

ENDGAME'S APOCALYPSE

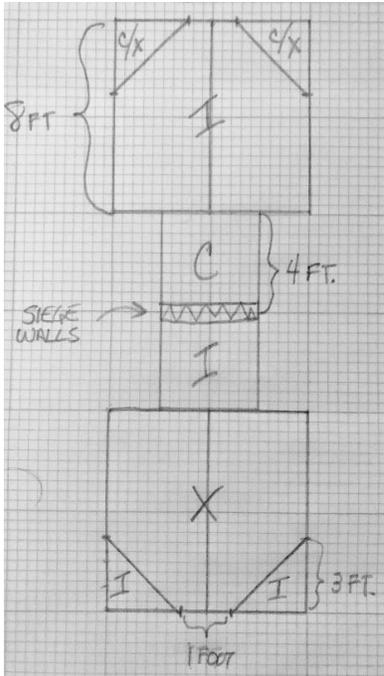
It All Comes Down To This

TL:DR -- STUFF WILL DIE IN DROVES. -- Deal with it

250 Power Level per player. If you are bringing a Titan, you can go over the limit, but you MUST talk to Adán in advance.

→Everyone starts with 5 Command Points and gain 1 Command Point at the start of each turns.

Table layout:



Imperials (I) are at the Siege Walls across from the forces of Chaos (C).

Imperials deploy at the wall first. They have from the wall to the edge of that table (4x4 minus the wall). Chaos deploys next, directly behind the wall, mirroring the first deployment (4x4).

Xenos (X) forces sense the vulnerability of the Imperials and deploy next to the rear of the Imperials. They must remain at least 18" away from any deployed Imperial model.

Imperials respond to a call for assistance and deploy to the rear of the Chaos position. They may deploy at the same time as the Xenos. They must remain at least 18" away from any deployed Chaos model.

Any Chaos unit not deployed has two options:

→Come on at the END of the first movement phase along the open sides of their deployment area, OR

→Come in at the end of the second movement phase in the C/X areas behind the large Imperial deployment.

Any Imperial unit not deployed has 2 options:

→Come on at the END of the first movement phase along the open sides of their deployment area, OR

→Come in at the end of the second movement phase in the "I" areas behind the large Xenos deployment.

Any Xenos unit not deployed has two options:

→Come on at the END of the first movement phase from the rear 1 foot of their deployment area, OR

→Come in at the end of the second movement phase in the C/X areas behind the large Imperial deployment.

The following "Disaster Table" is in effect:

D3 + Turn Number:

- 2-3 – Orbital Bombardment. Roll a D6 for every unit on the board, on a 6 that unit takes 2D6 hits. Strength 2, AP-0, Damage 1.
- 4-5 – Virus Bomb. EVERY unit (except Super Heavies and larger) takes a number of hits equal to the number of models in the unit. Strength 3, AP-4, Damage 1
- 6+ -- Incendiary Atmosphere. EVERY non-vehicle unit takes a number of hits equal to the number of models in the unit. Strength 10, AP-7, Damage 2. Vehicles and larger take D6 hits (same as the Disaster Roll).

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SIEGE WALLS:



- Forces can deploy "spotters" on the walls, and they count as line-of-sight for a designated unit on their side of the wall – mark them with a corresponding marker.
- Spotters are considered part of the firing unit.
- All other units may not deploy closer than the bottom of the ramps and cannot move onto the ramps in Turn One.

SPECIAL SHOOTING RULES

- A unit counts-as shooting from their Spotter's location on the Wall.
 - e.g., a 5-man Devastator squad with Lascannons count as firing all of their weapons from the Spotter's location.
 - Measure actual distances from the Spotter to the target.
- Units that do not require Line of Sight do not need a spotter.
- Spotters may not be a target for an opposing unit using a spotter.
- Spotters are -3 to hit (no modifiers) and gets FNP 3+.
 - Spotters are the final wound for their unit.
- Spotters may not engage in close combat while on the wall.

OPENING THE DOORS (**Doors have 20 wounds each pair**)

- The walls may not be targets for shooting on Turn One.
- Attackers must charge the doors at the beginning of their movement phase to attempt to open them.
 - Roll one D6 for every infantry model in base contact with the doors.
 - If the entire width of the door is full of models, the unit can attack with a second rank.
 - Every 6+ is a success.
 - A 6 is always required to wound (no modifiers).
 - Damage is always 1
 - The doors do not take Mortal Wounds (i.e. every wound is a max of 1 damage)
 - Spotters never count as being "at the doors".
- Shooting at the doors on turns 2+ uses the same rules as close combat (6s & 6s)

FLYERS

- Flyers perform as normal, but use True Line of Sight for firing.
- Flyers cross walls without penalty.

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STRATAGEMS:

For these special Stratagems, anyone that the rule is named for can use it for free once per phase. All other users, roll D6 equal to the cost. Every roll of a '1', you regain that point. **Once per phase as normal.**

Mike Montesa's BAT (4CP): Mike's bat destroys unpainted minis. Just destroys them. Doesn't matter how tough they are. No save, no chance. Pay the CPs, the unit is gone. Gone. If it's unpainted, it just dies.

Call it, "Get That Unpainted Sh*t Off the Table You Lazy F**k"

"THE TEARS OF ERCH" (3CP): (Played at the beginning of the player turn.) Return a destroyed unit to the board at the beginning of the turn. It must be deployed at the back edge of a friendly deployment zone.

The Greg Johnson INITIATIVE (2CP): (Start of any Fight Phase) Your units fight first in this fight phase, regardless of charge status.

Jeff Walker's RELIABILITY (1CP): (Played at the start of any player turn.) Your army ignores Morale this turn.

Nick Santiago's INSTABILITY (1CP): After an enemy has placed all of their units at the beginning of a turn (deployment, "deep strike", etc.), chose one of the deployed units. That unit becomes unstable and may not deploy until the end of the movement phase that turn.

Eran's EMERGENCE (2CP): At the start of the movement phase, remove one of your units from the table. It may outflank from any table edge & make its normal move, as long as it ends at least 9" away from any enemy unit.

Jon's AIR FORCE (3CP): (Play at the beginning of your enemy's shooting phase) Your flyers can only be hit on 6's this shooting phase.

This bypasses any auto-hit rules (e.g. flamers).

Ian Chadwick's SALT (2CP): (Play at the beginning of any phase) choose an enemy unit. That unit loses all special rules: it uses only its stat-line and any rules for the specific weapons.

Chris Ruggiero's IN CHARGE (2CP): When an enemy unit is chosen to shoot, roll a D6. On a 4, you can pick another valid target. On a 6, you can pick any target, including the firing unit.

Devin's HAMMER (1CP): Pick a character or unit leader in the fight phase. That model counts as having a "heavy thunderhammer".

Jacob's MIRRORED GLASSES (2CP): Re-roll any single failed saves. On any 1, the glasses have been left behind (AGAIN) and that failed save becomes D3 Mortal Wounds. On all 4+ those wounds are moved to the attacking unit as Mortal Wounds.

Mark L. S. Stone's FUNGUS (2CP): (Play on an enemy unit BEFORE rolling to hit). NOTE the number of wounds inflicted. If target unit fails a save, the fungus spreads and D3 other units in that army, with the same number of original wounds. Roll saves and assign damage as normal.

Adán's DICE (2CP): (Play at the beginning of the phase.) During this phase, any of your army's rolls where at least half the failed dice rolls are "1", re-roll the 1s. If only one die it rolled, this stratagem counts (i.e. a 1 can be re-rolled).

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SCHEDULE

10am – Store opens, folks arrive with their forces

10:20am – Roll-call. If you aren't here, you don't play

10:30am – Final Briefing

10:40am – Deployment begins. 10 minutes for “wall” forces, then 20 minutes for rear forces.

11:20am – MASTER OF DISASTER

11:25am – Top of First Turn

10 min. Movement

10 min. Psychic

15 min. Shooting

15 min. Charge/Fight

12:15am – Bottom of First Turn

10 min. Movement

10 min. Psychic

15 min. Shooting

20 min. Charge/Fight

1:10pm – LUNCH BREAK

>>>Pizzas will be ordered. If you want something else, you better figure it out, cuz when we start, we start.<<<

1:30pm – MASTER OF DISASTER

1:35pm – Top of Second Turn

10 min. Movement

10 min. Psychic

15 min. Shooting

25 min. Charge/Fight

2:35pm – Bottom of Second Turn

10 min. Movement

10 min. Psychic

15 min. Shooting

25 min. Charge/Fight

3:35 – Cupcake break. THANKS KIM!!

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3:45pm – MASTER OF DISASTER

3:50pm – Top Third Turn

10 min. Movement

10 min. Psychic

15 min. Shooting

25 min. Charge/Fight

4:50pm – Bottom of Third Turn

10 min. Movement

10 min. Psychic

15 min. Shooting

25 min. Charge/Fight

5:50pm – Coffee Break

6:00pm – MASTER OF DISASTER

6:05pm – Top of Fourth Turn

10 min. Movement

10 min. Psychic

15 min. Shooting

25 min. Charge/Fight

7:05pm – Bottom of First Turn

10 min. Movement

10 min. Psychic

15 min. Shooting

25 min. Charge/Fight

8:05pm -- THE END OF 40K EVENTS AT ENDGAME, OAKLAND

Thank you to Aaron Lawn, Chris Hanrahan, Finn Green (né Kisch), Anthony Brown, Chris Ruggiero, Matt Reid & PK Hanrahan

for your leadership and dedication as owners (past & present).

Also many thanks to Stephen Bajza, David & Trey Brown, Jacob Lindsay,
and last but very importantly to the 40K Fight Club and to me personally, **Mike Montesa**.

8:30pm – Get the hell out!!!