

THE WPS.COM

CLUB CHALLENGE

16th–17th May 2009 - The Britannia Adelphi Hotel, Ranelagh Place, Liverpool, Merseyside, L3 5UL, England

EPIC ARMADGEDDON CORE RULES

INTRODUCTION

The WPS rules promote a different style of play to that which you may be familiar with through playing at Games Workshop events and tournaments. The overriding objective when putting together this rules pack was that all players attending a WPS event should enjoy every game they play over the course of the event. To this end there are several mechanisms in place to restrict some of the more extreme armies that players may be tempted to bring. In addition many of the score reporting procedures have developed over the years to the point where we are pleased to say a WPS event more or less runs itself.

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, army/race, and club.

You must provide the organisers 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.

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.

Rules Book

The event will use the Epic Armageddon rulebook, plus the latest errata and FAQ from the Epic Resources section of the Games Workshop website.

Army Selection

You may only use army lists located from:

- Epic Armageddon rulebook
- Swordwind supplement
- The Epic UK website www.epic-uk.co.uk
- The Epic Resources section of the Games Workshop website www.games-workshop.com

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No experimental lists or rules from the Epic Resources section of the Games Workshop website are allowed.

There is a four-week grace period before the event. If GW or Epic UK formally releases a new Army list or rules modification within four weeks of the 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 or Epic UK whether via printed media or via the internet.

Army Basing

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.

The Battlefield

Tables will be approximately 120 cm by either 150cm or 180cm.

Terrain will be preset on the tables.

Playing the Game

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.

The first game will be determined randomly in advance. The final rounds will be based on the Swiss system, in order to find a fitting winner.

Players from the same club should not get drawn against each other on the first day of a two-day event. If this does happen, please change with a player on the next table to solve the problem. This does not apply to the games on the second day of a two-day event. If you are drawn against

an opponent that you have played before, change with a player on the next table to solve the problem. Please inform the umpire of any game swaps/changes.

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; some people love pre-measuring, others hate it, 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.
- Arcs on War Engines and Flyers.
- Pre-measuring.
- Templates and if units are 'in or out'.
- Terrain features - what do they count as on the terrain chart, when are units 'in' terrain.
- How you will show if a formation is broken, in overwatch or has marched this turn.

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

The Game

All games will last the number of turns noted in the scenario description or two and a half hours. 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.

Players playing particularly slowly or deliberately time wasting may receive a penalty score deduction.

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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.

End of Game Tasks

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. 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.

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.

It is you and your opponent's responsibility to complete these forms correctly.

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.

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.

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		

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Painting – Overview

Please see Appendix 2 for the current WPS Epic 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 0-40 points being generated for painting.

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.

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.

Players Choice Voting

To be eligible for the Players Choice Painting Award you must have painted the army yourself.

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.

Please ensure your name is clearly visible when displaying your army, otherwise you will not get any votes.

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.

Players Choice voting slips must be handed in by the end of lunchtime on the second day.

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.

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

Sportsmanship has always been promoted strongly at all WPS events. Please note that under this Sportsmanship system it is expected that everybody should receive a maximum score.

A total of 40 points is available for Sportsmanship.

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.

Each question is worth 2 points to your opponent's score. Each round you can therefore score a maximum of 10 points or a minimum of 0.

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At the end of the event your highest and lowest scores will be discarded with the remaining scores totaled, then divided by the total number of points available and multiplied by 40. This will give every player a score from 0-40 over the course of the tournament.

Discuss the scores with your opponent in a mature manner as required.

Note that players should not mark their opponents down just because they had umpire 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 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

Scores of 160 for Gaming, 40 each for Painting and Sportsmanship add up to a grand total of 240 available points.

1. 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.
2. 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.

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APPENDIX 1 – SPORTSMANSHIP

A set of sportsmanship forms (like the one below) will be handed out at the beginning of the tournament. These will be used to mark your opponent at the end of each game.

In general sportsmanship has nothing to do with your opponent's Army Selection, instead relating to things like how friendly and helpful your opponent is, whether it was a good game and whether you would wish to play your opponent again, and we ask that questions 1-4 are marked with this in mind.

Each YES earns your opponent 2 points, making for a score of between 0 and 10 points in each round.

The best sportsman will receive a prize at the end of the tournament.

WPS SPORTSMANSHIP QUESTIONNAIRE		
Discuss the scores with your opponent as required.		
This is a straightforward questionnaire with YES or NO answers only. Please circle the appropriate answer.		
1.	Would you be happy to play this opponent again if drawn together at a future tournament?	YES NO
2.	Did your opponent work with you to settle any rule disputes in a reasonable and amicable way?	YES NO
3.	Did your opponent play the game at a satisfactory pace for you? e.g. wasn't playing too fast or too slow.	YES NO
4.	In your opinion as a player did your opponent play a fair game adhering to the rules and therefore no rules were abused by your opponent? (This includes the like of fast dice rolling, elastic tape measures and only remembering advantageous rules while conveniently forgetting disadvantageous ones)	YES NO
5.	Did you enjoy playing against the army selected by your opponent?	YES NO

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APPENDIX 2 – PAINTING

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

PART A - to be filled out by YOU

Q1. What is your name (VERY IMPORTANT)?

Q2. Is every single model in the army painted?

YES

NO

(If you answer NO then you will score 0 for painting.)

Q3. Did you paint all of the army yourself?

YES

NO

(If you answer NO you can score a maximum of 200 for paint-

PART B - to be filled out by the the JUDGES

Points given for	Judge 1	Judge 2
Painted and Based. All models are painted to a minimum of 3 colours, and all bases are painted and textured and based.	+25 <input type="checkbox"/>	+25 <input type="checkbox"/>
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.	+3 <input type="checkbox"/>	+3 <input type="checkbox"/>
Markings. The appropriate unit markings have been applied. Where this is not appropriate (e.g. Tyranids) effort has been made to distinguish between units of the same troop type.	+3 <input type="checkbox"/>	+3 <input type="checkbox"/>
Details. A consistent attempt has been made to detail the models in the army e.g. claws, teeth, eyes painted.	+3 <input type="checkbox"/>	+3 <input type="checkbox"/>
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.	+3 <input type="checkbox"/>	+3 <input type="checkbox"/>
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.	+3 <input type="checkbox"/>	+3 <input type="checkbox"/>
Judge's Signature:		
Sub-totals:		
GRAND TOTAL:		