



EPIC UK CORE RULES



VERSION: EPIC2008.001

All tournaments and competitions need rules and restrictions. EPIC UK tournament rules are 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; therefore the main focus of this rules pack is 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

1. The rules used will be Epic Armageddon First Edition.
2. You may only use army lists located in /on:
 - EPIC Armageddon rulebook
 - Swordwind supplement
 - EPIC UK website
 - White Dwarf magazine
 - EPIC **rulebook** section of the specialist games website.

No lists or rules from the **experimental** part of the EPIC specialist games website will be allowed.

3. There is a four-week grace period before an EPIC UK event. If GW formally releases a new Army list or rules modification within four weeks of an EPIC UK event, then this list or rules modification will not be used. If released more than four weeks before the event, then this list or rules modification will be used. This includes all material published via GW whether via printed media or via the internet.

PREPARATION

1. 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.

2. Don't forget that you need to bring all the relevant materials to play. Specifically dice, tape measures, templates, rulebooks, supplements, and any other materials you require to play a game of Epic Armageddon.
3. The EPIC UK Rules Clarifications will be used. These are available in Appendix 1 of this rule set.
4. You should ensure you have at least two legible copies of any required documents as specified in the event specific rule set (e.g. army roster). One copy is for judging and the others are for your use during the event. If you do not bring these you will incur a penalty score.

ARMY LIST SUBMISSION

1. Due to a number of instances of inaccurate or illegal army lists being submitted, we require that all army lists are submitted prior to the event in order for them to be checked over thoroughly. Army lists must be submitted prior to the event via email to the address given in the event specific rule set. In all instances, you will receive emailed confirmation of the legality (or any faults) of your list.
2. Penalties for late submission of lists are detailed in the event specific rule set.
3. Lists must be submitted in either .doc, .txt, .xls or html/htm formats only. If you send an army builder text file, please take the time to format it legibly, or else you will receive a penalty for an illegible list. Army Builder files will not be accepted and you will be asked to re-submit.
4. The organiser may advise you to change the composition of your army to allow for a more fulfilling gaming experience for all gamers involved at the tournament.

MODEL FIGURES IN YOUR ARMY

General

1. Where at all possible all models in the army should be WYSIWYG - what you see is what you get. At the umpires discretion non-WYSIWYG models may be removed from a players army – the player will be required to continue with his army "as is" for the remainder of the tournament.
2. Armies must be fully painted and based. Note that you do **not** have to base tanks, although many players prefer to.
3. Ensure you are using the correct miniatures to represent your units as far as you can.
4. Using non-Citadel miniatures is acceptable providing they fit into the Epic Universe and you can tell what they are supposed to be.
5. If the miniature does not look appropriate, then it may not be used. Basically if it doesn't look like what it is meant to be, then don't bring it!



ON THE DAY OF THE EVENT

VENUE

The venue details are listed in the Event Specific Rules. This normally includes a map detailing the venue and its location.

REGISTERING

1. 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.
2. You will be asked to confirm your name, army/race, and club.
3. You must provide the organizers with one legible copy of any required documents as specified in the event specific rule set (e.g. army roster). Ensure your name is clearly marked on these documents. If it is not, or the umpires cannot decipher your writing, then this will result in a penalty score.
4. You will be allocated a table number where your first game will take place.

ODD NUMBERS OF PLAYERS

When running an event, it is difficult to guarantee an even number of players on the day. We will always endeavour 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 judging or what ever. That person (s) will receive a refund and get fed for free!

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" (26 points) and maximum sportsmanship / painting for that round. No player will ever be requested to sit out more than once.

ARMY SELECTION

1. Players must provide a copy of the rules for their army i.e. Army List.
2. You must use the same list for all your games.
3. You may only use army lists located in /on:
 - EPIC Armageddon rulebook
 - Swordwind supplement
 - EPIC UK website
 - White Dwarf magazine
 - EPIC **rulebook** section of the specialist games website.

No lists or rules from the **experimental** part of the EPIC specialist games website will be allowed.



ARMY BASING

1. Players are encouraged to use standard base sizes for troops (20mm square or 40mm x 10 mm), mainly because it leads to less ill feeling from other players.

DURING THE GAME

THE BATTLEFIELD

General

1. Tables will be approximately 120 cm by either 150cm or 180cm.
2. Terrain will be preset on the tables. However please bring as much terrain with you as possible to help us out.

PLAYING THE GAME

General

1. Players will compete in a number of games. These will vary from event to event. For more details please refer to the event specific rule set
2. The tournament scenario as detailed in section 6.1 of the EPIC Armageddon rulebook will be used and all rules for that scenario will apply.
3. The first game will be determined randomly in advance unless grudge games are allowed. Refer to the event specific rule set to see if grudge games are allowed.
4. The final rounds will be based on the Swiss system, in order to find a fitting winner.

Warm Up Period

Before battle commences there will be a five-minute 'warm-up' period. Tabletop miniature wargaming is not an exact science. One person's line of sight is another's blocked fire arc and so on. 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:

- The "Counts As" Rule.
- Lines of Sight and Lines of Fire.
- Pre-measuring.
- Terrain features - what do they count as on the terrain chart, when are units 'in' terrain.
- Anything else you can think of!

Note we are assuming that players will use some common sense here!



The Game

1. All games will last the number of turns noted in the scenario description or a pre-determined time. Note this time includes terrain placement (if applicable at the event), discussing each other's army lists and any special rules, discussing the effects of terrain and troop deployment.
2. Players playing particularly slowly or deliberately time wasting may receive a penalty score deduction.
3. 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, this is unfair. Accept your mistake and get on with the game.



AFTER EACH GAME

END OF GAME TASKS

1. At the end of each game, swap army lists with your opponent and check the following:
 - The army list and the army you just played against are in fact the same and that there are no differences.
 - The army is legal to the best of your knowledge. If required you may look at the appropriate army book to check this.
 - If there is any problem with an army list, notify an umpire immediately. Any issues must be resolved straight away between the players and the umpire. Illegal army lists will receive a penalty score.
2. 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 both players Sportsmanship scores.
3. It is you and your opponent's responsibility to complete these forms correctly.
4. Make sure you hand the form in!

GAMING 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	5th Turn Victory
Victory with a difference of 4 or more goals	32-0	29-3	26-6
Victory with a difference of 3 goals	29-3	26-6	23-9
Victory with a difference of 2 goals	26-6	23-9	21-11
Victory with a difference of 1 goal	23-9	21-11	19-13
Draw – More than 150vps difference	18-14		
Draw – Less than 150vps difference	16-16		

1. Remember that that you still need to achieve the standard victory conditions of the tournament scenario (a minimum of two goals).
2. If one player concedes the game, it automatically counts as a 32-0 result in favour of their opponent.
3. If the game has not finished when the time limit is up, the game is a draw.



SOFT SCORES

PAINTING SCORES AND PLAYERS FAVOURITE ARMY CHOICE

Painting – Overview

1. Please see Appendix 2 for the current EPIC UK Painting Scoring 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.
2. Should you bring an army which is either unpainted or in a very poor condition you may receive 0 tournament points for painting. You may also be unable to win some of the main prizes.
3. During the lunchtimes on both days, players will be requested to leave their army and any associated display items (e.g. terrain) set up to be marked by the tournament painting judges.

Please ensure the painting scoring form in Appendix 2 is clearly visible when displaying your army complete with your name on it as well, otherwise you will not get any points and may be unable to win some of the main prizes.

Painting judges always strive 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 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.

Painting – Players Choice Voting

1. During the lunchtimes on both days, players will be requested to leave their army set-up with any associated display items (e.g. terrain) so that everyone can select their favourite painted armies.
2. Please ensure your name is clearly visible when displaying your army, otherwise you will not get any votes.
3. Players will be provided with a slip to vote for their favourite painted army. View all the armies on display and make your choice before handing the slip in to the Umpires.
4. Players Choice voting slips must be handed in by the end of lunchtime on the second day.
5. Voting irregularities (e.g. voting for yourself, clearly poor armies getting a high number of votes, clubs voting for each other to the exclusion of all others, etc) will be investigated and may result in a penalty score.
6. Please note that if you do not wish to put your army up for display (if you feel no-one will vote for it, for example) then you are not obliged to do so.



SPORTSMANSHIP SCORES

1. Sportsmanship has always been promoted strongly 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 prizes (for example 1st, 2nd or 3rd).
2. A total of 24 points is available for Sportsmanship.
3. 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 and as sportsmanlike as you are able by completing the Sportsmanship results form. Circle the result for each question on the form.
4. Each question is worth 2 points to your opponent's score. Each round you can therefore score a maximum of 8 points or a minimum of 0.
5. Discuss the scores with your opponent in a mature manner as required.
6. Note that players should not mark their opponents down just because they had umpire calls against them or they lost their game!
7. 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 sportsmanship score will win the Best Sportsman award. The Most Sporting votes will be used to determine any tiebreaks. Note that these votes are worth **no points** to anyone's score – they simply determine who gets the Sportsmanship trophy in the event of a tiebreak.



WINNING THE EVENT

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1. Scores of 96 for Gaming, 24 each for Painting and Sportsmanship add up to a grand total of 144 available points.
2. The overall winner will be the player with the highest grand total. In the event of a tie, the player with the highest Gaming score will be the winner. If this is a tie, Sportsmanship and Painting scores will also be considered, in that order.
3. All marks for aspects, other than game results, will be added in after the last game has commenced. This will ensure the best generals are always competing against one another.

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 advise one of the following individuals: Matthew Otter or the Tournament Organiser.



APPENDIX 1: EPIC UK RULES CLARIFICATIONS

Pre-measuring.

Pre-measuring **MUST** be used. Only when **BOTH** opponents agree, pre-measuring will not be used.

"They Shall Not Pass" Goal.

To achieve this goal there must be no unbroken enemy formations in your half of the table. Note that at least **half** of the remaining units in the formation, contesting this objective, **MUST** be in the opponents half of the table.

Reserves

Any unit placed in reserves (for example, aircraft, teleports) do not count as units for deployment purposes. Instead units are decided to be deployed in reserve after plotting of spacecraft but before garrisons.

Chaos Black Legion

1. The Chaos Daemon Pool counts as one formation. For the purposes of a draw if the demon pool is equal to or less than 50% of the starting number then the opponent gets half the victory points. If the demon pool is equal to or less than 25% then the opponent gets the full victory points.

Example: A daemon pool of 15 lesser demons is bought (300pts). If at the end of the game it is reduced to 7, the opponent gets 50% of the points (150pts). If the pool is reduced to 3 then the opponent gets 100% of the points (300pts).



APPENDIX 2: EPIC UK PAINTING SCORING QUESTIONNAIRE

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

Your Name (very important):		
Q1: Is every single model in the army painted?	Yes	No
Q2: Did you paint all of the army yourself?	Yes	No

If you answer 'No' to Q1, then you will score 0pts for painting. If you answer no to Q2 then you can't win any painting trophy.

After filling out Part A (only!), please leave this Painting Checklist out with your army when requested to do so and Judges will mark you army.

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

Point	Judge 1	Judge 2	Points given for
+20			Painted and Based. All models are painted to a minimum of 3 colours, and all bases are painted and textured and based.
+2			Cohesiveness. Is there a unified scheme across the whole army i.e. does it look like an army. Note for some armies it is perfectly acceptable to have a hodgepodge appearance and yet still look like an army.
+1			High Quality. The army is excellently painted and is an excellent example of its type. Attention to detail is evident in the painting and modelling. Advanced painting techniques like blending, layering or freehand (for example) 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 the tournament should get this mark.
			Judge's Signature:
			Judge's Signature:
			AVERAGE SCORE:



APPENDIX 3: EPIC UK SPORTSMANSHIP SCORING QUESTIONNAIRE

This is a straightforward questionnaire with yes or no answers only.

- 1. Would you play your opponent again?*
- 2. Were ALL rules disputes agreed in an amicable way? (If there were no rules disputes, then please answer YES to this question)*
- 3. Was the pace of the game satisfactory to you? (Don't forget that game pace can be too fast and too slow)*
- 4. Did you enjoy playing your opponent's army?*