

GAMES WORKSHOP EPIC GRAND TOURNAMENT

Thank you for your interest in the Epic Grand Tournament. On the pages that follow you'll find details of how this tournament will work. Read them carefully, even if you've been to any of our other tournaments, as there are a number of differences from previous tournaments.

If you've any questions about the event then either write to:

Epic Tournament Questions,

Games Workshop HQ,

Willow Road, Lenton,

Nottingham

NG7 2WS.

or e-mail: specgt@games-workshop.co.uk

READ THIS FIRST!

WITH THIS RULES PACK YOU WILL HAVE RECEIVED YOUR ENTRY TICKET. PLEASE LOOK AFTER YOUR TICKET!

IN ADDITION, PLEASE RETURN THE ATTACHED REGISTRATION CARD AS SOON AS YOU CAN. ONCE WE HAVE RECEIVED THIS REGISTRATION, YOUR PLACE IN THE TOURNAMENT WILL BE SECURE.

DUE TO THE NATURE OF THIS SHOW, NO REPLACEMENTS CAN BE OFFERED TO ANY COMPETITOR WHO ARRIVES AT THE SHOW WITHOUT A TICKET. YOUR TICKET IS YOUR ONLY MEANS OF ACCESS TO THE EVENT. DO NOT LOSE IT!

ABOUT THIS RULES PACK

This pack contains the full Tournament rules. All of the rules and conventions and White Dwarf references are from UK publications. All competitors should be aware that where any rules interpretation is required, the UK standard will be upheld, and that the Chief Referee will be consulted for any particularly contentious issues.

All Tournament material will be published or presented in English, and unfortunately no interpreters or translations can be provided due to the variety of nationalities that now attend our events. The Chief Referee's decision will be final and any updates or clarifications will be published on our website:

www.games-workshop.com/news/uk/events/tournaments/default.htm

Finally, the rules pack contains a provisional schedule for the two days. See you there!

IMPORTANT!

Competitors are advised that from the moment of entry into the event the decisions of all Judges, Referees and members of Games Workshop staff regarding the fair adjudication of the Tournament rules, and all issues of health and safety, are final. No discussions will be entered into once a decision is taken. This applies to rules adjudications, the scores applied for any category of the Tournament and any issues

that require the cooperation of the competitors. Once the Tournament results are published, we cannot alter them in any way. Any breach of this will be considered a Red Card offence at the Tournament.

HOW THE TOURNAMENT WORKS

The Epic Tournament is played over one weekend each Tournament Year. The Tournament Year in the UK runs from July 1st until June 30th.

You will participate in a series of games, with each game forming a round. Each round you will play in a scenario. After each round you will play against a different opponent.

In the first round, teams will be matched randomly against an opponent. After that, in each round the two players in 1st and 2nd place (based on their points for Generalship) will play each other, the players in 3rd and 4th place will play each other, the players in 5th and 6th place will play each other, and so on. The only exception is that you can never play the same opponent twice in the first four rounds; should this happen, a referee will step in and sort things out so that the teams face fresh opponents of a suitable calibre. This usually means moving you either up or down the tables to swap you around – it isn't THAT critical as to exactly which table you're on, as long as you play a relatively well-matched opponent.

Once your opponent has been determined you will be assigned a table. Each game will be played on a 6' by 4' table. Please try to keep the playing area clear of excess 'clutter'. Each table will be a pre-designed battlefield with fixed scenery. The event organisers will provide no other games equipment and the players must provide all other materials. You must bring along a copy of the latest edition of rules, as well as copies of any material you will be using from UK editions of White Dwarf magazine or any other publications, so that your opponent can check any special rules and characteristics that apply to your troops.

Set-up, game length and victory conditions are described in the Tournament Scenario rules, while the attached schedule shows how long each gaming session lasts. This time includes a five-minute 'warm-up' period. To keep on schedule, we would appreciate it if you could play at quite a brisk pace with no time wasting please!

Each player has a special results card. Once you've finished your game, you must fill in the card and then hand it in at the information desk. Your results will then be entered into the tournament database.

WEEKEND INFORMATION

To go with this pack you should also have an entry ticket. This ticket is your pass into the event on the day, so the best advice anyone can give you for this tournament is... **PLEASE LOOK AFTER YOUR TICKET!**

The ticket has several parts, and it is worth explaining how it all works:

Games Workshop retains the left hand part when you enter the building.

The remaining parts need you to fill in your names as these will form your name badges.

To claim your meals you will need to show your name badges to the restaurant staff. They will note your player number and serve you the food.

We will give you a plastic badge holder when you register. Please note that the number on the ticket is your entry number. Please use it as a reference number if you have any enquiries.

THINGS YOU NEED TO BRING WITH YOU:

Any gaming material you require to play, including:

- Your entry ticket
- Your painted miniatures
- Two copies of your Force Roster
- This rules pack
- Rulebooks and Supplemental texts
- Pens and paper
- Dice and templates
- Blast Markers and other counters
- Reference sheets
- Tape measures
- Super glue (for emergency repairs)

THINGS YOU NEED TO SORT OUT FOR YOURSELF:

- Somewhere to sleep overnight.

(For help contact Nottingham Information Centre on 0115 915 5330)

- Some spending money for the bar and evening.
- Transport to and from the event.

SCHEDULE

SATURDAY

Please note that there is no point queuing up until 9.00am (especially if it's raining). Please enter via Warhammer World ONLY.

TIME	ACTIVITY
9.00am	Registration starts
9.45am	Registration closes
10.00am	GAME ONE
12.00pm	LUNCH
1.00pm	GAME TWO
3.00pm	Break
3.30pm	GAME THREE
5.30pm	Day one ends
7.00pm	Evening Meal In Bugmans Bar
8.00pm	Boisterous Mirth begins!
11.00pm	Bugmans Bar Closes

SUNDAY

Again, please note that there is no point queuing up until 9.00am (especially if it's raining). Again, please enter via Warhammer World ONLY.

TIME	ACTIVITY
9.00am	Doors Open
9.30am	GAME FOUR
11.30pm	LUNCH
1.00pm	GAME FIVE
3.00pm	Break
3.30pm	GAME SIX
5.30pm	The Final Reckoning!
6.00pm	Awards Ceremony!
6.30pm	Event Closes

IMPORTANT! ENTRY TO THE EVENT ON BOTH DAYS WILL BE VIA THE WARHAMMER WORLD ENTRANCE. THIS IS THE ONLY ACCESS POINT, SO PLEASE REPORT THERE UPON ARRIVAL.

EPIC RULES OF ENGAGEMENT

ARMY ROSTER

When arriving at the tournament each competitor must bring a copy of their Army Roster for the referees to refer to. These army rosters should be presented upon entry into the venue at the registration desk.

You will require a second copy of the roster, which you should keep with you when you are playing. The best of your rosters should be the one that you keep with your miniatures – do not hand it in!

The roster must include all of the models in your Army, their point value and the point value of any upgrades. Please put your name and entry number on all copies of the roster.

The organisers will check rosters at random throughout the weekend for errors in selection. If any mistakes are found, the results of all the games in which the player has used the illegal list will immediately be changed to 0-20 Generalship points, in favour of their opponent. This will apply even if the mistake was a totally honest one, so please do double-check your forces' list before the Tournament!

ARMIES

Each player will bring an army that conforms to the rules below:

- Players must choose an army of not more than 2700 points.
- Players may only select armies using the Tournament Army Lists detailed in the Epic Armageddon Rulebook, from page 126 onwards.
- Players may not use trial army lists or any self-designed rules.

SCENARIO

- Each game will use the Tournament Scenario, detailed on pages 124-125 of the Epic Armageddon Rulebook.

THE 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
- 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.
- Anything else you can think of!

During this period players must first show their opponent all the models in their forces and their roster. Players must then openly fill the forces selection and painting form for the game. Players are allowed to ask their opponent questions about the forces and the rules that apply to them. After inspecting the forces and marking them, all players should discuss the terrain for the battle and how each feels it will affect the models in play. Finally, players should shake hands and then battle can commence.

DECIDING WHO WINS THE TOURNAMENT

The winner of the Epic Tournament will be the player who scores the most points in the categories described below. The points scored in each category will be added together, and the player with the highest total will be the winner. In the case of a tie, the winner will be the player who scored the most points in the Generalship category. If still tied, the prize will be awarded to the player who has scored the most Sportsmanship points. In addition to the overall winner we will also give out a number of other awards, which will be announced at the end ceremony.

Generalship

(0-120 points, 60%)

We've decided to use a simple procedure for working out the Tournament points scored for Generalship. What's more, we're expecting you to work out the points for each battle and record them on your results card.

Work out the game result as indicated in the Objectives paragraph of the scenario played – Generalship points are awarded depending on the result:

Degree of Victory	Winner	Loser
Draw (this is nearly impossible)	10	10
Tiebreaker Victory	13	7
Victory through 2 Goals	17	3
Victory through more than 2 Goals	20	0

Remember that if a player concedes the game automatically counts as a Victory through more than 2 Goals.

Sportsmanship

(Special, 10%)

We've included this category to encourage players to take part in the tournament in the right spirit. Obviously, we deplore rude or unsporting behaviour and we hope that the points that can be earned for being a sporting and friendly opponent will discourage players from even thinking of acting in this manner.

After each game you must secretly rate the opposing team in the following manner, recording the result on your Results Card:

- **Tick the Awesome Game box** – this indicates that you felt the game was a truly awesome game, and one that you will remember for all time. The opponent was a charm to play, and you had a lot of fun together.
- **Tick the Good Game Box** – this indicates the game was a good game. The opponents were reasonable and you would be happy to meet them again.
- **Tick the Rough Game Box** – this indicates that the game was not very enjoyable. You clashed with the opponent with rules disputes and you would prefer not to play against them in the future.

The scoring for Sportsmanship will work like this:

NUMBER OF TICKS	Awesome Game Ticks	Rough Game Ticks
1 or 2	0 points	0 points
3	+5 points	-10 points
4	+10 points	-10 points
5	+15 points	-10 points
6	+20 points	-15 points

- If any score card has no Sportsmanship box ticked, the game will be counted as a Good Game.

Army Painting & Roster

(0-40 points, 20%)

Your opponents rate painting standards and overall composition of your forces. The system used is described below. In a nutshell, a team that brings along two forces that are painted, based and clearly defined on a roster will pick up a lot of points in this category, while one who brings badly painted and vaguely listed forces will not!

- All miniatures in the Tournament must be painted (and no, just being undercoated doesn't count!). Players must call a referee if their opponent is trying to use unpainted miniatures.
- Armies are given marks for Painting and Roster. Each category has its own set of criteria for determining the mark awarded. The system allows players to mark the armies that they see by following a set of guidelines. This should make their job easier and faster, and also allow players to gauge how well their forces should do in advance.
- Each opponent rates your army before the game commences. The criteria are listed in the guidelines below.
- We believe that the measure of a person's painting of a force (all subjective opinions aside) is whether they are painted, based, and what degree of detail has been added to the overall effect of those forces.
- When judging a force, all of the models must fulfil the criteria. The presence of a single model that doesn't will compromise the score, even if everything else does conform to the standards requested. For example, a single model with an unpainted base would cancel the "based" points for the entire army.
- Regarding selection, we are after rewarding the player who carefully constructs forces that conform to the rules of the tournament but which also retain their own unique flavour and character. We hope the points printed on the back of your scorecard will help you to measure the score your own army can expect.

ARMY ROSTER POINTS

Mark your opponents' force at the start of each game. You will give a mark for all of the models your opponents have on his roster. Over the course of the tournament you will give a mark for each opposing team you face.

+10	Roster	The player has left a full and clearly readable forces roster with both forces, including player name and entry number. This roster is tournament-legal and accurate.
+10	WYSIWYG	Every model conforms to the "What you see is what you get" requirement. This means that all models have the weapons and equipment that they are listed as carrying, and that no model is confusing to you when you look at it. Where relevant the player is conforming to the "counts as" rules as defined in the Epic Armageddon Rulebook. Remember, all models must be Citadel models to begin with.

ARMY PAINTING MARKS

Mark your opponents' force at the start of each game. You will give a mark for all of the models your opponents have on his roster. Over the course of the tournament you will give a mark for each opposing team you face.

+10	Painted	The forces are painted. This means that all the models have at least three colours painted onto them.
+10	Based	All the bases are painted and textured in some manner. The baseline for texture is flock as a minimum. Black edges are acceptable, providing the tops are textured and painted.

THE DREADED KNOWLEDGE TEST

(0-20 points, 10%)

At some point over the weekend you will be given a test paper and three minutes to complete it. The paper will have 20 multiple choice questions, which must be answered before the time limit is up. Each correct answer is worth 1 point. The test is a 'closed book' affair, which means that you may not refer to any publication. No communication is permitted between players during the test.

BEST ARMY AWARD, THE CHAMPIONSHIP AND USING 'BOUGHT' ARMIES

At every Tournament we give out an award for the Best Army. This is awarded to the forces that are the best in terms of painting and character. In many ways, winning this award can be as prestigious as winning the actual Tournament itself. In addition, a large portion of the Championship points are based upon forces selection and painting. We do this because our hobby is not just about playing games, but also collecting and painting armies.

It's not uncommon now for players to use armies that include miniatures that they haven't painted themselves. There isn't a problem with this. However, we do want to make sure that the Best Army award goes to the team of players who painted their entire forces themselves – the reward for the extra personal effort required to create and win with gorgeous forces. For this reason you'll be asked to indicate on the form that comes with this pack whether you painted your forces yourself, or if you got someone else to do it for you.

The way in which we have decided to address this is to instruct the Judges that they may not select the team's forces for Best Army voting if a player has declared that they did not personally paint their entire forces. It has no affect on your Tournament scores. This means that we can issue the accolade to the people who actually painted their forces. We ask all of the contestants to remain honest in their declaration.

The way the Best Army award will be given works in two steps:

1. The Judges pick a few forces for the Best Army vote. These forces are chosen for purely aesthetic and subjective reasons.
2. You will all be invited to vote for the Best Army on the second day of the Tournament. The most votes will win the player the trophy.

SPORTSMANSHIP AND RULES QUESTIONS

The primary purpose of our Tournament is to get together for the weekend, so that we can play our favourite game and meet other players who share our interests. Finding 'champion players' of our games is a by-product of this, and we're really much more interested in creating a quality gaming experience for all the people that take part, where they get to play lots of games and meet a whole bunch of new players.

This being said we do understand that sometimes even the friendliest of players can lose their cool, especially if the dice have been going against them all day. The most common causes of friction in a game are questions about the rules of the game. Rules questions arise in most games, both because the huge number of variables involved in the game makes it just about impossible for the rulebook to cover every situation that might occur, and because different people interpret the rules in different ways. In order to avoid arguments we recommend that you refer to the appropriate rulebook as soon as a question arises. If the rules do not cover the

situation, then roll a dice to decide what happens. In other words, a friendly dice roll should decide any question that cannot be answered by referring to the rules.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves!

If you really want a Referee to sort out a rules question, then you are free to call one over, and our Referees may intervene if they see an argument. Be warned, however, that our Referees are under strict instructions to give players one of two answers to any question they are asked:

1. They will show you the rule in its relevant place in the rulebook.
2. To roll a D6 to sort out any rules problems not solved by the above.

You should also note that the prime duty of our Referees is to make sure that the majority of players in the tournament get a nice friendly game where winning is secondary to having a good time. Anyone who keeps on spoiling a game with picky rules questions or who consistently bends the rules in their favour will be asked to desist or suffer the consequences.

Referees will have a simple card system to adjudicate this kind of ruling:

YELLOW: A Yellow Card will be shown to the team(s) and their team number and names are logged. This card is a warning.

RED: A Red Card will be shown to the team(s) and their team number and names are logged. Five points per Red Card will be taken from a Red booked team's Generalship totals.

The decision of the Chief Referee is final, and no discussion will be entered into. Arguing with the Chief Referee following a decision will be a RED CARD offence.