



THE RISE OF THE ANTISPAYSE MAHREEN STOCKPORT STOCKADE

1.0 GENERAL THINGS

1.1 HELLO AND WELCOME

Stockport Stockport Stockport. A town of incredible hatting heritage, a viaduct that contains eleven million bricks, and the annual alliterative Stockport Stockade.



Here's a picture of L S Lowry admiring Stockport's mighty viaduct, which was the subject of many of his paintings. Presumably if he were alive today he'd be doing paintings of Epic battlefields populated by his trademark matchstick men.

Thanks to Smabs Sputzer for use of the image.

What distinguishes the Stockport Stockade slightly from other Epic tournaments is two of the games will be fought using a non-standard scenario – **Objectivity**. In fact, for all you tournament regulars you might want to skip straight to section 3.1 on page 5).

If you're not a grizzled tournament veteran, then hello, have fun. Any questions feel free to email stockade@ninjabread.co.uk, or post a message on Flame On's Stockport Stockade thread at www.ninjabread.co.uk/stockade (they don't bite).

Chris 'Curis' Webb
Stockade Organiser

1.2 ABOUT THE VENUE

The **Northwest Gaming Centre** opened in 2010 as a community project for local geeks. It attracts eager gamers Marple Marauders, Flame On, Dice Not Included, MAWS and other local clubs.

**1st Floor,
Hallam Business Centre,
Hallam Street,
Heaviley,
Stockport,
SK2 6PT**

The centre is five minutes' drive from the M60, and fifteen from Manchester Airport. If you're coming by train it's five minutes from Davenport station, and a short bus ride from Stockport. There are countless buses running on the A6 for anyone travelling locally – the 192 being the most useful and frequent.

Parking at the Centre is plentiful and free.

Drinks and snacks are available from the onsite bar. Lunch is provided both days, and is included in the ticket price.

1.3 PROVISIONAL SCHEDULE

Saturday

09:00 - 09:30	Registration and Welcome
09:30 - 12:00	Game 1
12:00 - 13:00	Lunch
13:00 - 15:30	Game 2 (Objectivity)
15:45 - 18:15	Game 3

Sunday

09:30 - 09:45	Welcome and announcements
09:45 - 12:15	Game 4 (Objectivity)
12:15 - 13:15	Lunch
13:15 - 15:45	Game 5
16:15	Awards Presentation



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2.0 GAMING THINGS

2.1 THE TOP THREE

Players will each play five games over the course of the weekend, and receive 0 to 32 Tournament Points for each one. Note, there are no additional 'soft scores' for painting, sportsmanship, or poems about your army. The three players that have scored the most Tournament Points at the end of the weekend will receive trophies for their achievement.

2.2 WOODEN SPOON

Additionally, there will be a prize for the player with the least Tournament Points – an ANTISPAYSE MAHREEN wooden spoon.



2.3 EPIC UK CHAMPIONSHIP

Additionally additionally, this event is part of the Epic UK tournament circuit. Competing in this event qualifies you for Championship points, which ranks you against this nation's other Epic: Armageddon generals. Full details on this aspect are available over at www.epic-uk.co.uk/ukepicchampionship

2.4 PLAYERS' CHOICE AWARD

Though (unlike other Epic events) there are no Tournament Points available for painting armies, players are encouraged to paint and model their armies to the best of their abilities. At lunchtime on both days players will have an opportunity to set up their armies for judging and general pageantry. Please do set up your army even if you dismiss your chances at winning a painting award as it's nice to look at other people's armies, and photograph them for the internet-going public.

Players will receive a slip for nominating the most **Visually Awesome Army – Players' Choice**, and should return it to the organiser's drop box by the end of Sunday lunch. The player with the most votes will receive the Awesomest Army Prize.

2.5 JUDGES' CHOICE AWARD

Likewise, there will be a prize for the most visually awesome army in the eyes of the judges. Understandably, this is the **Visually Awesome Army – Judges' Choice** award.

2.6 LEAST AWESOME ARMY

Although it's socially acceptable to acknowledge and slightly rib the player with the lowest Tournament Points, it's not considered on to poke fun at someone's sub-par painting. So there will be no award for bringing the army that looks like it was painted with crayon and based using pasta shapes and glitter. Maybe next year.



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2.7 PERMITTED LISTS

Players can select a 3,000 point army from one of the Epic UK approved lists, namely:

Chaos:

- **Thousand Sons** - Epic UK
- **World Eaters** - Epic UK
- **Death Guard** - Epic UK
- **Emperor's Children** - Epic UK
- **Black Legion*** - Epic UK
- **The Lost and the Damned** - Games Workshop

Eldar:

- **Biel-tan** – Epic UK
- **Iyanden** – Epic UK
- **Saim-Hann** – Epic UK
- **Ulthwé** – Epic UK

Imperial Guard:

- **Armageddon Steel Legion*** - Epic UK
- **Baran Siegemasters*** - Epic UK
- **Ulani Tank Regiment** - Epic UK
- **Vanaheim Air Cavalry** - Epic UK

Orks:

- **Ghazghkull Mag Thraka's Ork War Horde*** - Epic UK
- **Feral Orks*** - Epic UK
- **Speed Freaks*** - Epic UK

Space Marines:

- **Codex Space Marines*** - Epic UK
- **Black Templars** - Epic UK
- **Dark Angels** - Epic UK
- **Blood Angels** - Epic UK
- **White Scars*** - Epic UK

Tau:

- **Third Phase Expansion Force** - Epic UK

** Please note we shall be using the Epic UK version of this list, and not the Games Workshop one.*

2.8 ARMY ROSTER

Please submit a copy of your army roster to stockade@ninjabread.co.uk no later than midday Saturday 17thth September 2011.

This is both to check that you are using a legal army list and to ensure that all players have kept in mind the ethos of a "fun" tournament. If your army list does not (in the opinions of the organisers) represent this ethos it will be sent back to you for re-submission with an explanation of what you may want to consider changing (we're not expecting to have to do this, you're all nice guys right, but we reserve the right to in extreme cases).

Please do not use acronyms or short hand on your roster.

If any mistakes are found during the tournament that were not picked up on, the results of all the games in which the player has used the illegal list will immediately be changed to 0-32 Generalship points, in favour of the opponent. This will apply even if the mistake was a totally honest one, so please do double-check your forces list before the tournament!

2.10 RULES CLARIFICATIONS

Rules clarifications are available separately from www.ninjabread.co.uk/stockade right up until the morning of the event. If you have a rules issue you would like clarifying before the tournament then please either submit it in the thread, or email stockade@ninjabread.co.uk

2.11 RULES QUESTIONS

The primary purpose of our tournament is to get together for the day, so that we can play Epic and meet other players who share our interests. Finding 'champion players' of our games is a bi-product of this, and we're really much more interested in creating a quality gaming experience for all the people that take part, where they get to play lots of games and meet a whole bunch of new players.

This being said we do understand that sometimes even the friendliest of players can lose their cool,



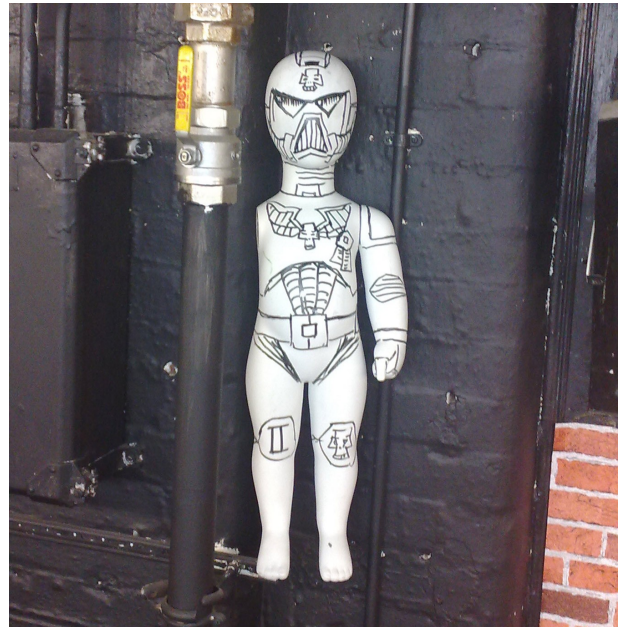
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especially if the dice have been going against them all day. The most common causes of friction in a game are questions about the rules of the game. Rules questions arise in most games. This can be because the huge number of variables involved in the game makes it just about impossible for the rulebook to cover every situation that might occur, or because different people interpret the rules in different ways.

In order to avoid arguments we recommend that you refer to the appropriate rulebook as soon as a question arises. If the rules do not cover the situation then roll a dice to decide what happens. In other words, a friendly dice roll should decide any question that cannot be answered by referring to the rules.

Please note that there is absolutely nothing wrong with asking an opponent if they can show you the appropriate rule or set of characteristics so that you can check for yourself that everything is being done correctly. All we require is that you ask nicely and politely, and that you do your best to sort out any problems yourselves! If you really want a Referee to sort out a rules question then you are free to call one over, and our referees may intervene if they see an argument.

There's no stigma to calling over a referee or another player. In fact, sometimes it's easier to ask rather than trawl through the rulebook and its associated FAQ, errata and clarifications.



SPAYSE MAHREEN was not only instrumental in play-testing the scenario variations, he also comes in handy for filling in blank space.



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3.0 SCENARIOS

Three of the five games will be fought using the standard Grand Tournament scenario, as you can find in the rulebook section 6.1.

3.1 OBJECTIVITY

One game on each day will be fought slightly differently. It will use the special Stockade scenario – Objectivity.

Choose table edge/corners, place objective markers, garrison, prepare spacecraft and deploy as per the grand tournament scenario.

The goals are different from the Grand Tournament scenario.

Objectivity Turn 1: You achieve this objective by capturing at least as many objectives at the end of turn 1 as your opponent. If both players control the same number of objectives they both achieve this goal.

As per the Grand Tournament scenario you capture an objective if you have a unit within 15cms of it in the end phase and your opponent does not. An objective is contested if both sides have a unit within 15cms of it in the end phase. Units from broken formations or from formations that have rallied that end phase can not capture or contest objectives. Aircraft which have landed may not capture an objective on the same turn that it lands. However, a landed aircraft may immediately contest an objective.

Objectivity Turn 2: You achieve this objective by capturing at least as many objectives at the end of turn 2 as your opponent...

Objectivity Turn 3: You achieve this objective by capturing at least as many objectives at the end of turn 3 as your opponent...

Objectivity Turn 4: You achieve this objective by capturing at least as many objectives at the end of turn 4 as your opponent...

Break Their Spirit: As per the Grand Tournament scenario.

At the end of turn 3 if either player has achieved more goals than their opponent then the game ends and you work out Tournament Points using the scoring matrix below.

If both players have achieved the same number of goals at the end of turn 3 proceed to a turn 4.

At the end of turn 4 if either player has achieved more goals than their opponent then the game ends and you work out Tournament Points.

If both players have achieved the same number of goals at the end of turn 4 the game ends in a draw and you should work out victory points as per the Grand Tournament scenario.

Please note, there is no turn 5.

3.2 SCORING MATRIX

When the game has ended, please could **BOTH players** fill in a results sheet (these will be handed out during each round) – recording the goals scored and the turn.

If one player concedes the game, it automatically counts as a 0-32 result in favour of their opponent.

If the game has not finished when the time limit is up, the game is a draw. To make it fair on everyone please try and finish your games!

Tournament Points will be awarded according to the awesome teent tiny scoring matrix below.

		3 rd turn	4 th turn	5 th turn
Victory with a difference of	4+ goals	32 - 0	29 - 3	26 - 6
	3 goals	29 - 3	26 - 6	23 - 9
	2 goals	26 - 6	23 - 9	21 - 11
	1 goal	23 - 9	21 - 11	19 - 13
Draw with a difference of	more than 150 Victory Points	18 - 14		
	150 Victory Points or less	16 - 16		



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S.D DISCLAIMER

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