

NetEA Tournament Core Rules



BEFORE THE EVENT

General Restrictions

The rules used will be based on Epic Armageddon First Edition along with the 2008 GW Rules Amendments and FAQ as outlined in the 2015 NetEA Tournament pack.

You may use any "Approved" army list from the 2015 selection. Developmental lists may be used but only if the consensus of players approves.

- <http://www.tp.net-armageddon.org/>

PREPARATION

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 NetEA 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.

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: wraithan@hotmail.com

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

General

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 wraithan@hotmail.com prior to the list submission deadline and the TO will make a decision.

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 war engines, although many players do. If you choose to base vehicles or war engines the base should not be excessively large. As a guideline bases should not exceed vehicle models by more than 2cm and war engine 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 wraithan@hotmail.com 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 OF THE EVENT

The venue details will be listed in the Event Specific Rules. This normally includes a map detailing the venue and its location. Likely this will be held at DG (I just need to confirm with them).

- 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 numbers 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 following will apply:

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" (24 points) and maximum sportsmanship. No player will ever be requested to sit out more than one round in a tournament.

BEFORE AND DURING THE GAME

The Battlefield

1. Tables will be approximately 120 cm by 180cm.
2. Terrain will be preset on all tables.

Playing the Game

Players will compete in a total of 3 games.

- Unless indicated in the event specific rules 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 unless grudge games are allowed.
- 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 war gaming 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:

- Any models in a player's army using the "Counts As" Rule.
- Lines of Sight and Lines of Fire.
- 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.

The Game

All games will last the number of turns noted in the scenario description, or a pre-determined amount of time. This time will include terrain placement (if applicable at the event), 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.

AFTER EACH GAME

End of Game Tasks

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!

Game Scores

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

GAME RESULT	3rd Turn Victory	4th + 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	18-14	
Draw – Less than or equal to 250vps difference	16-16	

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.

Painting Scores

(Will not be added in on this occasion)

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.

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, then sportsmanship score will provide the tie breaker. 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 RULE SET

Seen any glaring mistakes?

Hopefully I have not missed anything too obvious, but should you see any glaring errors, please advise email me with your comments at:

- garettfierling@hotmail.com

APPENDIX 1:

NetEA 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 War engines (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).

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 center 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 War engines

Teleporting war engines 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:

PAINTING SCORE QUESTIONNAIRE

(Being ignored this time)

APPENDIX 3:

SPORTSMANSHIP SCORE QUESTIONNAIRE

(This is probably over kill but I figured it couldn't hurt to include)

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