

# Epic Armageddon, Exmouth Imperials December 10th

## Forces, Play Area & Game Length

The plan is to have a team of two Chaos forces defending against a team of two Loyalist forces, fighting across a 12x4' table with specific pieces of terrain as the objectives. Each team can have more than two players.

Game length - five turns, with end-of-turn scoring for most objectives.

Imperial Deployment - standard 15cm DZ  
Chaos deployment - 30cm DZ, plus some garrisons.

The Chaos team will deploy all but one formation per force.  
Then the Imperial team will deploy all but one formation per team.  
Chaos then deploy their held back formations, then the Imperials.

Chaos win the Strategy Roll on turn one.

### Forces of Chaos

- 5,000pt of Death Guard (Ian)
- 5,000pt of Black Legion (Chris)
- Additional - some fortifications (supplied by Ian)

### Forces of the Imperium

- 5,000pt of Dark Angels (James & Richard?)
- 5,000pt of assorted Marines (players tbc)
- Additional - Imperial Guard allies consisting of Baneblades and Shadowswords, possibly a Capital Imperialis if I can find suitable rules (supplied by Ian)

## Overall Rules

To speed play up, I suggest we use some bits from Megageddon:

1. Strategy Rolls are made for the whole team at once, with the Marine team having Strategy 5 and the Chaos team Strategy 4.
2. Each force in a team activates a formation simultaneously, but no enemy formation can be attacked by more than one force at a time.
3. Each force must try to Retain the Initiative, even if their first activation failed. So each team will attempt to activate two formations followed by two formations.
4. Each force can have its own Supreme Commander whose re-roll can only be used by that force.
5. All formations for a force start on the same 6x4' table section, but can move onto the other table section. Teleporters etc. can land anywhere.
6. Aircraft must come onto the table via their own force's table section edge, but can then fly anywhere and leave by any edge.
7. More than one Spacecraft can be in play in a turn, but not on the same table section.
8. At the start of each turn, each team gets five minutes alone at the table to plan strategies.

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## Scenario

The Forces of Chaos are defending a planetary installation and have been attacked by loyalist ~~seum~~ noble Warriors of the Imperium.

The Forces of Chaos are trying to hold several areas of interest.

### Generator Installation

This will be placed at the front of the Chaos table half, with low fortifications around it. The Chaos force on that table will be allowed to start with formations garrisoning in it.

**At the end of turns 3-5**, whichever team has the most unbroken units inside the fortifications holds the Generator. 2VP per turn.

**Note** - this is the number of units not the number of formations. War Engines count as one unit per remaining DC.

### Statue to the Ruinous Powers

Placed near the centre line, this is a statue dedicated to the Changer of Ways. Mighty heroes can sway the tides of battle by holding the Statue. The Chaos force on that table will be allowed to garrison one formation from the Statue.

**At the end of each turn**, the Statue is held if a team has an unbroken unit with *Leader*, *Inspiring*, *Commander* or *Supreme Commander* within 7cm. If both forces have such a unit within 7cm, the unit that arrived first will hold it. 1 VP per turn.

**Special** - at the start of each turn, if the Statue is held by the Forces of Chaos they gain 1d3 lesser Daemons added to their Daemon Pools (divided as seen fit by the Chaos team). If held by the Imperial forces, the Forces of Chaos lose 1d3 lesser Daemons from their Daemon Pools. This stacks with gaining and losing Lesser Daemons for rolls of 6 and 1 for Strategy.

## Titan Hangers

Situated in the Chaos Deployment Zone, this is an area of large buildings. 4VP.

**At the end of the game**, whichever team has the most unbroken units within the Hanger area holds the hanger.

## Promethium Refinery

Placed near the centre line, the Refinery is a valuable asset for holding the planet.

**At the end of each turn**, the team with more unbroken units within 15cm of the Refinery hold the statue. 1 VP per turn.

## Decimation

Troops are needed to hold ground.

**At the end of the game**, any force with no unbroken formations of 6+ units/remaining DC is worth 2VP to the opposing team. The free Imperial Guard allies do not count for this.

## Warp Disruption Bunkers

The Chaos forces have set up a network of armoured Warp projectors to disrupt teleporting formations (see later for rules). Each destroyed Warp Disruption Bunker is worth 1VP to the Imperial team.

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## Fortifications

### Big Walls

- 3+ Cover Save.
- Impassible to Vehicles and War Engines.
- If occupied by the enemy, Impassible to Infantry.
- If unoccupied by the enemy, moving on or off the wall costs one move.
- In an Assault:
  - Any troopers reaching base contact with the outside of the wall can make CC Attacks against the defenders, but get 'last strike' on those attacks unless they have Jump Packs/are Skimmers/are War Engines at least half as high as the wall. Defenders will still be able to use Firefight values if they wish to.
  - For Combat Resolution, each defending unit counts as two units.

### Pillboxes

- AV, Speed 0 Arm 4+ CC6+ FF 4+
- Missile Launcher 1 x 45cm AP5+/AT6+
- Counts as part of the formation they are in coherency with, and become uncontrolled if the formation moves away. Uncontrolled pillboxes can be taken over by any formation that ends a move in coherency.
- If a pillbox is part of a losing Assault, it will automatically be destroyed.
- The Chaos team will have a fixed number of Pillboxes which they can allocate when deploying a formation.

### Warp Disruption Bunkers

- WE, Speed 0 Arm 4+ CC6+ FF 4+
- DC3, Reinforced Armour, immune to anything but damage.
- Critical effect - destroyed.
- Can provide Supporting Fire to Chaos formations.
- The Warp Disruption Bunkers
- Any Imperial formation that teleports within 45cm of a Warp Disruption Bunker is one 'pip' worse when rolling for Blast Markers on

arrival. This is cumulative for each Warp Disruption Bunker in range.

- The Chaos team will have three Warp Disruption Bunkers which will be placed in the Chaos side of the central line, during deployment.