

War Torn, Epic Warpath 2026

Tournament Pack

Welcome to the first EPIC WARPATH at Cardiff! - WAR TORN 2026

This is the tournament pack for the Epic Warpath event - WAR TORN 2026

Where? Firestorm games Cardiff (Sloper Road).

When? Saturday and Sunday 25th and 26th April 2026, 9am - 6pm (approx).

What? 6 games of EPIC WARPATH at 2000pts (3 each days) - Swiss.

As this is a new game there is no standard tournament format as yet, however it is a fun game, and as such it will be accessible to those new to the game, and buildable from a 'core army box'.

WHAT YOU WILL NEED

To take part you require the following:

- A ticket - purchased from our ticket tailor site below

<https://www.tickettailor.com/events/projectwartorn>

- Your (Ideally) fully painted 2000-point army. Painting is optional (though there will be prizes) However, they must be mounted on appropriately sized unit bases
- 3+ copies of your army list
- Rule book, rules supplements, tape-measure, dice, damage markers, pencils and other gaming paraphernalia
- We recommend that you bring a large tray to carry your army between games

Errata can be found at:

<https://www.manticgames.com/mantic-games-free-rules/>

NOTE: Please bring dice that are clear to read for both you and your opponents.

Firestorm Games will provide all the tables and scenery for the event. These will be set-up for you before Game One. If you feel that the terrain may have been moved between rounds, please let one of the Judges know who will reset it for you.

Building your Army

For us, a big part of the joy of the hobby is about using wonderfully painted miniatures to play wargames. We love that moment when you see your force arrayed for battle, then you look at your opponent's troops and start ruminating about sealing a victory. The better those armies and the scenery look, the better the game experience. We all invest a lot of time and money to make their games special, and we believe our events are about celebrating this effort.

However, to be as inclusive as possible for new players to the tournament scene (ive had some requests) there will be NO tournament points available for painted armies - there will however be a painting prize.

Force List

Your Army must be chosen from one of the most up to date official Force Lists:

- Warpath rules, companion and any errata released.

However the list must be submitted via the mantic companion and the results will also be submitted this way.

Tournament code is ; WDkn2cNRoQ

Submission form link if needed;

<https://companion.manticgames.com/epic-warpath-tournament-submission/?tournament=10>

All of the amendments to units and special rules listed in the companion will be in effect. The most recent FAQ and Errata will be in effect.

You are required to submit a copy of your Force List to the organisers during registration. You should also have at least one copy for yourself and another spare for your opponents to reference on request.

You will require spare copies of your Force List, which you should keep with you when you are playing. This must include:

- All of the models/units in your army.
- The equipment and the points value of everything in your army.
- Your name on all copies of the roster.

Please do not use acronyms on any copy of your Force List.

If any mistakes are found during the tournament, the results of all the games in which the player has used the illegal list will immediately be changed to 6-0 Tournament points, in favour of their opponents. This will apply even if the mistake was a totally honest one, so please do double check your Force List before the tournament. If you are unsure of your Force List, please feel free to submit it to us prior to the event for checking:

Army Composition

You can spend up to 2000 points on your army (and no more) following Army Selection rules in the Epic Warpath 1st Edition rulebook and companion app. Armies will follow all of the usual rules and restrictions.

Miniatures

When it comes to playing Epic Warpath, part of the majesty of taking part is playing against beautifully painted miniatures that represent the army you are fighting against. To ensure this happens, we have the following rules to help you plan, build and paint your force.

- Players are permitted to use any number of non-Mantic miniatures in their armies. There is no minimum requirement for Mantic models.
- You must use war-gaming miniatures and models that don't look out of place in your army.
- Each unit must be instantly recognisable to your opponent as to what it represents. So while not every model needs exactly the right weapon option, if it is a 2 handed unit then we need to see lots of the troops with those big weapons.
- Models must be based on the appropriate base size and shape for their type.

If the Tournament Organiser sees any units that don't fit the above criteria, you will be asked to remove the units from the table.

If you are not sure, you can send a message and pictures of what you want to include in your army to us and we will let you know if it's suitable or not:

swgc.events@gmail.com

GAME TIME AND VICTORY CONDITIONS

The tournament consists of 6 games over the course of 2 days and will be a timed game. Each player has 1h10 minutes for each game, including deployment

Schedule

SATURDAY

Registration: 09:00 - 09:30

Game 1: 09:30 -12:00

Lunch 12:00 - 13:00

Game 2 13:00 -15:30

Game 3 15:30 - 17:00

SUNDAY

Registration: 09:00 - 09:30

Game 4: 09:30 -12:00

Lunch 12:00 - 13:00

Game 5 13:00 -15:30

Game 6 15:30 - 17:00

Prize giving

Each game will last 2 and a half hours. That includes 1h10 minutes per player, plus an additional 10 minutes for meeting, rules discussions during the game, and the completing and submitting of paperwork afterwards (and possibly trips to the bar).

Games.

The match-ups of the first round (Game 1) will be random. From the second game, games will be paired by matching the player with highest tournament points paired with the second highest and so on.

Once players have completed their game in a given round they should jointly submit results via the companion app as soon as possible so that the next rounds can be organised on time.

In the case of more than two players on the same number of TPs, players will be matched using kill points as a decider.

In Games 1 through 6, we will endeavor to avoid players being matched up for a second time, re-playing opponents they have already faced, but on occasion this may occur.

Tournament organiser reserves the right to mix up opponents to facilitate this

Game Sequence

The scenarios for each round will be decided prior to playing the round and all players must play the correct scenario each round. The sequence of events each round are as follows:

- Meet your new opponent at the table and discuss the terrain and how you will treat it during the game. Use the terrain as it is laid out on the table.
 - Players should discuss before the game how they will deal with cocked dice and in what circumstances they should be re-rolled.
 - Place any objective markers, and roll-off for table sides following the rules for this round's scenario.
 - Sit on your own side of the table and place your armies on your side of the table, so your opponent can see your army and your force list and ask any questions.
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- The game lasts for 6 turns.

Please note, if the rulebook or scenario to be played contradicts the above steps - the scenario rules supersede the steps above.

Round Time Out

Should players start their game late, or pause for too long, then the game can time out due to the round ending.

Players should be aware of the scheduled time remaining as there are warnings broadcast toward the end of the allotted time. If the players can see that the round is going to end before they finish their game then they should endeavour to finish the game so each player has had an equal number of turns, e.g. both players should have had 5 turns each as opposed to one player having 5 and the other 6.

If a game is found to be in progress after 'dice down' is called, then both players must immediately stop playing when requested by a Judge or Tournament Organiser.

- While the above seems strict, it is for clarity, we encourage people to play and enjoy and for new people to get the feel of the Mantic tournament scene. The Mantic scene and the players involved are some of the best and most friendly gamers i have ever associated with, and to further encourage the growth of the game i respectfully ask the more experienced players among us to help and guide those newer to the game, remember when they were first new to tournaments and show how a true general conducts themselves.

Tournament Points (TPs).

This will be my first tournament using the companion app to score, as such i am still looking at my options for specific points allocations and i will update this section accordingly when finalised.

However, for each round there will be (decreasing) points for a win, followed by a draw, then fewest points for a loss. There will also be (capped) points for success in the scenario, and kill points (number of points of your opponents units you routed) will be used as a tiebreaker.

Reporting Battle Results

The results of each round are to be reported via the companion, please note BOTH opponents need to submit results via the companion and BOTH opponents submissions must be the SAME (so double check before hitting submit).

Winning the Tournament

While we are hosting this tournament purely for fun we will determine a winner and final positions for those that wish such things.

The winner will be determined at the end of the last game (game 3), according to the following criteria:

- The player with the most TPs will be the winner
- In the case of players having the same highest TPs, the winner will be the person with the highest Kill Point Total.
- If both the TP and VPs are matched, games where these players have played each other during the course of the tournament will be evaluated and the winner will be the winner of such a match.

Finally, if the players cannot be split, the tournament ends with a joint victory and the players share the prize.

Sportsmanship

There are no sportsmanship scores at this tournament but you will get to vote on the person you played who you felt were most deserving of this award. We expect all games to be played in an enjoyable manner. We feel that all players should be fair and respectful to their opponents and teammates, displaying a fun and inclusive attitude to the game for themselves and their opponents.

Please remember that interacting in a social environment comes easily to a lot of us but can be a real challenge to some. We are committed to making Kings of War an inclusive

and welcoming community to all, so please make sure to treat your opponent with respect and patience at all times.

Prizes and Prize support

There will be prizes supplied, this will be announced closer to the competition date

Social Distancing and Masks

Firestorm Games may implement social distancing and/or other measures due to ongoing COVID restrictions. Please adhere to these rules in a responsible and safe manner.

Crowd at the Table

If one player feels discomfort with the amount of spectators present at their table, they may request them to step aside. When this happens, a Judge will ask everyone around to step away from the table.

Please do not discuss ongoing games while within earshot people still playing their game.

Possible social media exposure.

Pictures will likely be taken on the day, if you do not wish to be part of this, privacy will of course be respected (please just speak to me on the day or drop an email prior to the tournament). Firestorm games has the ability to film (and stream) a table from above. I have not used this technology before but if possible i'd like to commentate and stream a game each round. If you do not want to be part of the streaming table, please let me know (it may not happen anyway)

Rules Questions and Player Conduct

There is absolutely nothing wrong with asking your 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 politely, and that you do your best to sort out any problems yourself. If in doubt, a referee will be available to resolve your problem. Please also respect the time each player has. If a question cannot be resolved quickly, please stop the clock until the answer or a solution is decided upon.

Referees will be on hand if you require a ruling. Your referees for the event will be pointed out at the start of the day. A referee's ruling is final, even if their ruling is later shown to be incorrect, they are human.

The organisers reserve the right to take appropriate action for anybody they deem to be playing unfairly or acting inappropriately. This may be in the form of a warning, a time or TP penalty, or even a forced Time Out result. In extreme circumstances a player can be ejected from the event for inappropriate behaviour (such as cheating, excessive swearing, shouting or verbal abuse).

ABOVE ALL WELCOME NEW AND OLD TO Epic Warpath, FIRESTORM GAMES, CARDIFF AND WALES - we hope you enjoy yourself!

Best wishes,
Mike