

CASTLE ASSAULT 2018

Epic Armageddon Tournament

August 18th and 19th

Players Pack



**In the grim darkness of the far future, there is
only war...6mm style. The way it was meant to be!
Welcome to the tenth year of Castle Assault!**

We are proud to announce that in 2018 we're running Epic Armageddon again as part of Castle Assault.

This year the Epic event will be running along side the Warhammer 40K event. Already initial interest for this event has pegged it as possibly the largest Epic tournament in Australia to date. We again have some great support from our sponsors which I will talk more about at the event

Castle Assault has an established reputation of being a fun, friendly weekend, with easy going, yet competitive games, with the option of having a couple of drinks during play. Once games are finished on the Saturday afternoon, we encourage everyone to get together for a few beers afterwards and hang out socially to help start new, or strengthen existing friendships. Chances of some Karaoke are quite high as well!

The event itself is held at the Gallipoli Legions Club in Hamilton, which fits in many gamers and tables comfortably and is fully licensed, with air conditioning. The Club is well positioned right next to Hamilton Train station and on Beaumont street with an abundance of pubs, grub and accommodation options. Whilst participating, please remember that this is a club to remember those who have served our nation, so basic dress code applies; i.e no thongs, hats (inside), overly offensive T-shirt etc.

This was an awesome weekend last year and it will be an awesome weekend again this year. I hope to see you there...

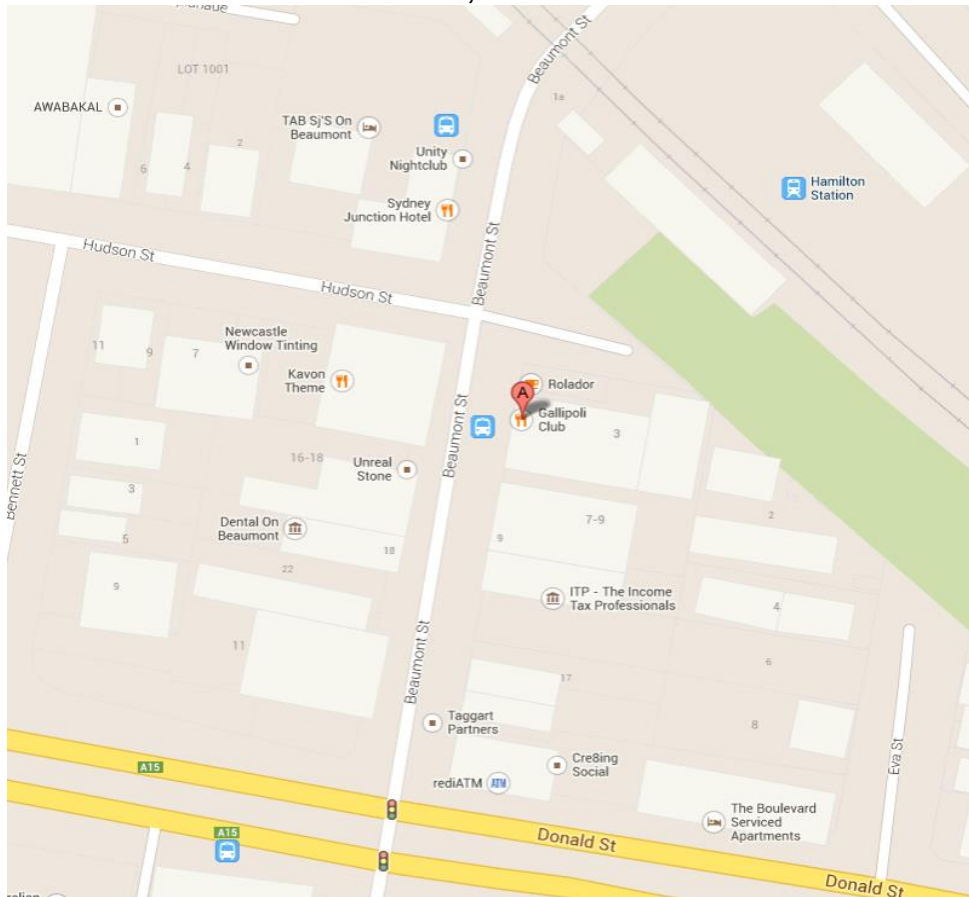


The Tournament

Tournament Officials: Mic Fair & James Pheils

When: August 18th and 19th

Where: The Gallipoli Legions Club,
3 Beaumont St
Hamilton, NSW 2303



How to Enter:

Payment and Registration is via the Castle Assault Website. There's Direct Deposit and Paypal Functions. <http://castleassault.net/register>
(Please reference: "Your Name" Epic).

Cost: \$55 (please note that there are only 26 spots available so early payment will help to secure your spot.) Direct Deposit Please.

Westpac
Fury Juice Pty Ltd
BSB: 032-639
Account: 201619

Army Lists: Due by Midnight on Saturday the 11th of August.
Send lists to my email address: michael.fair@hotmail.com

Please ensure lists are easy to read and include your name and the name of the army list you are using.

Accommodation Options:

Boulevard Serviced Apart's –

<http://www.boulevardapartments.idl.com.au/>

Sydney Junction Hotel- <http://www.sjh.com.au>

Northern Star Hotel – <http://www.northernstarhotel.com.au/>

Backpackers Newcastle – <http://www.backpackersnewcastle.com.au/>

Ibis Budget Hotel Wallsend (Formula 1) –

<http://www.accorhotels.com/gb/hotel-3493-ibis-budget-newcastle/index.shtml>



Tournament Rules:

Castle Assault has maintained a reputation as being a fun and fair tournament, without compromising a competitive environment. All players are encouraged to have a great time and enjoy some competitive games whilst remembering that many players may be fairly new to Epic and it is likely that for many, this will be their first Tournament experience.

All armies are not to exceed a 3000pt limit, with the only special restriction being NO Emperor Titans or Mega Gargants.

All normal restrictions apply, as directed by individual army lists. The same list must be used throughout the entire tournament, so players are asked to consider their lists carefully.

Game lengths will be 2 and half hours for each of the 5 games. I will be looking to wrap things up as expediently as possible on the Sunday to ensure that players who have travelled some distance have enough time to catch flights, make long drives, teleport or whatever they have to do to get home safely to their families.

All terrain will be set out by the tournament organisers and players are to endeavour to leave the table set up as it was. Should problems with the terrain arise please inform the TO. Each table will have an info sheet specifying the terrain pieces and their effects.

Players need to bring 3 objectives markers. Remember that objectives can be anything from tokens, to small dioramas, but they do not block line of sight or provide cover and are measured from the centre of the marker. Players need to bring a copy of their list, as well as their own blast markers, templates, dice, tape measure etc.

All armies must be WYSIWYG (What You See Is What You Get). The miniatures used don't have to be official GW miniatures but all units must look like what they are representing. For example, Deathstrike Missile Launchers must look like a mobile missile launcher with a dirty great big missile. Imperial Guard Fire Support Teams must look different enough to the standard Imperial Guardsmen to avoid confusion.

If there are an odd number of players then either myself or another will play games to ensure no byes.

The Rules that we will be using are the NETEA Tournament Pack,
<http://www.tp.net-armageddon.org/tournament-pack/>

Terrain this year will be played as per the 2016 Tournament Pack.
Please note that this is different to the level system run in the previous years. I will cover terrain in the briefing prior to event starting on the Saturday morning.

The army lists that are allowed to be played:

All Netea Approved and Developmental lists are allowed with the exception of Fir Iolarion List (Eldar Titan lists).
Additionally some lists such as Gargants and Titans both have rule amendments coming through which may not be reflected in various army builders yet. We will be using these amendments to current lists where applicable. If your not sure about the list you want to run please ask me before you submit your list.

This year I am **not** allowing Epic UK lists.

This year I am also implementing the “DBAD” rule when accepting and rejecting army lists. This stands for “Don't Be A Dick!” which will be reflected in how “un-enjoyable” your list would be for others to play against. Please by all means write and use competitive lists and enjoy competitive play. I will reject over the top lists.



Schedule:

Saturday

9:00 Introductions and Briefing

09:30 Game 1

12:00 Lunch

12:45 Game 2

15:15 Game 3

17:45 End of Games, Day 1. Players to set up their army's for peer judging and photographs. Players to vote on their favourite armies. Presentation of the Day 1 Leader to their adoring crowd, followed by the Saturday night social activities. Everyone will be made to feel welcome.

Sunday

09:30 Meet

10:00 Game 4

12:30 Lunch

13:00 Game 5

15:30 End of Games followed shortly after by the Presentations.

Scoring System:

Players will earn points in the following way:

Battle Scores and Painting Score which will combine to a maximum of 70 points.

Battle Points

Wins and points allocation will be based on the difference in Victory Conditions achieved by both players. Each game there will be a total of 12 points up for grabs. There will also be an additional 1 point for both players if the game is finished by or before turn 3. The maximum battle points a player can achieve for the event is 65.

12-0 Points- Win by 5 VCs

11-1 Points- Win by 4 VCs

10-2 Points- Win by 3 VCs

9-3 Points- Win by 2 VCs

8-4 Points- Win by 1 VCs

7-5 Points- Win by Victory Points

6-6 Points- Draw (If each players VPs within 200pts it is considered a draw)

Painting Score

This section is to encourage players to finish assembling and painting their army's for the event. Players will be able to earn up to 5 additional points for the presentation of their armies. Please note this score does not reflect if the army was painted by the player or not. I will personally judge each players army over the course of the weekend.

1point- The army is assembled but largely not painted with little or no undercoat.

2points- The Army is assembled and is at least entirely undercoated.

3 points- The Army is assembled and has base coats of at least three colours across the army.

4 points- The Army is assembled, undercoated, base coated plus shows evidence of highlighting and basing effect.

5 points- The Army is assembled, undercoated, base coated, highlights and basing plus has "X factor". X factor can come in various forms and could be one or several of the following: good free hand detail work, conversions, customised objective markers, display boards, striking colour scheme etc.

Painting Competition:

The Best Army award is separate from the painting score above and will be decided by the players themselves. At the completion of games on Day 1, all players are required to leave their armies set up for peer judging. While only players that painted their own armies are eligible to win the painting award, all armies will be photographed to be added to the TO's post tournament report.

Players will be required to mark on their match score cards whether they painted their own army.

Each player will be asked to award 3 armies of their choice with their vote. The voting slips will be attached to game 3 score card.

1st choice- 3 Points

2nd choice- 2 Points

3rd choice - 1 point

Prizes and Awards:

There will be 6 awards given out at the completion of the Tournament. Players may only win one award, in the event that a player wins more than one award, they will be awarded the highest honour achieved and the other(s) will be awarded to the next highest player for the awarded area. Awards have been listed in order of significance.

Tournament Champion – Most overall points scored.

2nd Place - Second most overall points scored.

3rd Place – Third most overall points scored.

The Destroyer – The most “Victory Points” achieved.

Best Army - Points via player voting.

Best Newcomer- Most points scored and this being the players first Epic tournament or being playing less than 12 months.

Kendall will also be running a special award for anyone taking Imperial Guard. See Below for the details!





The Yarrick CA'18

Challenge

This year at Castle Assault, I'll be running a new challenge that any of the players can be part of – The Yarrick Challenge.

As with all wargames, without fail, there are strong lists and there are weak lists. Invariably this leads to these stronger lists being taken more commonly and featuring on the podium with greater regularity. I propose a series of challenges, beginning with this year's Castle Assault that entice players to use some of the less powerful armies. This year is **Imperial Guard**.

Imperial Guard lists:

- Steel Legion
- Baran Siege Masters
- Death Korp of Krieg
- Cadian Shock Troopers
- Minervan Tank Legion

Any player bringing one of these lists will be automatically entered. Each round, participants Victory Points will be tallied, and the highest tally at the end of Tournament will be named the winner of the challenge. To encourage players to take 2 of the weaker lists **Steel Legion & Baran Siege Masters** will receive +1 VP each round toward this challenge.

The winner will receive a Trophy, kudos, and have their name on a perpetual shield.

So, hope to see you all there with your Imperial Guard in tow!

- Kendall Williams

Useful Links and some of wonderful sponsors!

Castle Assault - <http://castleassault.net>

Wargamer AU- <http://wargamerau.com/>

Epic AU- <http://epicau.com/wp/>

Tactical Command- <http://www.tacticalwargames.net/taccmd/index.php>

Membrane Studios- <https://www.facebook.com/membraine>

Onslaught Miniatures- <http://www.onslaughtmini.com/>

Battlefield Accessories- <https://battlefield-accessories.myshopify.com/>

Shogun Miniatures- <http://shogunminiatures.com/>

KR Multicase - <https://www.krmulticase.com/>

Lastly, please email us if you have any questions and feel free to join the Castle Assault Facebook page where lots of banter and photo's will be shared.

