ADEPTICON 2009

ADEPTICON EPIC
ARMAGEDDON CHALLENGE

www.adepticon.org :: www.adeptuswindycity.com

NOTE: Do not lose this packet! It contains all necessary missions and results sheets required for you to participate in today's tournament. It is your responsibility to hold onto and not lose this packet during the tournament. If you lose this packet, be prepared to be docked points!

AdeptiCon 2009 Epic Armageddon Challenge

Epic Tournament Game Rules

A Note on Games

All three games of the AdeptiCon Epic Armageddon Challenge will use the Epic Tournament Game Rules from section 6.1 on page 125 of the Epic Armageddon Rulebook. The only major changes to the Tournament Rules as written pertain to terrain setup and dealing with draws (games that are not decided after four game turns). Both are detailed below.

In addition, each game may include a special rule (as detailed on the following pages).

The following is a brief summary of the Epic Tournament Game Rules. Refer to the Epic Armageddon Rulebook if more detailed information is required.

Terrain Setup

Place all terrain elements to one side. Each player rolls a single D6. The player with the higher roll places the first terrain element (reroll ties). Players continue alternating until all terrain elements have been placed on the table.

The player with higher Strategy Rating then chooses his table edge or corner. If both players have the same Strategy Rating, then dice to see who gets the choice of table edge or corner.

Five Minute Warmup (6.1.3 – page 124)

During the Five Minute Warmup – players should discuss such things as: the 'Count As' Rule (see 6.2.1 – page 127), Lines of sight/Fire, Pre-measuring, terrain features, how units are marked and anything else you can think of.

Place Objective Markers (6.1.4 – page 125)

The player with the higher Strategy Rating places the first Objective Marker. If both players have the same Strategy Rating then dice off to determine who places the first Objective Marker.

The first Objective Marker a player sets up must be placed on his own table edge. The remaining two must be set up in his opponent's half of the table, at least 30cm away from his opponent's table edge and 30cm away from any other Objective Markers already placed. Alternate setting up Objective Markers until all six have been placed on the table.

To capture an Objective Marker – a player must have a unit within 15cm of the Objective Marker in the End Phase while his opponent does not. If both players have a unit with 15cm of the Objective Marker in the End Phase it is considered contested. Units from broken formations of from formations that have rallied that End Phase cannot capture or contest Objectives.

Deployment (6.1.5 & 6.1.5 – page 125)

Deploy forces as per the Epic Tournament Games Rules in the following order:

Setup Spacecraft & Garrisons (6.1.5)
Players take turns setting up one Garrison at a time starting with the player with the highest Strategy Rating.

Setup Remaining Formations (6.1.6)
All remaining formations in a player's army must be setup within 15cm of their table own table edge or be kept back in reserve. Players take turns setting up one formation at a time starting with the player with the highest Strategy Rating.

Victory Conditions (6.1.7 – page 125)

Players must check Victory Conditions at the end of the third and fourth game turns.

A player wins the game if they have successfully complete two of the following Victory Conditions and have completed more Victory Conditions than their opponent.

Blitzkrieg	Capture opponent's objective on their table edge.
Break Their Spirit	Destroy most expensive enemy formation.*
Defend The Flag	Control all three objectives in your half of the table.
Take and Hold	Capture two objective in your opponent's half of the table.
They Shall Not Pass	No unbroken enemy formations on your half of the table.

* If several units are tied for most points, you achieve this goal by destroying any of them.

If no player has won by the end of the end of the fourth game turn or at the end of two hours - than the game is considered a draw and scored accordingly.

Tournament Schedule

12:00 PM – 12:30 PM	Check-in & Setup
12:30 PM – 2:30 PM	Game 1
2:30 PM – 3:00 PM	Break
3:00 PM – 5:00 PM	Game 2
5:00 PM – 6:00 PM	Dinner & Paint Judging*
6:00 PM – 8:00 PM	Game 3

* Please leave your army on display during the break.

The AdeptiCon Epic Armageddon Challenge Awards Ceremony will take place in the 40K/Fantasy Hall at 10:00PM.

Game 1

There are no special rules for Game 1.

Game 2

Sentry Guns: Sentry Guns are automated weapon systems, utilizing simple logic engines and infused with some sort of Machine/Alien/Daemonic Spirit to allow them to operate without a controller.

Each player will be given 3 Sentry Gun markers. These markers are deployed after the end of normal deployment starting with the player with the highest Strategy Rating. Sentry Guns must be deployed within a terrain element on the controlling player's side of the table. Alternate placing Sentry Guns until all 6 markers are on the table.

Type	Speed	Armor	Close Combat	Firefight
Armoured Vehicle	Immobile	6+	None	6+
Weapon	**Range**	**Firepower**	**Notes**	
Twin Autocannon	45cm	AP4+/AT5+	Automatic Overwatch	

Notes: Sentry Guns are not activated like a normal formation. They are considered to always be on Overwatch and may choose to shoot immediately after an enemy formation moves or unloads troops (1.10 – page 22). The Automatic Overwatch order is automatically reset at the start of the controlling players turn. Sentry Guns cannot be captured.

Game 3

Veteran Command: Certain units are invaluable to their commanders on the field. Proven time and time again in the inferno of battle, these units excel in surviving and punishing the enemy.

Each player will be given 1 Command Counter. This Command Counter is to be placed with one specific formation after normal deployment. Each formation bearing a Command Counter may use **ONE** of the following special abilities each game turn when they are activated in addition to normal actions.

Command Order	Effects
Forced March	*Speed is vital and this formation pushes themselves and their vehicles to the limit to reach their objective.* You may add 10cm to the Speed of all units in this formation for a single move this turn.
Divine Inspiration	*This formation is filled with heroic courage and throws itself into the fray with no regard for their own lives.* You may immediately remove D3 Blast Markers from this formation.
Brilliant Strategy	*The threads of your plan come together now, outwitting your opponent at every turn and foiling his desperate attempts to outflank your army.* This formation does not suffer the -1 Action Test penalty when attempting to retain initiative.
Inspirational Support	*This formation inspires confidence and courage on the battlefield. Other formations look to it during battle for reassurance and tactical support.* You may immediately remove D3 Blast Markers from any formation within 15cm of this unit.

AdeptiCon 2009 Epic Armageddon Challenge
Composition, Sportsmanship and Player's Choice Voting

Now, in private, rate your Opponent's Composition and Sportsmanship by writing their name in the appropriate box below (First is the highest and Third is the lowest). Do **NOT** share these results with your opponent.

	Composition		Sportsmanship	
First		3		8
Second		2		5
Third		1		2

Player's Choice
Of all the armies at the tournament, which one is the best looking army and the one that you would like to take home with you if you had the choice? You need not have played against the player nominated.
Player Name: _____

Tear Here

AdeptiCon 2009 Epic Armageddon Challenge
Game 3 Results

Battle Results (circle the correct result for your army below)		
	Win	**Loss**
Massacre Control 5 or more Objectives	16	0
Major Victory Control 4 Objectives	14	4
Solid Victory Control 3 Objectives and more than opponent	12	6
Minor Victory Control 2 Objectives and more than opponent	10	7
Draw Neither player has won after 4 turns or 2 hours	8	

Have your opponent double check your results above.
Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____

AdeptiCon 2009 Epic Armageddon Challenge

Game 2 Results

Battle Results (circle the correct result for your army below)		
	Win	**Loss**
Massacre Control 5 or more Objectives	16	0
Major Victory Control 4 Objectives	14	4
Solid Victory Control 3 Objectives and more than opponent	12	6
Minor Victory Control 2 Objectives and more than opponent	10	7
Draw Neither player has won after 4 turns or 2 hours	8	

Have your opponent double check your results above.
Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____

Tear Here

Tear Here

AdeptiCon 2009 Epic Armageddon Challenge

Game 1 Results

Battle Results (circle the correct result for your army below)		
	Win	**Loss**
Massacre Control 5 or more Objectives	16	0
Major Victory Control 4 Objectives	14	4
Solid Victory Control 3 Objectives and more than opponent	12	6
Minor Victory Control 2 Objectives and more than opponent	10	7
Draw Neither player has won after 4 turns or 2 hours	8	

Have your opponent double check your results above.
Have them sign below and acknowledge that the results circled above are accurate and correct.

Opponent's Signature: _____