



# LONDON GRAND TOURNAMENT

**2018 EPIC GT GAMING PACK**

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# INTRODUCTION

## WELCOME TO THE LONDON GRAND TOURNAMENT EPIC GT 2018

This document provides all the information you need to play in the LGT Epic GT 2018 and should be printed and brought with you to the event if you intend to play. Contained herein are details of Gaming Schedule, Army Composition, Missions and Scoring. If you have any questions at all - please do not hesitate to get in touch at the appropriate email below.

### GENERAL ENQUIRIES

[tournaments@epic-uk.co.uk](mailto:tournaments@epic-uk.co.uk)

For more information on the venue, local pubs, the full programme of events and details of all our fabulous prizes and special guest appearances, please see our Convention Programme which can be found at [www.LGTpresents.co.uk/programme](http://www.LGTpresents.co.uk/programme)

We look forward to seeing you in May for a weekend of wargaming madness.

***Steve Gullick - Tournament Organiser***

# GENERAL INFO

## WHAT IS IT

The LGT Epic GT is a 3 round, 3000 point, Tournament using the GT mission rules on the Saturday and a special Siege Spectacular on the Sunday. These events are ticket separately and you only need to buy a ticket for the events you intend to play in. The GT uses Epic-UK's standard tournament rules.

## WHEN IS IT

The 19<sup>th</sup> and 20<sup>th</sup> May 2018 with organized social activities and pre-registration on the 18<sup>th</sup> May.

## WHERE IS IT

The Olympic Stadium (entrance B), Queen Elizabeth Olympic Park, London E20 2ST

## WHERE CAN I BUY TICKETS

Tickets are available from our webstore:

[www.LGTpresents.co.uk/store](http://www.LGTpresents.co.uk/store)

**Remember, you must purchase a Convention Access Pass along with an event ticket to attend this event.**

Please note that no physical tickets are issued in advance. You can collect your entry ticket to your events from the registration desk

## EVENT TIMINGS

Friday May 18<sup>th</sup>

- |                |               |
|----------------|---------------|
| - Registration | 18:00 – 20:00 |
| - Social       | 18:00 – 23:00 |

Saturday May 19<sup>th</sup>

- |                  |               |
|------------------|---------------|
| - Registration   | 09:15 – 09:45 |
| - Welcome Speech | 09:45 – 10:00 |
| - Round 1        | 10:00 – 12:30 |
| - Break          | 12:30 – 13:30 |
| - Round 2        | 13:30 – 16:00 |
| - Round 3        | 16:15 – 18:45 |
| - Social         | 18:45 – Late  |

Sunday May 20<sup>th</sup>

- |                          |               |
|--------------------------|---------------|
| - Venue Opens            | 09:15 – 09:30 |
| - Siege Spectacular      | 09:30 - close |
| - Announcements & Prizes | 17:00 – 17:30 |

# WHAT YOU NEED

## GENERAL RESTRICTIONS

The rules used will be Epic Armageddon First Edition along with the 2008 GW Rules Amendments and FAQ.

You may only use army lists located on the EPIC UK website: [www.epic-uk.co.uk/wp/army-lists/](http://www.epic-uk.co.uk/wp/army-lists/)

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

## PERPARATION

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.

- Don't forget that you need to bring all the relevant materials for play. Specifically dice, tape measures, templates, rulebooks, supplements, specific army rules, FAQ's and any other materials you require to play a game of Epic Armageddon.
- The EPIC UK rules clarifications will be used. These are available in Appendix 1 at the end of this document.
- You should ensure you have at least two legible copies of your army roster. One copy is for the judges and the other is for your use during the event.

# WHAT YOU NEED

## ARMY LIST SUBMISSION

To prevent instances of inaccurate or illegal army lists being used, we require that all army lists must be submitted prior to the specified deadline for the tournament to the email address given in the event specific details, or for any event directly run by EPIC UK to the following email address:

- [tournaments@epic-uk.co.uk](mailto:tournaments@epic-uk.co.uk) If there are any problems with a submitted list that need addressing, you will be informed.
- Late submission of a list will incur a ten point penalty.
- Lists must be submitted in either .doc, .txt, .xls or html/htm formats only.
- The event organiser may request you change the composition of your army to allow for a more fulfilling gaming experience for all gamers playing at the tournament.

## MODEL FIGURES IN YOUR ARMY

Where possible all models in the army should be WYSIWYG - what you see is what you get. At a judge's discretion non WYSIWYG models must be removed from a player's army.

Try to ensure you are using the correct miniatures to represent your units as far as you can. Using non-Citadel miniatures is acceptable providing their design fits into the Epic Universe and you can tell what they are supposed to be. If a judge decides a miniature does not look appropriate, then it may not be used and must be removed from a player's army.

If you are unsure that a proxy model will be acceptable, please email a picture to [tournaments@epic-uk.co.uk](mailto:tournaments@epic-uk.co.uk) prior to the list submission deadline and the TO will make a decision.

# WHAT YOU NEED

## **PAINTING**

All armies must be fully painted and based.

To comply with this requirement all models in a player's army must be fully painted in at least two colours and bases must be painted in a single colour or flocked. Unpainted models will be removed from a player's army.

## **BASING**

Models must be based according to section 1.1.2 of the Epic Armageddon rulebook.

Note that you do not have to base vehicles or warengines, although many players do. If you choose to base vehicles or warengines the base should not be excessively large. As a guideline bases should not exceed vehicle models by more than 2cm and warengine models by more than 5cm in any direction. At a judge's discretion models that are deemed to have bases that are too large relative to the model will be removed from a player's army.

If you are unsure that a base will be acceptable, please email a picture to [tournaments@epic-uk.co.uk](mailto:tournaments@epic-uk.co.uk) prior to the list submission deadline and the TO will make a decision.

If a model is removed from a player's army by a judge's decision for any reason, then unless the player has a suitable replacement they will be required to continue with their army "as is" for the remainder of the tournament.

# ON THE DAY

## REGISTRATION

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 and the army/race you will be using.

You must provide the organisers with one legible copy of your army roster, as well as any other requested documents that may be specific to the event you are attending. Ensure your name is clearly marked on these documents. If it is not, or the event organisers cannot decipher your writing, then this will result in a five point penalty score.

You will be allocated a table number where your first game will take place.

Prior to games beginning, it is likely an event safety briefing will be given. Please give any such briefing your full attention.

## ODD NUMBER OF PLAYERS

When running an event, it is difficult to guarantee an even number of players on the day. We will always endeavor to even up the numbers. Sometimes however, this is not possible and if there are an uneven number of players then 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" (28 points) and maximum sportsmanship and painting scores for that round. No player will ever be requested to sit out more than one round in a tournament.



# GAMEPLAY

## THE BATTLEFIELD

The tables will be 120cm by 180cm and Terrain will be preset on all tables

## PLAYING THE GAME

Players will compete in 3 games over the course of the day.

The tournament game scenario as detailed in section 6.1 of the EPIC Armageddon rulebook will be used for all games, all rules for that scenario will apply.

The first game draw will be determined randomly in advance. Subsequent rounds after the first will be based on the Swiss system.

If a player arrives up to fifteen minutes late for a game, they may play as usual but will receive a three point penalty. If a player arrives fifteen or more minutes late for a game they may still play with their opponent's permission but irrespective of the game being played or not, the result will be counted as a 3-0 win to their opponent in the third turn even if another game result is achieved in the time available.

## WARM UP PERIOD

Before the game commences there will be a five-minute 'warm-up' period. Tabletop miniature wargaming is not an exact science. 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:

- Lines of Sight and Lines of Fire.
- Any models in a player's army using the Counts As" Rule
- Terrain, how will it work? What does it count as on the terrain chart? When are units 'in' terrain?
- Weapon ranges, do you measure from the base or to the model itself?
- Army specific special rules
- Anything else you can think of!

It is also suggested that you check over your opponent's army list at this time, both to familiarize yourself with it and to check for any mistakes

# GAMEPLAY

## THE GAME

All games will last the number of turns noted in the scenario description, or 2.5 hours. This time will include, discussing each other's army lists, the five minute warm up and army deployment.

Players playing particularly slowly or deliberately time wasting may receive a ten point penalty deduction from their score in addition to possibly being marked down on sportsmanship by their opponent.

Also 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. Accept your mistake and move on. Anyone seen doing this by a judge may receive a ten point deduction from their score in addition to possibly being marked down on sportsmanship by their opponent.

# GAMEPLAY

## AFTER EACH GAME

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 each player's sportsmanship scores. It is you and your opponent's responsibility to complete these forms correctly. Make sure you hand the form in or you may receive no score!

At the end of each game you will be required to fill in a Results form.

Remember that you still need to achieve the standard victory conditions of the tournament scenario (so a minimum of two goals achieved).

If one player concedes the game, it automatically counts as a 32-0 result in favour of their opponent.

If the game has not finished when the time limit is up, and the game has not progressed past the second turn it is counted as a complete draw (16-16). If the game has not finished but has progressed to the third turn or later when time is called then the active player finishes their current activation. Then determine victory points to see what type of draw is counted.

GAME RESULT	3 <sup>rd</sup> Turn Victory	4 <sup>th</sup> + Turn Victory
Victory with a difference of 4 or more goals	32-0	30-2
Victory with a difference of 3 goals	30-2	28-4
Victory with a difference of 2 goals	28-4	26-6
Victory with a difference of 1 goal	26-6	24-8
Draw – More than 250vps difference	18-14	
Draw – Less than or equal to 250vps difference	16-16	

# PAINTING

## PAINTING SCORES

See Appendix 2 for the current EPIC UK painting score 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.

Should you bring an army which is in poor condition you may receive 0 tournament points for painting.

Please ensure the painting score form in Appendix 2 is clearly visible when displaying your army, complete with your name. Otherwise you will not get any points for painting.

Painting judges always try 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 or markings 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 AND JUDGES CHOICE PAINTING

During the tournament, players will be requested to leave their army set-up with any associated display items (e.g. terrain, objective markers, etc) so that all the players can select their favourite painted army and at the same time the event painting judges will score armies and select a favourite army.

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 army. View all the armies on display and make your choice before handing the slip in to a tournament judge or organiser. Player's choice voting slips must be handed in by the end of lunchtime.

Voting irregularities (e.g. voting for yourself, clearly poor armies getting a high number of votes, club mates voting for each other to the exclusion of all others, etc) will be investigated and may result in a ten point penalty score being applied to the tournament scores of all those involved.

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.

The judge's choice army is just that, it may not be the best painted or most beautiful army (although it probably will be). It is an army that catches the judge's eyes or stands out as interesting or well themed or perhaps heavily converted. The judge's choice army will never be the same as the player's choice army and if need be the judges will select a different army to keep the awards separate.

# SPORTSMANSHIP

## SPORTSMANSHIP SCORES

Sportsmanship has always been strongly promoted 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 or prizes (for example 1st, 2nd or 3rd).

A total of 6 points is available for Sportsmanship from each game played.

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 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 score a maximum of 6 points or a minimum of 0.

Note that players should not mark their opponents down just because they had judges or rules 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 number of most sporting votes will win the best sportsman award. In the case of a tie in the number of most sporting votes between players, all the players with the highest number of votes will dice off in a suitable manner to determine who wins the most sporting award.

Any player failing to return a completed sportsmanship form after a game will receive a 2 point penalty to their tournament score

# SCORING

## WINNING THE EVENT

A player's combined game, painting and sportsmanship scores will be added together to give a grand total.

The overall winner will be the player with the highest grand total. In the event of a tie in grand total scores, the player with the highest total game scores will be the winner. If this is a tie, first the sportsmanship and then finally any best painted votes will also be considered. Finally if all this results in a tie then the individual game result between the players will be considered if even this results in a tie (or no result is available), then the players involved must dice off to determine who is the overall winner.

All scores for aspects, other than game results, will be added in after the last game has finished. This will ensure that the Swiss system used will mean the best generals are always competing against one another irrespective of painting or sportsmanship scores.

## QUERIES WITH THIS RULES 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 email us with your comments at: [tournaments@epic-uk.co.uk](mailto:tournaments@epic-uk.co.uk)

# APPENDIX 1

## EPIC UK RULES CLARIFICATIONS

**Pre-measuring** - Pre-measuring should always be used. Only if both players agree, can pre-measuring not be used.

**Reserves** - Any units placed in reserves (for example, aircraft and teleports) do not count for standard deployment purposes. Instead these units are set up at the side of the table (so they are visible to your opponent) after any spacecraft have been plotted but before garrison formations have been deployed.

**Cover from Armoured Vehicles (AV) and Warengines (WE)** - Infantry units in base contact with AV and WE may claim cover. Up to two friendly and two enemy units may claim cover from being in base contact with an AV. Up to two friendly and two enemy units for each starting point of damage capacity of a WE may claim cover from being in base contact with the WE.

**Transport Aircraft and Zones of Control** - Transport aircraft may not land in an enemy model's zone of control (ZOC) unless carrying out a ground attack action and specifying an air assault. When carrying out an air assault, aircraft may only land in the ZOC of an enemy unit if it is part of the target formation (or possibly intermingled formations) of the air assault. The aircraft may not land within the ZOC of an enemy unit in any other formations (such as screening scouts whose ZOC may cover the target).



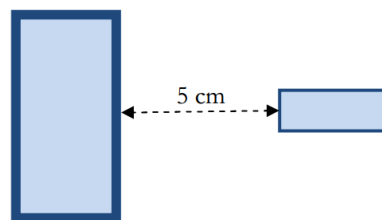
# APPENDIX 1

## EPIC UK RULES CLARIFICATIONS

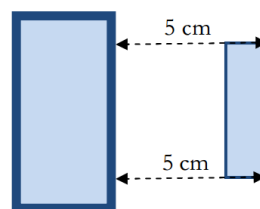
**Objective Markers** - Players may use various sizes and types of objective markers and indeed modeling army thematic markers is encouraged. For game purposes however always measure to the centre point of objective markers (for blitz markers measure to a pre-determined point of contact between the objective marker and the table edge) to determine if models are within 15cm.

**Teleporting Warengines** - Teleporting warengines roll a single dice to determine if a blast marker is received or not, irrespective of starting damage capacity.

**Within and Fully Within** - A model is within a certain distance of another model, objective or terrain feature if any part of its base is within or at the specified distance.



A model is fully within a certain distance of another model, objective or terrain feature if its entire base is within or at the specified distance.



# APPENDIX 2

## EPIC UK PAINTING SCORE QUESTIONNAIRE

Your Name (very important):		
Did you paint all of the army yourself?	Yes	No

If the answer is no, then you won't be eligible to win any painting trophies.

After you have filled out Part A, leave the following painting checklist out next to your army and painting judges will mark you army.

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

POINTS	JUDGE 1	JUDGE 2	POINTS GIVEN FOR
20			<b>Painted and Based.</b> All models in the army are painted to a minimum of 3 colours and the army looks relatively neat. All bases are also painted and textured.
+2			<b>Cohesiveness.</b> The army is attractive to look at and follows a unified scheme. It looks like an army. Some armies may have a ragtag appearance and yet still look like an army (Orks for instance).
+1			<b>High Quality.</b> The army is painted excellently and is a very high quality example of its type. Attention to detail is evident in the painting and modeling. Advanced painting techniques like blending, layering or freehand are evident.
+1			<b>WOW!</b> The army has the magical Wow! Factor that makes it stand out from the crowd. Only a handful of armies at a tournament should get this mark.
			Judge's Signature:
			Judge's Signature:
			AVERAGE SCORE:

# APPENDIX 3

## EPIC UK SPORTSMANSHIP SCORE QUESTIONNAIRE

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

Were all rules disputes agreed in an amicable way?

If there were no rules disputes, then please answer yes to this question.

Yes

No

Did your opponent play the game quickly enough?

Yes

No

Was your opponent pleasant to play against?

Yes

No



## REMINDER

*Remember, this is a Gaming Pack and provides only the information you need to play in the London Epic GT 2018. For all details on prizes, venue and much much more: please refer to our event Programme*