



Cambridge Skirmish 2011

9:30am Saturday 10th September 2011

Army List Deadline: Friday 26th August

Trumpington Village Hall
Trumpington
Cambridge
CB2 9HZ

1 Introduction

Cambridge Skirmish is a new event to explore the smaller scale games of Epic Armageddon, as compared to Britcon the month before.

The army lists are designed to cover the 2000–5000 point range, so why not try a few games at the lower end of this range?

The event will be run as a typical Epic UK event, however it is not part of the Epic UK Championship.

We hope you'll join us in Cambridge for a tournament with a different quirk.

Simon (mintroll)

2 Registration And Army List Submission

To register and submit your army list please email:

`epica AT 2-72.co.uk` (Simon White)

Tickets cost £10 (lunch not included, though there is a supermarket near by and a kitchen in the hall).

- The registration deadline is **Monday 22nd August**
- Army list submission deadline is **Friday 26th August**

Attendees can either pay at Britcon or on the day.

3 Schedule

The plan is to play three games over the day (in our experience, 2000 point games are not much quicker than 2700 point games, and we don't want to make the day feel rushed).

9:30	10:00	Registration
10:15	12:30	Game 1
12:30	13:30	Lunch (not provided) and army voting
13:30	15:30	Game 2
15:45	17:45	Game 3
18:00		Awards

4 Allowed Army Lists

The following army lists (links available from <http://www.epic-uk.co.uk>) are allowed:

- Codex Imperial Guard
 - Steel Legion
 - Baran Siegemasters
 - Ulani Tank Regiment
 - Vanaheim Air Cavalry
- Codex Orks
 - Ghazghull Mag Thrakas War Horde
 - Feral Orks
 - Speed Freaks
- Codex Space Marines
 - Space Marines
 - Black Templars
 - Dark Angels
 - Blood Angels
 - White Scars
- Codex Eldar
 - Biel Tan
 - Iyanden
 - Saim-Hann
 - Ulthwe
- Codex Chaos Space Marines
 - Black Legion
 - Death Guard
 - Emperors Children
 - Thousand Sons
 - World Eaters
- Codex Tau
 - Tau Third Phase Expansion Force
- Chaos
 - Lost & the Damned
- Tyranid
 - (due September 2011)

Note: the Tyranid List is due for release two weeks after the event, so we have added it too the allowed list.

5 Army Roster

Each player must submit a 2000 point list, using one of the allowed army lists, following all standard rules.

In particular, the one third point limit for aircraft and war engines is 666 points. For example, it is possible to include an Ork Gargant (650pt), but not a Great Gargant (850pt).

It is recommended that players have between 3–4 activations per 1000 points, thus between 6–8 within their list. Though this is not a strict requirement.

6 Game Rules

The table will be a square **120cm by 120cm**, each game will follow the standard Epic Tournament rules (three objectives per player, etc.).

7 Who Plays Who?

The first round will be a random draw and subsequent rounds will pair players based on generalship points scored so far, such that players will not play the same opponent twice.

8 Event Score

Points will be awarded for games, best painted (voted by players) and most interesting list (voted by players).

8.1 Generalship

Game Result	3rd Turn	4th Turn	5th Turn
Victory with a 4 or more goal difference	32–0	29–3	26–6
Victory with a 3 goal difference	29–3	26–6	23–9
Victory with a 2 goal difference	26–6	23–9	21–11
Victory with a 1 goal difference	23–9	21–11	19–13
Draw- More than 150VP difference		18–14	
Draw- Equal or less than 150VP difference		16–16	

Note, to achieve a victory you must have at least two goals.

8.2 Best Painted (voted by players)

The players will display their armies over the lunch break and vote for the best painted.

All armies must be painted, with a minimum of three colours, appropriately and legally based using clearly identifiable models.

Players are only eligible for best painted if they painted their army.

The army with the most votes will receive 5 points, the second most 3 points and third 1 point.

8.3 Best List (voted by players)

Given the novel nature of the 2000 point tournament, the players will vote on the best designed army.

Lists may be judged on many criteria, for example, most in keeping with the theme of the race, using an unusual selection of units, most innovative list (something we've not seen before).

The army with the most votes will receive 5 points, the second most 3 points and third 1 point.

9 The Champion

The player with the highest overall score will be declared the winner of Cambridge Skirmish

A Request For Scenery

It would be really helpful if players could bring additional scenery for the tables.

B Directions

If driving, Trumpington Village Hall is located off junction 11 of the M11 as you drive into South Cambridge. There are several roads to park in off the main road.

If coming by train, the Citi 7 bus from Cambridge train station, heading south (away from the city centre) goes to outside the hall (20/25 minutes). A taxi of four works about the same cost per person.