you and your opponent will score each other for the Sportsmanship. This is done on a simple checklist which can be seen in Appendix 3. Please refer to the questions and answer them as honestly as you are able by completing the sportsmanship results form. Circle the result for each question on the form. Each question is worth 2 points to your opponent's score. Each round you can score a maximum of 6 points or a minimum of 0.
- Note that players should not mark their opponents down just because they had judges or rules calls against them or they lost their game!
- Additionally, at the end of the last game you will be asked to nominate one of your opponents as being the most sporting. The player with the highest number of most sporting votes will win the best sportsman award. In the case of a tie in the number of most sporting votes between players, all the players with the highest number of votes will dice off in a suitable manner to determine who wins the most sporting award.
- Any player failing to return a completed sportsmanship form after a game will receive a 2 point penalty to their tournament score.

WINNING THE EVENT

A player's combined game, painting and sportsmanship scores will be added together to give a grand total.

The overall winner will be the player with the highest grand total. In the event of a tie in grand total scores, the player with the highest total game scores will be the winner. If this is a tie, first the sportsmanship and then finally any best painted votes will also be considered. Finally if all this results in a tie then the individual game result between the players will be considered if even this results in a tie (or no result is available), then the players involved must dice off to determine who is the overall winner.

All scores for aspects, other than game results, will be added in after the last game has finished. This will ensure that the Swiss system used will mean the best generals are always competing against one another irrespective of painting or sportsmanship scores.

QUERIES WITH THIS RULE SET

Seen any glaring mistakes?

If you feel you have discovered a loophole in these rules which gives you an unfair advantage, don't do it i.e. don't use it to your advantage, tell us instead so we can amend the rules accordingly for future events. Hopefully we have not missed anything too obvious, but should you see any glaring errors, please email us with your comments at:

- tournaments@epic-uk.co.uk

APPENDIX 1

EPIC UK RULES CLARIFICATIONS

Pre-measuring

Pre-measuring should always be used. Only if both players agree, can pre-measuring not be used.

Reserves

Any units placed in reserves (for example, aircraft and teleports) do not count for standard deployment purposes. Instead these units are set up at the side of the table (so they are visible to your opponent) after any spacecraft have been plotted but before garrison formations have been deployed. With the exception of some Necron formations which can freely make use of teleporting or portals, the entry method (for example, drop pods, aircraft, teleport or wraithgate etc) for all reserves must be declared at this time.

Cover from armoured Vehicles (AV) and warengines (WE)

Infantry units in base contact with AV and WE may claim cover. Up to two friendly and two enemy units may claim cover from being in base contact with an AV. Up to two friendly and two enemy units for each starting point of damage capacity of a WE may claim cover from being in base contact with a WE.

Objective markers

Players may use various sizes and types of objective markers and indeed modeling army thematic markers is encouraged. For game purposes however always measure to the centre point of objective markers (for blitz markers measure to a pre-determined point of contact between the objective marker and the table edge) to determine if models are within 15cm.

Warengines

Although for many rules purposes warengines count as a number of units equal to their starting damage capacity in the following situations they count as one unit.

- For teleporting and dangerous terrain tests.
- For the specific purpose of the warengine being allowed to move into base contact with another model.
- For locking enemy units inside transports.

6.1.6 Set-up remaining formations

Formations must be set up fully within 15cms of your own side's table edge when deploying from the long board edge and fully within 15cms projected directly forward from your deployment edges when playing corners.

Zones of Control

Any units from a formation starting their activation within the Zone of Control of any enemy units have two options. They may take part in an engage action against the enemy formation which the enemy units belong too <u>or</u> they must move out of the enemy units Zone of Control by the shortest route possible. The move out of the Zone of Control may be part of an engagement action but must still be by the shortest route possible.

When taking part in an engage action the attacking formation must enter the Zones of Control of units in the defending formation <u>before</u> they enter the Zones of Control of any units from a different formation.

Transport aircraft may not land in an enemy model's ZOC unless carrying out a ground attack action and specifying an air assault. When carrying out an air assault, aircraft may only land in the ZOC of an enemy unit if it is part of the target formation (or possibly intermingled formations) of the air assault. The aircraft may not land within the ZOC of an enemy unit in any other formations (such as screening scouts whose ZOC may cover the target).

Independent War Engines

For the purposes of suppression and breaking via blast markers an independent war engine carrying another formation within it counts as being the number of DC of the War Engine ignoring the other formation carried. This does not affect assaults where the formations are counted as one until the assault is concluded.

Movement (countercharges)

Each time a unit moves, although it may pivot around its central point any number of times; the unit's central point may not move more than a distance in centimeters up to the Speed value shown on its datasheet.

Specifically when countercharging during an engagement no part of a unit may move more than 5cm.

Portals & wraithgates (blocking)

A Wraithgate or portal is deemed to be a single point in the centre of the model used to represent the gate. The gate or portal can be blocked by an enemy formation placing one or more units on this point.

Overwatch (multiple formations)

All overwatch fire is simultaneous. If a player has multiple eligible formations that can make overwatch attacks, declare which formations are firing before resolving any attacks.

A formation taking fire from multiple overwatch sources takes a blast marker for each formation firing at it. Once all of the declared overwatch fire against a single target has been resolved, check to see if the target formation is broken and resolve any withdrawal moves.

Within and fully within

A model is within a certain distance of another model, objective or terrain feature if any part of its base is within or at the specified distance.
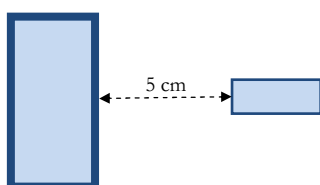
A model is fully within a certain distance of another model, objective or terrain feature if its entire base is within or at the specified distance.
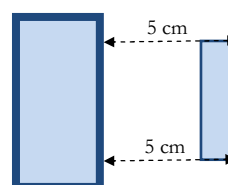
APPENDIX 2

EPIC UK PAINTING SCORE QUESTIONAIRE

PART A: This section is to be filled out by you, the player.

Your Name (very important):		
Did you paint all of the army yourself?	Yes	No

If the answer is no, then you won't be eligible to win any painting trophies.

After you have filled out Part A, leave the following painting checklist out next to your army and painting judges will mark you army.

PART B: This section is to be filled out by the judges!

POINTS	JUDGE 1	JUDGE 2	POINTS GIVEN FOR
20			**Painted and Based.** All models in the army are painted to a minimum of 3 colours and the army looks relatively neat. All bases are also painted and textured.
+2			**Cohesiveness.** The army is attractive to look at and follows a unified scheme. It looks like an army. Some armies may have a ragtag appearance and yet still look like an army (Orks for instance).
+1			**High Quality.** The army is painted excellently and is a very high quality example of its type. Attention to detail is evident in the painting and modeling. Advanced painting techniques like blending, layering or freehand are evident.
+1			**WOW!** The army has the magical Wow! Factor that makes it stand out from the crowd. Only a handful of armies at a tournament should get this mark.
			Judge's Signature:
			Judge's Signature:
			AVERAGE SCORE:

APPENDIX 3

EPIC UK SPORTSMANSHIP SCORE QUESTIONAIRE

This is a straightforward questionnaire with yes or no answers only.		
Were all rules disputes agreed in an amicable way? If there were no rules disputes, then please answer yes to this question.	Yes	No
Did your opponent play the game quickly enough?	Yes	No
Was your opponent pleasant to play against?	Yes	No