

EWA 2011 Mega battle rules.

1) 5000 points per player

Each player may bring 5000 points for the battle. If they are playing on the planet they will be able to use the full 5000, if on the ship they will be only allowed to use up to 1500 points for the boarding action. Once the boarding action is finished they may use the remaining points back on the planet (if they are able to make it).

2) NO STRATEGIC ASSETS

You may have assets provided by formations that you take, however these must be unique to the formation. If you have a formation that provides a skill that is listed in any of the main books (eg flank march) then this may not be used with the **exception of Strategic re-deployment**. Also if the formation provides a skill such as an enhanced weapon (eg, super demolisher shell combined fire) this may be used. If you have special deployment rules the only ones that may be used are "Deep strike" or if a formation allows a unit to simply be "placed" on the table (eg Tau stealth suit or Geanstealer formation)

Each team will be given strategic assets based on the side and roll they are given on the day.

3) NO WRECKS

Keep the table clean. If any non-warmachine is destroyed, it gets pulled from the table. Our Apocalypse games are notorious for getting all jammed up at critical areas of mass carnage, and becoming parking lots of dead models that make the board very difficult to play on. Just get the dead vehicles out of there.

4) "ZONE DEFENSE"

Assign team-members parts of the board to roll for. First priority always goes to a model's owner of course, but if he is busy, rolling elsewhere, in the bathroom, or anything else, have a player assigned to that board section who can roll quickly for anything required.

5) WATCH THOSE RESERVES

If stuff is not on the table by the start of turn 4, its DEAD. Players arriving late and just throwing things onto table late game will destroy the flow of the game and often give their side a decisive late-game advantage. Don't let this happen to your game.

6) DON'T SWEAT THE LITTLE STUFF

Stuff like going to ground, and even break checks get forgotten all the time (especially from turn to turn). Determine if you wish to skip these mechanics altogether or streamline them into something that can be resolved immediately (such as counting pinning results as an extra d6 casualties, or having units which could rally do so automatically and having understrength broken units automatically destroyed). Alternatively you should mark pinned or broken units in some blatant way so they will not get overlooked next turn.

7) THE MISSION

The Siege of the city of Izzard!

Objectives for the mega battle are as follows.

Table 1: THE CITY

Points limit – 5000 points per player

Objective: Capture the city!

- Secure the Bridge
- Secure the Gate
- Secure the landing pad
- Secure the Commander office
- Secure the Orbital cannon.
- ****Classified****

Special rules:

Shield generator – The city will be covered in a shield projected by the ship in orbit. Flyers that attempt to fly through the shield while it is up will take an automatic penetrating hit. Models that deep strike through the shield will take one automatic wound with no armour save (as if they had failed a dangerous terrain test)

Orbital cannon – This may be used to fire at the ship in orbit by the team that controls it. Why would you do this you may ask? Well just wait and see!

Table 2: The SHIP!

Points limit – 5000 points per **side!!**

1000 to 1500 points per player depending on how many show up on the day.

Small Spaces: The ships interior is not big enough to allow another other than models based on 40mm bases within the corridors. If you have vehicles and walkers or larger models they will be restricted to the Launch bay.

Objectives: Secure the ship

- Hold the launch bay
- Hold shield control
- Hold weapon control
- Hold the bridge
- ****Classified****

Launch bay: The team that controls the Launch bay can Cripple the reserves of the opposing side. Reserves will be dropped from Half to a Quarter each turn reserves are used.

Shield control: The player that own the Shield controls may shift the location of the shield or simply deactivate it entirely.

Weapons Control: There shall be 6 points on the table that are the plotted points for the ships strike cannons. The player that owns the weapons Control room shall be able to pick the location that either a D6 S8 AP3 apoc barrage **OR** a Strength D 10 inch template will scatter from. If the Strength D template is used the weapon must miss the next turn while the weapons cool down. The Strength D shot may not be used in the first turn of the game.

Bridge: If the bridge is captured then you may chose to “Vent” sections of the ship. Every model within the section must pass a Strength test or be removed from play as they are blown out into the void. This may only be done once. In addition once the bridge is captured the “Classified” objective will be revealed.

8) HAVE FUN

Remember that Apocalypse is about FUN and telling a great story. So don't get bent out of shape and just relax. **KEEP THE GAME MOVING.** The biggest time killers are slow set-up (use the time bidding system and stick to it), and folks milling around towards the end of each phase (team captains need to enforce time limits per phase).

Any questions... Please be sure to ask.