

THE WPS.COM

# CLUB CHALLENGE

16<sup>th</sup>-17<sup>th</sup> May 2009 - The Britannia Adelphi Hotel, Ranelagh Place, Liverpool, Merseyside, L3 5UL, England

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## EPIC ARMAGEDDON RULES CLARIFICATIONS

The WPS use a few clarifications to common rules issues. This isn't meant to be a prescriptive list of niggly rules issues, as it's hoped what's not covered by this or the official errata (<http://snipurl.com/epic-errata>) players have the sense to resolve themselves. However, if there's anything you feel really ought to be in here, please email [epic@the-wps.com](mailto:epic@the-wps.com).

### General

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

To achieve the "**They Shall Not Pass**" Goal there must be no unbroken enemy units 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 opponent's half of the table.

Any unit placed in **reserve** (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.

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### Eldar

The **Avatar** uses the same rules as teleports for deciding who deploys first (using the highest initiative to deploy first).

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### Feral Orks

Feral Ork units may NOT Firefight whilst onboard **Junka Trukks**, even though they may shoot normally.

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### Speed Freeks

If any Nobz are upgraded to **Nob Bikers** then the formation loses the Trukk they were mounted in.

Speed Frek units may NOT Firefight whilst onboard Trukks, even though they may shoot normally.

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### Space Marines

Space Marine army list **must specify the upgrades** that comprise each formation. Before the start of each game, the Space Marine player may choose to replace Rhinos with Drop Pods and vice versa. If the formation has any units unable to deploy in Drop Pods then Rhinos must be selected.

**Dreadnoughts** are allowed to deploy in Drop Pods.

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### White Scars

**Warhounds** cost 250 points.

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### Chaos Black Legion

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

*Example: A Daemon Pool of 15 Lesser Daemons 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).*