



2017 BRISCON  
Epic Armageddon 40k  
Players Pack

**“Advance to Contact”**

## Introduction

Welcome to BRISCON 2017 Epic Armageddon 40k Tournament. The event is hosted by The Shed and is an annual event held on the May Day long weekend (This year in April...). The event is proudly sponsored by The Painting Bunker and iDesign. It is highly advisable to read this entire document so you are clear on what is expected to make everything run smoothly.

If you should have any questions or problems they can be directed to me:

- Via email at [EpicBriscon@gmail.com](mailto:EpicBriscon@gmail.com)
- Via phone on 0418 279 262

## Venue

The event is held at the Brisbane Table Tennis Centre, 86 Green Terrace Windsor.

## Dates and Timings

Advance to Contact will be played over two days on the 29<sup>th</sup> and 30<sup>th</sup> of April 2017 at the BRISCON Venue. The tournament will be broken down into five games as follows:

### Saturday 29<sup>th</sup> of April

0830 – 0900 Tournament briefing and introduction

0900 – 1145 Game 1

1145 – 1215 Lunch

1215 – 1500 Game 2

1500 – 1745 Game 3

### Sunday 30<sup>th</sup> of April

0830 – 1115 Game 4

1115 – 1145 Lunch

1300 – 1430 Game 5

1430 Awards & Prizes

## Transport

There is ample car parking at the venue. If you require public transport, I advise you consult the Journey Planner at the Trans-link website.

## Food

Catering at BRISCON is generally limited to one outlet inside the hall. There is a McDonalds located about 700m away at 172 Lutwyche Rd, Windsor.





## **Tournament Rules Epic Armageddon 40k Tournament**

Placements are **strictly limited** to 12. Armies are limited to 3000 points from your selected army list. Standard tournament rules apply to titans and allies with 1/3 of the points being the maximum. There are to be no Emperor Class or equivalent titans. No player is allowed to go over the points limit at all (no 3005pt army lists please). Army lists are to be emailed to me no later than 14 April 2017.

A player must stick to the same army list for the whole tournament. Consider your list design before submitting your list (by 14 April 2017) as you will have to use the same list for all 5 games. Marine players will have to decide which of their free transport options they will use before seeing their opponents army list each game.

Game length will be 2.5 hours. If at the end of time there is no clear winner (1-0 is

not a clear win), total up the number of Victory Points for damaged/destroyed/broken formations. The player with the highest Victory Points total is the winner.

All the terrain will be set up by the tournament organisers. Please make sure the terrain is left in place during the event. The player with the highest Strategy rating can decide which table edge/corner to deploy on first. In case of identical Strategy Ratings, simply roll a D6 until one player rolls higher. That player can decide which table edge to use.

All players are encouraged to play fair and hard whilst being courteous and helpful to each other. Please remember that for some of the participants, they may be new to Epic Armageddon and we need to make it a positive experience. For newcomers to the game, please feel free to ask questions of those who may know the game a little better before the event, it's a great way to learn. Make sure to ask me if there are any rules clarifications needed - my word is final if this happens.

Each player will need 3 objective markers. Objective markers can be anything from a small card marker to a more detailed terrain piece. Objectives do not provide cover or block line of sight, they are simply to signify important areas on the board. Size is not an issue, as capturing the objective will be marked as a measurement from the centre of the object. Players will also need a



way to record blast markers for their army.

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, a Spartan must look like a larger version of a Land Raider, to avoid confusion etc.

If there are an odd number of players then I will play to ensure we have no byes.

The rules that we will be using are the NETEA Tournament Pack, available for download at: <http://www.tp.net-armageddon.org/tournament-pack/> These are the latest rules available for Epic Armageddon with all the official up to date errata included.

**Army Lists** Armies are to be of 3,000 points in size, the lists that may be used for this tournament can be found in: <http://www.net-armageddon.org/page/army-lists>

This list is some 12 months old now and many list have progressed beyond their listed status. If you are unsure on your list drop me a line or contact the AC for advice and pass it on to me. I will **NOT** allow Experimental lists.

The army lists that may be used are:

- Codex Astartes
- Blood Angels
- Imperial Fists
- Raven Guard
- Salamanders
- Scions of Iron
- Space Wolves
- White Scars
- Steel Legion
- Baran Siege Masters
- Minervan Tank Legion
- Death Korps of Krieg -  
New List
- Cadian Shock Troops V1.5
- AMTL V3.24
- Adeptus Mechanicus PDF
- Knight World V2.2.2
- Skitarii V2.04.2
- Adeptus Ministorum
- Squats V1.51
- Ghazghull's Warhorde
- Feral Ork Horde
- Burning Death Speed Freeks
- Blood Axe Kommandant
- o
- Albork Orkstein's Gargant Bigmob
- Biel-Tan V4.2
- Alaitoc Craftworld V3.1
- Iyanden Craftworld V4.2
- Saim-Hann 4.2
- Black Legion
- Emperor's Children



- Thousand Sons
- Death Guard
- World Eaters V3.8
- Iron Warriors V3.0
- Stigmatus Covenant Cultist Chaos Army (Lost & the Damned)
- Vraksian Renegades
- Dark Eldar-Kabal of Pain's Way
- Scarab Conflict Necrons
- Sautekh Legion 1.0
- Tau Army List V6.8
- Vior'la Tau V1.5
- Tyranid Army List V10.2.1
- EpicUK Tyranids

Please see **Annex A** at the end of this document for a sample army list in a format that is acceptable for submission to the TO for approval.

### **Scoring System**

The following scoring system will be used for the tournament:

5 Points – Win by Victory Goals

4 Points – Win by Victory Points

3 Points – Drawn Game (unlikely event of both players scoring the same Victory Points)

2 Points – Victory Point Loss

1 Point – Loss

Players are required to record game data to assist with prize allocation. Players will be required to fill out scoring sheets, recording Victory Goals, Victory Points and player details.



## Painting Competition

On completion of day ones play, players will be required to place their armies out on display for judging for the painting competition. Each player is to then award a score as follows:

1st Choice – 3 Points 2nd Choice – 2 Points 3rd Choice – 1 Point

Players who did not paint their own army are not eligible to win the Magos Reductor Award.

## Prizes and Awards

There will be four awards for the tournament. The awards are as follows:

**Supreme Commander** – Points Victory;

**Best General** – Most Victory Goals Achieved;

**The Destroyer** – Individual with the highest Victory Point count; and

**Magos Reductor** – Painting Competition

In case of a tie, total Victory Goals will be used to determine the winner. If there is still no clear winner, the side that has conceded the least number of Victory Points.



## Conclusion

Lastly I would like to say thank you to our sponsors for the event, without their support we would not be able have the prize support for the event. I would also like to add that I am looking forward to the event and meeting new players from around the country.

**Annex A**  
**Sample Codex Astartes Army List**

**Tactical Detachment - Total 450pts**

- 6 Tactical Squads
  - Rhinos

**Terminator Detachment - Total 350pts**

- 4 Terminator Stands

**Terminator Detachment - Total 350pts**

- 4 Terminator Stands

**Scout Detachment – Total 150pts**

- 4 Scout Stands
  - Rhinos

**Scout Detachment – Total 150pts**

- 4 Scout Stands
  - Rhinos

**Landspeeder Detachment – Total 200pts**

- 5 Landspeeder Stands

**Landspeeder Detachment – Total 200pts**

- 5 Landspeeder Stands

**Landspeeder Detachment – Total 200pts**

- 5 Landspeeder Stands

**Thunderhawk Gunship – Total 200pts**

**Thunderhawk Gunship – Total 200pts**

**Warhound Titan – Total 275pts**

**Warhound Titan – Total 275pts**

**Grand Total – 3,000pts (12 activations)**