

# STOCKPORT STOCKADE

**An Epic: Armageddon Tournament**

**8-9<sup>TH</sup> OCTOBER 2010**

**Northwest Gaming Centre, Stockport**

# 1 GENERAL THINGS

## 1.1 HELLO AND WELCOME

Corr. Stockport. Both Mr. Scruff and Badly Drawn Boy wrote a songs about it, which told us very little as they were both instrumental. And as such Stockport is a land of mystery to most people outside of Manchester. But, the Stockport Stockade tournament itself will be something you know lots about thanks to this exhaustive rulespack.

The Stockport Stockade is intended as a slightly different tournament experience to the rest of the year as we're using **scenario variations**. These have all been developed by tinkering with the standard Epic Grand Tournament scenario's goals. You'll have five subtly different games which you can tackle with just your standard 3,000pt grand tournament armies. (In fact, for all you tournament regulars you might want to skip straight to section 3.0 on page 7).

If you're not a grizzled tournament veteran, then hello, have fun. Any questions feel free to email [stockade@ninjabread.co.uk](mailto:stockade@ninjabread.co.uk), or post a message on Flame On's Stockport Stockade thread at [www.ninjabread.co.uk/stockade](http://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. A buffet 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	<b>Game 1 (Meat Grinder)</b>
12:00 - 13:00	Lunch
13:00 - 15:30	<b>Game 2 (Pincer)</b>
15:45 - 18:15	<b>Game 3 (Everyday Combat)</b>

### Sunday

09:30 - 09:45	Welcome and announcements
09:45 - 12:15	<b>Game 4 (Hold the Line)</b>
12:15 - 13:15	Lunch
13:15 - 15:45	<b>Game 5 (Dominate)</b>
16:15	Awards Presentation

## 1.4 SATURDAY NIGHT CURRY

Though you're by no means obliged to join us, a few of the lads will be heading over to one of the local curry houses on the Saturday night to talk Epic and general balls. This isn't included in the ticket price (unlike lunch).

## **1.5 HOTEL ROOMS**

The Stockade is a two-day tournament, and for those of you lucky enough to not live locally (or those that do live locally but feel flush) we've negotiated a discount with The Premier Inn just round the corner - **£40 for a twin room including breakfast.**

**73 Buxton Road  
Stockport,  
SK2 6NB**

**0870 197 7242**

To secure one of these special discounted rooms please use the code **BogdanNCR**.

# 2 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. (The exact victory conditions and scenarios are detailed in section 4). 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 – perhaps a suitable grimdark wooden spoon.

## 2.3 EPIC UK CHAMPIONSHIP

Additionally additionally, this event is the latest addition to 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](http://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.

## 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** – Games Workshop

### 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

*\* 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](mailto:stockade@ninjabread.co.uk) no later than midday Sunday 26<sup>th</sup> September 2010.**

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](http://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](mailto:stockade@ninjabread.co.uk)

## 2.11 RULES QUESTIONS

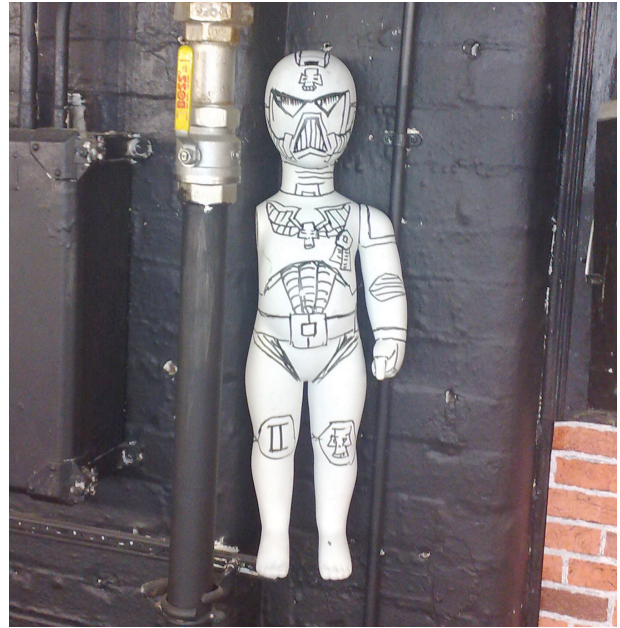
The primary purpose of our tournament is to get together for the day, so that we can play Epic and meet other players who share our interests. Finding 'champion players' of our games is a by-product of this, and we're really much more interested in creating a quality gaming experience for all the people 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, 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 Mareen*** was not only instrumental in play-testing all the scenario variations, he also comes in handy for filling in blank space.

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# 3 THE SCENARIOS

## 3.1 THE GT SCENARIO

The weekend's five games are all based closely on the standard Epic Grand Tournament scenario, or the scenario itself.

Please refer to Section 6.1 of the Epic: Armageddon rulebook for full details of the Grand Tournament Scenario.

## 3.2 LIFE'S SPICE

Four of the five games are variations on the standard GT scenario. They all take it as their starting point, but the set-up, deployment, objectives, victory conditions and special rules should be played

## 3.3 TOURNAMENT POINTS

No matter the scenario, all games have five victory conditions which are worked out from Turn 3 onwards. 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 table below.

		3 <sup>rd</sup> turn	4 <sup>th</sup> turn	5 <sup>th</sup> 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		

# 4.1 MEAT GRINDER

**I promise you deeply the righteous will triumph over all adversity.**

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## 4.1.1 VICTORY CONDITIONS

### **Make Them Bleed:**

You achieve this goal by destroying (not breaking) half the starting number (rounding up) of your opponent's formations. You still count spacecraft even though they can't be destroyed.

*(Note: Essentially this replaces the conventional 'Break Their Spirit' goal.)*

### **Blitzkrieg:**

As per the Grand Tournament scenario.

### **Defend the Flag:**

As per the Grand Tournament scenario.

### **Take and Hold:**

As per the Grand Tournament scenario.

### **They Shall Not Pass:**

As per the Grand Tournament scenario.

## 4.1.2 SPECIAL RULES

In the case of a tie or any other situation where the rules allow both players to do something at the same time, rather than the person with the next birthday getting to go first, the player with the most impressive facial hair goes first.

## 4.1.3 TACTICAL NOTES

You can be more aggressive with your most expensive unit in this game. Hurrah for the larger Titans!

If your victory strategy hinges on chewing up your opponent's BTS, you need a rethink.



# 4.2 Pincer

**We've got them. Surrounded like blueberries, in a blueberry muffin.**

## 4.2.1 SET-UP

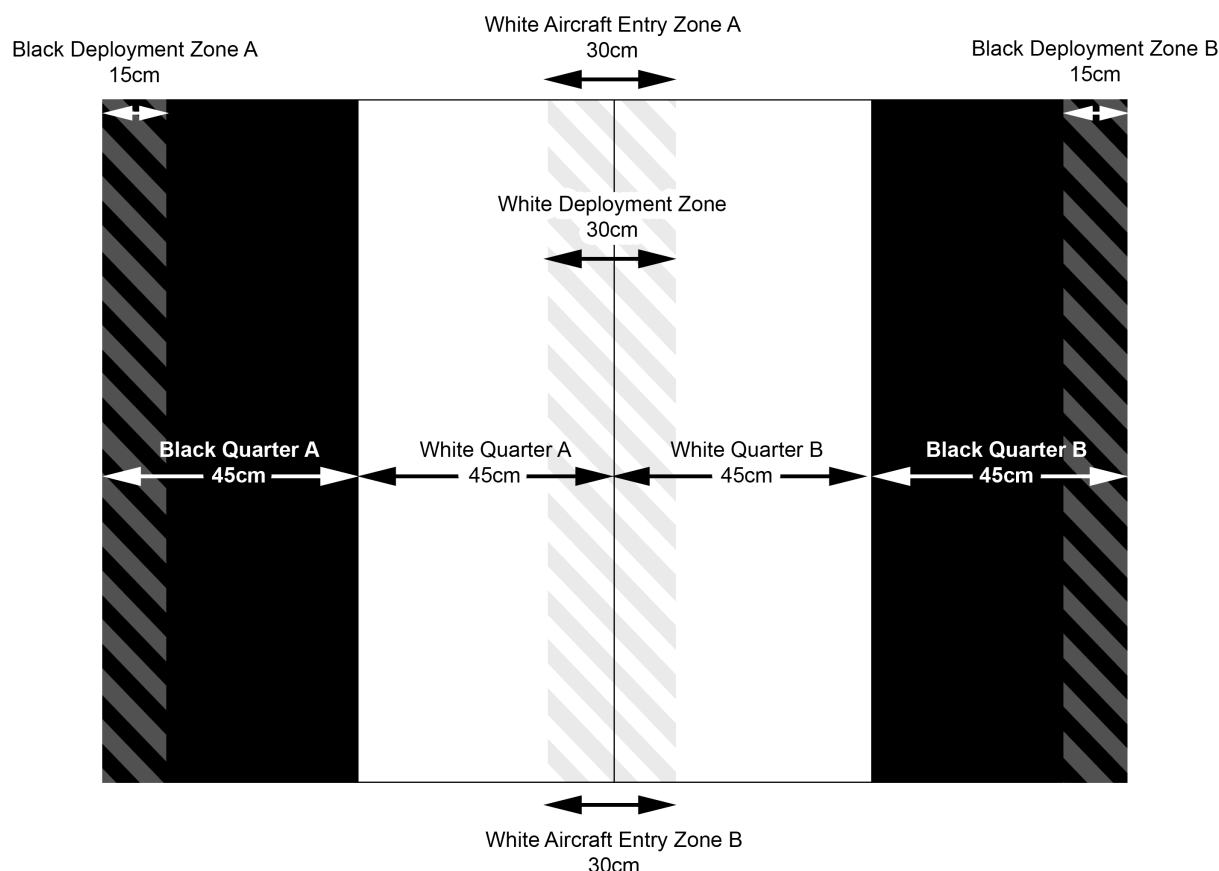
The board's two short edges are the 'Black Edges'. Black's deployment Zone extends 15cm from these edges.

Black's table half (for the purposes of placing objectives and working out the '**They Shall Not Pass**' Victory Condition) extends 45cm from each of these edges. Black's table half consists of **Black Quarter A** and **B** on the diagram below.

Mark a 120cm line that cuts the board in half depthways. This is the 'White Edge'. White's deployment zone extends 15cm from each side of this edge.

White's table half extends 45cm from each side of this 'edge'. It consists of **White Quarter A** and **B** on the diagram below.

The player with the higher strategy rating gets the choice of White or Black.



## 4.2.2 OBJECTIVE MARKERS

As per the Grand Tournament Scenario, each player takes it in turns to place three objective markers – starting with one on their own ‘edge’.

**The third objective each player places must be placed in a different quarter to the second objective.** (e.g. The White Player deploys their second objective in Black Quarter A, and their third in Black Quarter B.)

## 4.2.3 VICTORY CONDITIONS

### **Break Their Spirit:**

As per the Grand Tournament scenario.

### **Blitzkrieg:**

As per the Grand Tournament scenario.

### **Defend the Flag:**

As per the Grand Tournament scenario.

### **Take and Hold:**

As per the Grand Tournament scenario.

### **They Shall Not Pass:**

As per the Grand Tournament scenario

## 4.2.4 SPECIAL RULES

### **Aircraft:**

Black aircraft carrying out interception or ground attack moves are set up on either of the Black Edges.

White aircraft are set up on either of the 30cm **White Aircraft Entry Zones** (as shown on the diagram).

## 4.2.5 TACTICAL NOTES

It's easy to become confused by which objectives are whose, and where the edges stop and start. If you are unsure about the scenario, do ask an organiser.

One strategy for remembering which objectives you should capture is switching your non-Blitz counters with your opponent – so the three in your half of the table are all your actual counters. This is something you could perhaps agree with your opponent before the game.

# 4.3 EVERYDAY COMBAT

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## 4.3.1 IT'S THE GT SCENARIO

Um, yeah. This is the **standard Grand Tournament scenario**. No real need for this page, except that if it were left out people might start playing the fourth scenario instead.

Hope you enjoy not having to think too hard about stuff after the Pincer-induced brainsweats.

# 4.4 HOLD THE LINE

It's in the mighty hands of steel when you're standing your ground.

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## 4.4.1 VICTORY CONDITIONS

### Guard the Base:

You achieve this goal if you control the objective that was set up on your **own table edge** at the start of the game.

*(Yes, this is like a reverse 'Blitzkrieg'.)*

### Never Retreat, Never Surrender:

You achieve this goal if you control two objectives in **your own half** of the table.

*(Yes, this is like a reverse 'Take and Hold'.)*

### Land Grab:

You achieve this goal if you control at least one objectives in your **opponent's half** of the table.

### Break Their Spirit:

As per the Grand Tournament scenario.

### They Shall Not Pass:

As per the Grand Tournament scenario.

## 4.4.2 SPECIAL RULES

In the event of a tied engagement, the side with the most non-GW models counts as winning with a difference of 1. If both players both have the same number of non-GW models, then fight another round as normal.

# 4.5

# DOMINATE

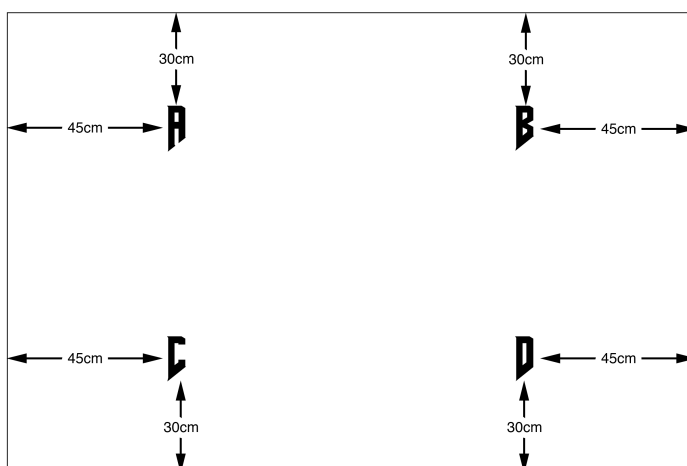
**I take what is mine, and hold what is mine.**

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## 4.5.1 SET-UP

The player with the higher strategy rating selects edges as normal (i.e. one of the long edges, or a corner). Place four objective markers at position **A**, **B**, **C** and **D** as marked on the diagram below.

For the purposes of garrisoning and Eldar webways, the objectives in your own half are either **A and B**, or **C and D** depending on which pair are closest to the longest edge you're deploying from. (Yes, this means you can still 'play corners'.)



## 4.5.2 VICTORY CONDITIONS

### Break The Spirit:

As per the Grand Tournament scenario.

### Seize A:

You achieve this goal if you control the Objective A at the end of the game.

### Seize B:

You achieve this goal if you control the Objective B at the end of the game.

### Seize C:

You achieve this goal if you control the Objective C at the end of the game.

### Seize D:

You achieve this goal if you control the Objective D at the end of the game.

## 5.1 DISCLAIMER

This tournament is completely unofficial and in no way endorsed by Games Workshop Limited.

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