

Armageddon is coming on November 7th!

Finally, after far too long we are organizing another Astronomi-con Grand Battle. What the folks from GW Canada eventually dubbed "Floor-Hammer" after attending our first one, which kicked off the world wide Eye of Terror Campaign.

The event will take place on **Saturday, November 7th** at the **University Centre** rooms **543-544**, University of Manitoba main campus.

Themed Battle:

This time around we've decided to put together an Armageddon themed battle. It will be a 'three sided' game, with one side being Imperial (Space Marines, Imperial Guard, and Inquisitorial armies), the second being, of course, Warlord Ghazghkull Mag Uruk Thraka's Ork Waaaagh! The third side will be a smaller contingent of Eldar with their own inscrutable agenda, trying to play the other two sides off against one another to achieve ends which only their Farseers truly will know.

Allied units must be in the theme of the game and any deviations from such must be cleared with the organizers prior to the event. Our aim is to have a very themed game with a very focused set of forces. The organizers restrict the right to veto any allied force deemed to be out of theme.

Players are encouraged however to create themed models, terrain, and so forth for the game.

Play Area:

The battlefield will be a geomorphic set of drop-cloths laid on the floor and will cover a **15 foot by 30 foot** space. Terrain will be placed on these (hills, buildings and so on), to give us a 450 square foot play area!

Participation

Players are encouraged to register either online, or at either Maxx Collectables or the Games Workshop store. An entry fee of **\$20.00** will be charged to cover rental fee for the space, as well as a **pizza and sandwich lunch which will be included.**

Doors will open at 9:00 AM for set-up and unpacking of forces. The game will get underway at 11:00 AM, with deployment and first turn preparations. Lunch will then take place around noon, prior to the first turn. The game will be played until a time agreed upon beforehand by the players, but since we have the room for the full day, expect things to go fairly late. So, set aside your entire day and evening for the Grand Battle!

All models must be fully painted and based, no exceptions. Models must be WYSIWYG. A unit card detailing stats and special rules for each of your units is recommended.

Players and Game Size:

A maximum of 20 players can participate. These will be divided up as follows: Up to four Eldar players, and up to 8 of each Imperials and Orks.

The maximum number of points for the game will be 80,000 points from all sides combined. The Imperial and Ork sides will be balanced and the Eldar force will be smaller but have very different victory conditions.

Players may bring as many points of models as they like, subject to the maximum number per side. However each player will only be allowed to control a maximum of 150 MODELS regardless of point value. If they have more models to bring, and we expect some will, they should team with another player who has less models or may not have any of their own. If you have a friend who only plays Necrons (for example) but need someone to help you move your green tide of Orks they can join in on your side as a Runtherd for your forces and play models you assign to them for the game. Same for the Imperials although we usually call those assistants adjutants rather than Runtherds. It's a bit more dignified. Of course, these assistants are treated as full players in all ways.

Signing Up

Sign Up sheets will be available at the **Games Workshop** store, as well as **Maxx Collectables** or online at www.Astronomi-con.com.

When signing up, please be sure to include your contact information as well as how many points you are planning on bringing. Also be sure to include any assistants you plan on recruiting for the game, or if you are in need of an assistant. Note once again that only **Orks**, **Eldar**, and **Imperial** forces will be fighting this battle.

Expanding on Apocalypse

In a game of this scale, the regular Apocalypse rules don't quite capture the magnitude of a Grand Battle. So, we're introducing a few changes to the standard Apocalypse rules to help things along. These will all be covered in later sections - and summarized in the Grand Battle Appendix.

HOW TO WIN THE GAME

While Apocalypse is not intended to be competitive there must still be some rules for how victory is decided.

In a game of this scale, the regular Apocalypse rules don't quite capture the magnitude of a Grand Battle. So, we're introducing a few changes to the standard Apocalypse rules to help things along. These will all be covered in later sections.

OBJECTIVES

There will be a number of objectives on the battlefield – these will usually be major terrain features. Holding such an objective earns your side Victory Tokens. Trophy Kills for taking out Special Characters, and damaging or destroying Super Heavy Vehicles also yield Victory Tokens.

The **Imperials** and **Orks** will be primarily fighting to amass Victory Tokens and the side with the most Victory Tokens at the end of the game will be the winner...except that the **Eldar** have their own agenda! Before the Game, the Eldar Farseer Council will 'see into the future' to determine how the upcoming battle will best serve their needs. A set of specially prepared 'Skeins of Fate' mission cards detailing a specific a margin of victory for the other two forces which will be what the Eldar players will attempt to accomplish for their side's Major Victory.

At the end of the game, we will then be able to determine which force earned a Major Victory, a Minor Victory, or a Loss.

For example: before the game, the Eldar team captain draws a Skeins of Fate card and shows the rest of their team. The card reads:

- **To achieve a Major Victory, the Orks must hold 6-15 Victory Tokens more than the Imperials at the end of the game.**
- **To achieve a Minor Victory, the Orks must hold 16-25 more Victory Tokens than the Imperials at the end of the game.**
- **To achieve a Minor Victory, the Orks and Imperials must be within 5 Victory Tokens at the end of the game.**
- **If any of the above are not met, the result is a Loss.**

If the Eldar do not achieve any of their Victory conditions, whichever of the Orks or Imperial forces that has the most Victory Tokens will get the Major Victory, and the other side will score a Minor Victory, and result in an Eldar Loss. All of this is summarized in the Victory Table.

To determine the end result, add up the Victory Tokens for both sides at the end of the game then check the difference against the Skeins of Fate card which the Eldar drew at the start of the game. Find the Skeins of Fate column which corresponds, then check the sub column based on which force had more Victory Tokens. In the unlikely event that both the Orks and Imperials have the same number of Victory Tokens at the end of the game, Both of these forces earn a draw, and the Eldar still score the outcome according to their Skeins of Fate result.

VICTORY TABLE

Skins of Fate➔	Eldar Major Victory Achieved			Eldar Minor Victory Achieved			Eldar Loss		
	Imperials have more Victory Tokens	Orks have more Victory Tokens	Orks and Imperials Tie on Victory Tokens	Imperials have more Victory Tokens	Orks have more Victory Tokens	Orks and Imperials Tie on Victory Tokens	Imperials have more Victory Tokens	Orks have more Victory Tokens	Orks and Imperials Tie on Victory Tokens
Imperial Result	Minor Victory	Loss	Loss	Major Victory	Loss	Draw	Major Victory	Minor Victory	Draw
Ork Result	Loss	Minor Victory	Loss	Loss	Major Victory	Draw	Minor Victory	Major Victory	Draw
Eldar Result	Major Victory	Major Victory	Major Victory	Minor Victory	Minor Victory	Minor Victory	Loss	Loss	Loss

VICTORY TOKENS

A new set of victory conditions will be used instead of the standard Apocalypse rules.

Each player will be able to accrue Victory Tokens over the course of the game, to help their side achieve victory. Each player will have their own bag to hold their Victory Tokens, to help keep their points totals secret from the opposing forces.

While the collection of Victory Tokens is key to victory, they are also the only way players can gain access to various Strategic Assets over the course of the game.

Ways of obtaining Victory Tokens:

Hold an uncontested Objective. Accrue Victory Tokens for holding strategic points on the battlefield.

Insider Trading. Trade Victory Tokens with your team mates. You may want trade all of your Victory Tokens to your Supreme Commander to in-turn trade to other players on your team, or you can have each player hold onto them individually. This is totally up to the players.

Xenos Black Market Dealing. Trade Victory Tokens with the Eldar.

Kill a Special Character. Accrue one Victory Token when they kill a Special Character. When this occurs, the player collects one Victory Token immediately. Note, the Special Character's body may become an Objective with the 'Trophy Kill' strategic asset.

Structural Damage. Accrue one Victory Token when a structure point of damage is caused to a Super Heavy vehicle, and when it is destroyed. When this occurs, the player collects one Victory Token immediately.

At the beginning of each player turn, a new **Strategy Phase** will be added where players will accrue and be able to trade or spend Victory Tokens. Additional Victory Tokens will be handed out at the End of the Game.

STRATEGY PHASE

This is a new phase for Grand Battles which takes place before the movement phase on each side's turn. In this phase each player from that side will accrue and spend Victory Tokens as follows:

Hold an uncontested Objective. You will accrue Victory Tokens equal to the **Game Turn Number**. Note: The Vital Objective Stratagem will provide one extra Victory Token each turn for the Vital Objective.

Insider Trading. On your turn, you can trade any number of Victory Tokens with members of your side.

Xenos Traders. On their turn, The Eldar may trade Victory Tokens with either the Imperials or Orks. However on their turns, the Imperials and Orks may only trade Victory Tokens with the Eldar – not with each other! The nature of these trades is completely up to the players. The side whose turn it is must be the ones to initiate all trades, and both trading players must agree to the trading of Victory Tokens. Of course, any agreements made in exchange for Victory Tokens are NOT binding. Such is the nature of making deals with the Eldar!

Purchase Strategic Assets. On your turn, you may spend Victory Tokens for selected Strategic **Event Assets** which you must use on that game turn. The cost of these Strategic Assets is the same as the Game Turn number in Victory Tokens. Each player may purchase a single Strategic Event Asset each turn from the pool, with no duplicates allowed. If the Strategic Asset is not used, then it is lost.

A 5 minute time limit to complete the Strategy Phase is encouraged to keep the game moving.

TURN SEQUENCE

With the new Strategy Phase, the turn sequence now looks like:

1. STRATEGY PHASE
2. MOVEMENT
3. SHOOTING
4. ASSAULT

ENDING THE GAME

After the pre-determined time limit has been reached, the players will play the final game turn. Once the final game turn has been completed, additional Victory Tokens are awarded based on the final control of the battlefield as follows.

Hold an Uncontested Objective: You will accrue Victory Tokens equal to the “Next” Game Turn Number. EG: If the game ends after five turns, you would score 6 Victory Tokens for an Uncontested Objective.

Hold an uncontested Vital Objective: You will accrue Victory Tokens as for an Uncontested Objective as above, but **DOUBLE** this value!

To hold an objective you must still have a scoring unit (defined as above) OR more than 200 VP of non scoring units within range to claim it. If both sides have units, the objective might be contested, however it is harder to contest then during the game. If both sides have units present compare the VP of each side's units. If one side has 200 VP more than the opposing side then it is held by the player with the greater number of VPs (regardless of whether the unit is scoring or not).

SCORING UNITS FOR THE GRAND BATTLE

For purposes of the Grand Battle, the following units are considered scoring:

- Any unbroken Troops unit (even if it's only a single model)
- Any unbroken non-vehicle unit which is over half strength
- Any vehicle unit with a functional main weapon.

Objectives are held if there is a friendly Scoring unit within 6" (the majority of the model or unit must be within that 6") and no enemy units within 6".

During the game, the presence of ANY unit can contest an objective such that no Victory Tokens are generated.

PLAYING THE GAME

Commanders

Each side will have a **Supreme Commander** and up to two **Captains**. The Supreme Commander handles overall strategy and coordinates the game for his or her team. The Captains are there to assist in the handling of the inevitable split forces which are doing battle far from the controlling player's main zone. The Captain's role is not to necessarily move or fire such forces but they can witness damage rolls on them and remove casualties, roll saves etc. and thus keep the game moving.

The Ork and Imperial Supreme Commanders will also bid for setup times, with the lowest bidder setting up first, and taking the first turn, as per the normal Apocalypse Rules. The Eldar Supreme Commander will map out where the Eldar Warp Gates are positioned prior to the game and draw the Eldar's Skeins of Fate card. All Eldar forces begin the game in Strategic Reserve and will enter play from these warp gates, or via Deep Strike on turn one thanks to the Careful Planning Stratagem.

Deployment

Each side will have a long battlefield edge as their own board edge. They will be able to deploy up to 7 feet onto the table, leaving an 12" no-man's land along the centre.

When deploying, a player must place their entire force within an 8 foot diameter to start. This is to prevent a player from having units everywhere and having to run back and forth across a huge battlefield both risking model damage and slowing down the game. Units coming in from Strategic Reserve may still come in anywhere, but if deployed far away from the rest of your forces may wish to have a nearby player, or the Captain command them.

Units entering play via Deep Strike or Outflank must be publically announced to all players by their side's Supreme Commander before the first game turn.

STRATEGIC ASSETS

We spent a long time looking at Strategic Assets and decided to do things a bit differently from how they are done commonly in most Apocalypse games. We have broken out Strategic Assets into the following categories:

Deployed Assets: These are things which are put down on the table or as part of your army. These would include such things as Disruption Beacons, Field Generators, Defense Lines, Minefields, Big Mek Workshops, Waygates, Camouflage, Tank Riders, Strongpoints, bunkers and bastions, or even something like a Vortex Bomb. Basically anything that is declared at the beginning of the game and can be modeled.

Battle Assets: These are things like Bombardments, Strategic Redeployments, and Ambushes etc. Things that happen during a game and which can't readily be modeled.

Formation Assets: Assets which are in play as a result of the player fielding/buying an Apocalypse Formation

Command Assets: These are things which are more in the control of the commanders when they formulate their strategy. They are usually not modeled or cannot be modeled but are in play and affect the game. Some examples would be: *Recon*, *Preliminary Bombardment*, *General Staff* and so on.

HOW TO GET STRATEGIC ASSETS FOR YOUR FORCE

For this Grand Battle, Strategic Assets are acquired by a player in a number of ways.

Deployed Assets

Each player is allowed one Deployed Asset for the game. You must however have a complete representative model for the Strategic Asset to use it. If you've got the model, you can use it as a Strategic Asset for the game.

Example:

Bill decides that he wants a good position for his guard infantry for the game. He picks up some Planetstrike Bastion sets and paints them up to match his army. This allows him to take the 'Strongpoints' strategic asset

Eldar players are welcome to construct a Warp Gate model for their force to enter play from.

Players which do so will receive gain the **Waygate** Strategic Asset for their Warp Gate. Eldar Players which intend to bring a Warp Gate should contact the organizers so they can plan accordingly.

Battle Assets

Battle Assets are purchased during the Strategy Phase of their game turn. Each player may purchase only one per turn and each costs as many Victory Tokens as the current turn number. Note: The asset must be used the turn it is purchased and is lost at the end of their player turn if unused.

Formation Assets

Formation Assets are those which are granted when fielding a formation. If you've brought the formation, you get that Strategic Asset.

Command Assets

Finally for these assets, prior to the game, these will be dealt out at random to the commanders of each side to assign to their players as they see fit.

For the Orks and Imperials, there will be 2 per side and racial ones will be in the mix for the side which can use them.

The Eldar will receive the **Careful Planning** Strategic Asset for their entire force.

CHANGES TO PUBLISHED STRATEGIC ASSETS

Over the course of many Apocalypse games, we've found a few Strategic Assets that don't work quite as well as we imagine the designers intended. In the interests of a fun exciting game, we've taken a few additional liberties to amend some of the potentially more abusive or unclear Strategic Assets and will use these in their place. Plus we've added a few of our own for good measure!

UPDATED STRATEGIC ASSETS:

Apocalypse

VITAL OBJECTIVE

When Revealed: Before beginning the first turn.

Effect: When the Asset is revealed, the player chooses one of the objectives as "Vital" and announces it to all players. When controlled the Objective grants one bonus Victory Token each turn, and double the Victory Tokens at the end of the game.

Apocalypse Reload

+Space Marines+

HEROIC STAND

When Revealed: Before beginning the first turn

Effect: Nominate an objective. All Space Marine units have the fearless and counter-attack special rules as long as they are within 6" of that objective.

NEW STRATEGIC ASSETS:

INSERTION

When Revealed: When first used.

Effect: Units that have the ability to Outflank can enter play from Strategic Reserve on any table edge.

ENFILADE MANEUVER

When Revealed: At Deployment

Effect: This allows a player's force to enter the battle field from a flank. When these units arrive from Strategic Reserve, they enter play in an area which is 2/3rds the length of a short board edge. This area is centered on the middle of no-man's land where it intersects the board edge.

STRATEGIC ASSETS

All strategic assets detailed below will be provided as cards for use in the game for ease of play.

WILL NOT BE USED

Some published Strategic Assets will not be used for this game.

JAMMERS
ANTI-PLAN BARRAGE
PHANTASM
FLANK MARCH

DEPLOYED ASSETS

Apocalypse Main Rule Book

Tactical
CAMOUFLAGE
VITAL OBJECTIVE (*Updated*)
VORTEX GRENADE

Battlefield
TUNNELS
BUNKERS
MINEFIELDS
OBSTACLES

Front Line
DISRUPTOR BEACON (*Updated*)
NULL FIELD GENERATOR
SUPREME HQ
SHIELD GENERATOR

Support
BLIND BARRAGE

Apocalypse Reload

+Imperial Guard+
DEFENCE LINE
STRONGHOLDS
TANK RIDERS

+Space Marine+
LEGION RELIC
CRUSADE BANNER

+Orks+
EFFIGY OF GORK (OR POSSIBLY MORK)
MEK WORKSHOP

+Eldar+
WAYGATE

BATTLE ASSETS

Apocalypse

Tactical

STRATEGIC REDEPLOYMENT

Support

BLIND BARRAGE

ORBITAL BOMBARDMENT

PRECISION STRIKE

Apocalypse Reload

+Universal+

REPLACEMENTS

HAMMER BLOW

+The Imperium+

DISENGAGE AND RE-ARM

+Imperial Guard+

ON MY COORDINATES!

+Orks+

DA BIG WAAAGH!

ROK 'EM BOYZ

+Eldar+

ELDRICH TEMPEST

COMMAND ASSETS

Apocalypse

Tactical

AMBUSH

CAREFUL PLANNING

ENFILADE MANEUVER (*New*)

INSERTION (*New*)

HOLD AT ALL COSTS

RECON

Battlefield

LONG RANGE ACK- ACK

SCHEDULED BOMBARDMENT

SURGICAL RAIDS

Apocalypse Reload

+Universal+

TROPHY KILL

+The Imperium+

HOLY WAR*

GENERAL STAFF

*Only if Adeptus Sorrowitas units are present.

+Space Marines+

HEROIC STAND