

# Epic Armageddon Tournament Rules Pack \*

Organizers:  
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## 1 To Enter

Please email either myself, [pmyvsrw@nottingham.ac.uk](mailto:pmyvsrw@nottingham.ac.uk) or Richard, [eayrab@nottingham.ac.uk](mailto:eayrab@nottingham.ac.uk) with: your proposed army choice, an army list if you have one ready and an indication of your experience at the system.

If you don't have your army with you in Nottingham it may be possible to give you a short time to get it sent to you; please contact us with a date you feel you could begin play.

All core army lists (minus reserves) must be submitted by February xx.

## 2 Details

Grand Tournament Rules will be used for a league style tournament over the semester. Everyone will play each other several times, the exact number depending on entrants, each game will score points and at the end there will be a winner.

### 2.1 What You Need

1. An Army to use as your force, for details see 2.4, 2.5 and 2.6.
2. Three Objective markers for the Grand Tournament Rules.
3. Dice and general playing accessories (ie. tape measure, blaskmarkers).
4. Scenery contributions would help to liven up the table top, though some basic features can be provided if you lack any.

### 2.2 Rules

Grand Tournament games with the Experimental Rules Version 2 (available from the Playtesters Vault online). Each player will need to bring three objective markers for their game.

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\*Version 3.2, 31/01/05, S. White

## 2.3 Army List

Entrants must produce an army list along with a short background for their force (a small paragraph will suffice). The list must be 4500pt and no more, however this list *need not* be a legal Grand Tournament army, see 2.4. The basic idea is that you have a 1500pt pool of reserves for a 3000pt army.

You do not have to enter the full 4500pt list at the start, though a list of at least 3000pt is necessary to play. So you enter a list of 3000-4500pt from which you can form legal 3000pt armies. (If your list is 3000pt then it must be tournament legal as this is the game size).

Once you submit your list it can not be altered, only additions can be made in the form of new formations and/or new upgrades. Additions may be made at anytime by simply submitting them to an organizer.

Your list will be kept on file only, it will not be available for other players to look at. It will be used to confirm your adherence to the rules.

## 2.4 Points

The games will be played using 3000pt armies, these must be legal armies and you must produce all the necessary minatures (or use the 'count as' rule). This allows the use of large war engines if you so wish. Note: most tournaments use 2700pt armies, we have chosen a larger size for no logical reason, so there you have it.

You enter a 'limit' list totalling 4500pt from which you may choose your army each week, this is explained below by example. However, the simplest way to think of the 'limit' list is as the collection of all the minatures you have available *or* as the total point cost of ALL your formations and ALL your upgrades. (This will most likely not be a legal list).

Formations and non-character upgrades are bought for the limit list and then all the minatures<sup>1</sup> which represent these can be rearranged<sup>2</sup> into any combination you like for your game list (as long as it's legal). Character upgrades are slightly different since they are *added* to other units, not a separate minature (even though you require a distinct model to represent them, they still are added to the original model as far as the rules are concerned). So Characters on the limit list are available to be added to any eligible unit without incurring additional point cost for the multitude of variations.

*If an unit has options you must pick the exact configuration you want on your list, if the stat line changes then it is a new unit and must be paid for (except in the case of charaters which are added to base units.*

For example:

1. Space Marines may have a Tactical Formation (300pt) in their core list, and a captain upgrade, this is a character; so on the limit list the tactical formation would be 300pt and the captain a separate entry at 50pt. So 350 of the 4500 used.
2. The above is for a captain, which is a specific character upgrade, if you wanted to have the choice of adding a chaplain or a captain, on the limit

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<sup>1</sup>You should be able to display your entire limit list in minature form, even if it cannot be made into legal formations

<sup>2</sup>the limit list doesn't tie upgrades to specific formations

list you must enter both as they are different, even though only one could be taken at a time per Tactical formation. However, since the limit list doesn't tie these upgrades to a specific formation the two commanders could be both used on two different formations. So 400 of the 4500 used.

3. A Space Marine limit list includes a Land Raider formation (400pt) and a Devestator formation (250pt). This means in your available minatures you have four devestator stands, four rhinos and four land raiders. You can use the Land Raiders as upgrades for the Devestator formation (not necessarily all of them). The limit list is all the minatures you have available, think of it as your miniature collection from which you pick your army. From this limit list the following legal formations could be made:
  - Devestator with two Land Raiders (250+200)=[450pt]
  - Devestator in Rhinos, Landraider Formation (250)+(400)=[650pt]
  - Devestator with four Landraiders (250+400)=[650pt]

Note, all three of these are distinct. So 650 of the 4500 used.

4. **If a unit has a different stat line, it is a different miniature and so must appear specifically on the Limit list.** For example Space Marine Dreadnoughts and Razorbacks come in two variations, you must specify exactly what type you are taking.
5. **War engines that have a choice of weapons configurations must be listed with the weapons choosen.** Ork Gargants have multiple weapons fits, you must specify what it is. (If you wanted another configuration you would have to add a different entry, so buy two of them.)
6. Orks will have lots of options, however the submitted list must be the maximum of all units. For example, if you have a warband (200pt) and take four battlewagons (140pt) to transport it, but in reserve have a battle fortress (125pt) to alternate with the battlewagons, on the submitted list the warband and both the upgrades must appear. So 465 of the 4500 used.
7. An Ork Uge Blitz Brigade of 12 gunwagons (350pt) with three Supa-zzap Oddboy upgrades (150pt), if you wished to have three Soopa-gun upgrades as an alternative these are *different* character upgrades so they would incur another 150pt cost; this allows you to change the upgrade for different games. As for the SM commanders, you cannot use all six oddboy upgrades on one formation at a time, but they can be used on any unit that is eligible. This example demonstrates the difference between character and non-character upgrades, for this limit list you would write:
  - Uge Blitz Brigade (consisting 12 gunwagons) (350pt)
  - 3 Supazzap characters (150pt)
  - 3 Soopagun characters (150pt)
  - NOT:**
  - Uge Blitz Brigade (consisting 9 gunwagons) + 3 Supazzap characters (500pt)
  - 3 Soopagun characters (150pt)
 Notice the difference, the incorrect way implies additional cost if you want to field the 12 gunwagons as you wouldn't have 12 gunwagon minatures in

your 'limit list collection', the character upgrades are *added* on to the gunwagons, so they can be taken off. The real 'limit list collection' is twelve gunwagons, three supa-zzapgun characters and three soopagun characters. The following are possible game list entries from this limit list:

- Uge Blitz Brigade (consisting of twelve gunwagons) (350)=[350pt]
- 3x [Blitz Brigades + supazzap (so 3 gunwagons, 1 supazzap wagon)]

The following is **NOT** a possible game entry:

- 3x [Blitz Brigades + supazzap (so 3 gunwagons, 1 supazzap wagon)]  
and 1x [Blitz Brigade + soopagun (so 3 gunwagons, 1 soopagun gunwagon)]

Even though the minatures you have can make these four formations it is not valid. There are *twelve* normal gunwagons in the limit list, if you remove all characters you should be able to represent the base units. What are the oddboy characters added to? In this counter example, removing the oddboy characters means you need 16 gunwagons, so you have illegally gained four gunwagons you DIDN'T pay for on the limit list. So 650 of the 4500 used.

*Be careful when adding character upgrades, ensure you do not create base units you have not paid for on your limit list.*

8. Again an Ork Uge Blitz Brigade, if you want to vary the composition, so have 12 gunwagons and 4 flakwagons which you combine in various numbers to form an UBB of twelve units then you must add all minatures to you limit list. In this case 350pt for a UBB and then 140pt for the flakwagons. (Note, in this example you have paided for the flakwagons as a variation of the UBB, but it is also legal to use them as upgrades on the UBB or other formation/s; or even on their own). Limit list would be:

Uge Blitz Brigade (consisting 12 gunwagons) (350pt)

4 flakwagons (4x35)=[140pt]

Recall the entry for Blitz Brigades in the Ork Army List:<sup>3</sup>

Any 4 of the following: Gunwagons, Deth Koptas, Flakwagonz	150	250	350	Any number of buggies, warbikes, skorchas 25pt each. Any number of Gunwagons, Deth Koptas, Flakwagonz 35pt each Upto one Oddboy character 50pt Upto one Gunfortress 135pt
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From this then, the following are possible game list entries:

- Uge Blitz Brigade (8 gunwagons, 4 flakwagons) [350pt]
- Uge Blitz Brigade (12 gunwagons) [350pt]
- Uge Blitz Brigade (12 gunwagons), Blitz Brigade (4 flakwagons) (350)+(150)=[500pt]
- Uge Blitz Brigade (12 gunwagons) + 4 Flakwagons (350+140)=[490pt]

<sup>3</sup>The 3 costs refer to Normal, Big or Uge which multiply by x1, x2 and x3 the number of units respectively. So a UBB can choose 12 units from the options, have upto 3 oddboyz, etc.

Notice that the last two are different! In the first there are two distinct formations, in the second one large formation. Also notice the difference in cost<sup>4</sup>. So 490 of the 4500 used.

This allows a lot of variation for certain armies, but the submitted list is the maximum points value of ALL your minatures, this rule caps what you can do while allowing for expanding your army.

Note, *not submitting the full 4500pt at the beginning allows you to react to weaknesses you discover in your core list.*

**Pay particular attention to: example 4/5 detailing when a unit has different options and example 7 detailing the way to deal with charater upgrades.**

## 2.5 Models

1. Standard 'count as' rules apply, however abuse of this may cause a penalty; you cannot redefine minatures from game to game if this would alter the composition of your limit list.
2. Your models do not need to be painted, however they must be marked so that they can easily be distinguished into formations during a game. Any character stands must also be easily recognizable (Comissars for example must be clearly marked, an Ork supazzap gunwagon must be discernible from a basic gunwagon).

## 2.6 Armies

Any army list in the Rule book, Swordwind or Fanatic Magazine is acceptable. Lists from the vault must be at least version 3, however any changes in the list must be put into effect (so your submitted list may have to be altered, this is the only way to alter a submitted list).

If you want to play with a list below version 3, please ask and we'll consider entrants on a per army basis.

## 3 The Tournament

Each week you will be assigned an opponent who must play, you will be given a date, time and place. However, if you mutually agree you may change any of these. You will only be given one game per week, but you may play your opponent for the next week if they agree; no more than two tournament games may be played per week (otherwise the league will become disjointed).

Initally we shall seed the games so they are between one experienced and a newer player, this will help new players get accustom to the rules.

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<sup>4</sup>Sharp people will spot the exact same set of minatures has two costs. On your limit list the Blitz Brigades can be entered several ways and you could try to squeeze as many units for as little points. However, 12x35=420, where as UBB costs 350, 4x35=140 where as BB costs 150. Don't spend too long on optimization, it mostly balances out.

### 3.1 Scoring<sup>5</sup>

Using victory conditions as for the Grand Tournament Rules, you will score as follows:

Difference In VPs	Degree of Victory	Winners Points	Losers Points
1-149	Stalemate	4.5	4.5
150-499	Draw	5	4
499+	Marginal Victory	6	3
1 goal diff	Minor Victory	7	2
2 goal diff	Major Victory	8	1
3+ goal diff	Massacre	9	0

Table 1: Score Chart

Note to achieve a 1 goal diff you must win the game by achieving at least two goals as stated in the rulebook section 6.1.7.

### 3.2 Penalties

1. Failure to play your game without informing opponent and organizers is a forfeit, and counts as a Massacre. If the change is agreed prior to the day then no penalty is incurred. However, if one player consistently fails to arrange a suitable time and the game is not played within two weeks of the original date the offender forfeits.
2. Using an army differing from your submitted list is also a forfeit. This includes abusing the 'count as' rule to change the composition of your force.
3. Poor sportsmanship, and general disregard for other players will not be tolerated. Any offenders should be reported to the Organizers. If you are reported for three offences you will incur an 8 point deduction from your score; this will then be deducted again for future complaints against you. So play nice.

### 3.3 The League

After each game you should submit to an organizer:

- The result of the game.
- The exact army used by both players (to check for consistency).

The organizers will update the table, which will be available each week. At the end of the tournament the winners will be announced.

## 4 Large Game Fun

Number of entrants and time permitting, at the end of the tournament a series of four player games will be arranged. The pairs will be based on ranking, and a knock out style system will determine the Large Game winning pair.

<sup>5</sup>Modified with permission from 1st Company Veterans 'Open War 2 Rules Pack'

## 5 Examples

Note, the formatting used in the limit list table distinguish formations and upgrades (both unit and character).

The Indent on the examples indicates the upgrades applied to specific formations.

### 5.1 Space Marine Example

Thunderhawk	200	Hunter	75
Thunderhawk	200	Hunter	75
Thunderhawk	200	Hunter	75
Thunderhawk	200	Hunter	75
Assult (4 assult units)	175	Captain Character	50
Assult (4 assult units)	175	Chaplain Character	50
Devestator (4 devestator units)	250	Librarian Character	50
2 Rhinos	free	Librarian Character	50
Devestator (4 devestator units)	250	Sup. Comm. Character	100
2 Rhinos	free	Razorback	25
Tactical (6 tactical units)	300	→ Twin Lascannon	
3 Rhinos	free	Razorback	25
Tactical (6 tactical units)	300	→ Twin Lascannon	
3 Rhinos	free	Razorback	25
Terminator (4 terminator units)	325	→ Twin Lascannon	
Terminator (4 terminator units)	325	Razorback	25
Land Raider (4 landraider units)	400	→ Twin Lascannon	
Warhound Titan	250	Warhound Titan	250
		Total	4500

Table 2: SM Limit List

The following are two legal game lists of 3000pt drawn from this limit list. Characters do not require a model on their own, but converted versions of the base unit they are added too indicating their presence. So on the example game lists the characters are applied to different units, you must have a miniature to represent this but you never have a ‘captain character miniature’, such a concept makes no sense.

### 5.2 Ork Example

This demonstrates the idea of your limit list as the collection of models you can form your game list from. Notice how 12 Nobz units are available from the limit list, and how they are put into different configurations. Only two possible examples are shown, but there are many more than can be listed in a reasonable space.

Assult	175		Assult	175	
Captain	50	225	Sup. Comm.	100	275
Assult	175		Assult	175	175
Chaplain	50	225	Devestator	250	250
Thunderhawk	200	200	Devestator	250	250
Devestator	250		Tactical	300	300
Hunter	75		Tactical	300	300
2 Land Raiders	200	525	Terminator	325	325
Devestator	250		Terminator	325	325
Hunter	75		Thunderhawk	200	200
2 Land Raiders	200	525	Thunderhawk	200	200
Tactical	300		Thunderhawk	200	200
2 Razorbacks	50		Thunderhawk	200	200
Hunter	75				
2 Rhinos	free	425			
Tactical	300				
Librarian	50				
1 Razorback	25				
Hunter	75				
3 Rhinos	free	450			
Terminator	325				
Supreme Commander	100	425			
Total		3000	Total		3000

Table 3: SM Game Lists

Uge Warband (6N,18B,6G)	500	Uge Blitz Brigade (12 gunwagons)	350
Uge Warband (6N,18B,6G)	500	Uge Blitz Brigade (12 gunwagons)	350
Uge Kult of Speed (24 buggies)	500	Uge Blitz Brigade (12 gunwagons)	350
3 Battlefortresses	375	5 Battlewagons	175
2 Gunfortresses	270	5 Battlewagons	175
Warlord	free	3 Soopagun Characters	150
Gargant	650	3 Soopagun Characters	150
→ 3 Soopaguns			
		Total	4495

Table 4: Ork Limit List

Gargant (inc Warlord)	650	650
Uge Warband (6N,18B,6G)	500	
2 Battlefortresses	250	
2 Gunfortress with Soopagun Character	370	1120
Uge Blitz Brigade (12 gunwagons)	350	
3 Soopagun Character	150	500
Warband (2N,6B,2G)	200	
2 Nobz	70	
5 Battlewagonz	175	445
Kult of Speed (8 buggies)	200	
3 buggies	75	275
Total		2990

Table 5: Ork Game List 1

Big Warband (4N,12B,4G)	350	
Warlord	0	
4 Nobz	140	
10 Gunwagons	350	
6 Battlewagons (for Boyz)	210	1050
Warband (2N,6B,2G)	200	
4 Battlewagons	140	340
Kult Of Speed (8 buggies)	200	200
Kult Of Speed (8 buggies)	200	200
Blitz Brigade (4 gunwagons)	150	
1 Soopagun Character	50	
1 Gunfortress (with above soopagun)	135	335
Blitz Brigade (4 gunwagons)	150	
1 Soopagun Character	50	
1 Gunfortress (with above soopagun)	135	335
Uge Blitz Brigade (12 gunwagons)	350	
1 Gunwagon	35	
3 Soopagun Character	150	535
Total		2995

Table 6: Ork Game List 2