



Epic: Armageddon Narrative Event

'The Siege of Hades Hive'

A Note on Games

Both games of the *AdeptiCon Epic Armageddon Narrative Event* will use the Epic Tournament Game Rules from section 6.1 on page 125 of the Epic Armageddon Rulebook. The only major changes to the Tournament Rules as written pertain to terrain setup and dealing with draws (games that are not decided after four game turns). Both are detailed below.

In addition, each game may include a special rule (as detailed on the following pages). The following is a brief summary of the Epic Tournament Game Rules. Refer to the Epic Armageddon Rulebook if more detailed information is required.

Special Storyline Rules

All armies from the Imperial Guard, Space Marine, Eldar are considered **DEFENDERS**

All armies from the Ork, Chaos, Tau, Necron, Dark Eldar, Tyranid and all derivative lists are considered **ATTACKERS**

Modification (Heresy and bribery of race leaders) may be required to balance player armies for both sides.

Terrain Setup

The Terrain and sides will be placed and chosen by the event coordinator to build the background of the storyline event.

Five Minute Warmup (6.1.3)

During the Five Minute Warmup players shall discuss the following:

- The first rule: HAVE FUN!
- Any units that use the 'Count As' Rule (see 6.2.1– page 127 Epic Armageddon Rulebook)
- Army specific special rules.

- Lines of sight/Fire.
- Cover Saves.
- Pre-measuring.
- Terrain features.
- How units are marked (no surprise Unit differences).
- How objective markers are laid out.
- Assault rules clarifications (closest unit for counter charge, WE firefight rules, assault moves).
- Assault Macro Weapon hit allocation (all normal hits resolved, then MW hits resolved)
- Titan Killer Weapon hit allocation for multiple War Engines.
- Anything else you can think of.
- The first rule again!

Place Objective Markers (6.1.4)

The player with the higher Strategy Rating places the first Objective Marker. If both players have the same Strategy Rating then dice off to determine who places the first Objective Marker. The first Objective Marker a player sets up must be placed on his own table edge. The remaining two must be set up in his opponent's half of the table, at least 30cm away from his opponent's table edge and 30cm away from any other Objective Markers already placed. Alternate setting up Objective Markers until all six have been placed on the table.

To capture an Objective Marker – a player must have an unbroken unit within 15cm of the Objective Marker in the End Phase while his opponent does not. If both players have a unit with 15cm of the Objective Marker in the End Phase it is considered contested. Units from broken formations or from formations that have rallied that End Phase cannot capture or contest Objectives.

Deployment (6.1.5 & 6.1.)

Deploy forces as per the Epic Tournament Games Rules in the following order:

Setup Fortifications, Spacecraft & Garrisons (6.1.5)

Players take turns setting up any fortifications, and declaring what turn spacecraft will arrive. When complete, the player with the highest Strategy Rating deploys the first Garrison, and players alternate until all garrison units are deployed.

Setup Remaining Formations (6.1.6)

All remaining formations in a player's army must be setup within 15cm of their table own table edge or be kept back in reserve. Players take turns setting up one formation at a time starting with the player with the highest Strategy Rating.

Victory Conditions (6.1.7)

Players must check Victory Conditions at the end of the third game turn. A player wins the game if they have successfully complete two of the following Victory Conditions and have completed more Victory Conditions than their opponent. If not, a fourth turn is played, and victory conditions checked again. If not, the game is determined by victory points.

Victory Conditions

Blitzkrieg Capture opponent's objective on their table edge.

Break Their Spirit Destroy most expensive enemy formation.*

Defend The Flag Control all three objectives in your half of the table.

Take and Hold Capture two objective in your opponent's half of the table.

They Shall Not Pass No unbroken enemy formations on your half of the table.

** If several units are tied for most points, you achieve this goal by destroying any of them.*

If no player has won by the end of the end of the fourth game turn or at the end of two hours - than the game is considered and scored accordingly.

Game Schedule

17:00 – 17:30 Check-in and setup

17:30 – 19:30 Game 1

19:30 – 20:00 Break & Paint Judging

20:00 – 22:00 Game 2

22:00 – 22:30 Awards and goodbyes!

- Last revision 11/23/2011 by Dan Bille.

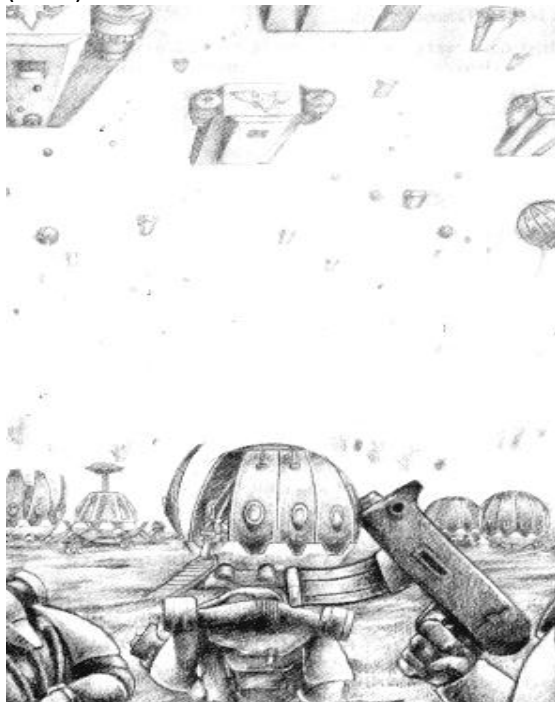


Game 1: Look to the Skies!

Attacker special rules:

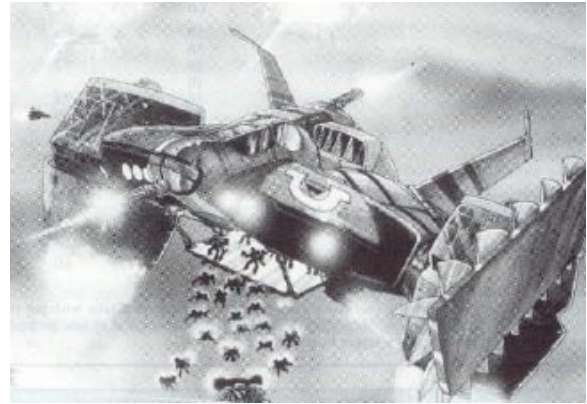
Death from Above: *From the cold depths of warp space an invasion fleet roars forth spreading landing ships before it like sharks to wounded prey.*

The attacking force includes one FREE spacecraft. This spacecraft will be chosen from the available options from the army list. If more than one spacecraft type is available, it is the lesser point value unit of the two. If the army does not have any spacecraft listed, it is considered a warp anomaly, allowing any units with the *planetfall* ability to arrive on a turn declared just as if the army had a spacecraft unit assigned. If the army already has a spacecraft assigned in the army, it does not count toward any list limits (it is FREE). REMEMBER: If you do have multiple aircraft, no more than ONE spacecraft can arrive per turn. Place the spacecraft as per normal Deployment (6.1.5) rules.



“We’re on the Elevator to Hell! Going down!”

Bulk invasion landing ships are not as well armored as their combat cousins, but they bring the majority of the invasion forces into the fight... most of the time...



The attacking force includes two FREE Landers.

Invasion Lander	Move Flyer	AV 6+	CC 6+	FF 5+	
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War Engine DC 2. *Planetfall*, Transport. Can transport 2 complete formations.

Critical Hit: The lander crashes killing all aboard.

Defender special rules:

Death from Above: *The enemy strikes where the defenses are weakest, Imperial Forces are on high alert, ready to respond to the sector that the hammer blow descends on.*

The defending army is divided into two groups, with at least one unit in each group. The attacker chooses which group will be held in *reserve* (representing them dropping onto the weakest area of the defenses)

Reserves: Defending units not deployed normally will arrive according to the speed slowest moving unit in the formation:

Moves at least	30 cm	Turn 1
Moves more than	15 cm	Turn 2
All other units		Turn 3

Place arriving units touching ANY table edge before rolling to activate.

Shield of the Emperor: *The skies of Armageddon are guarded by the largest weapons from the Dark Age of Humanity, the Mighty Defense Laser.*

Each defending force is allowed to place 4 defense laser towers during deployment. Defense lasers are placed as per normal Deployment (6.1.5) rules. (as a speed zero unit, they are garrisons). Defense Lasers cannot be placed less than 30cm from another laser, and half their number must be deployed on the attacker’s half of the table.

The Defending force includes four FREE Defense Laser Towers



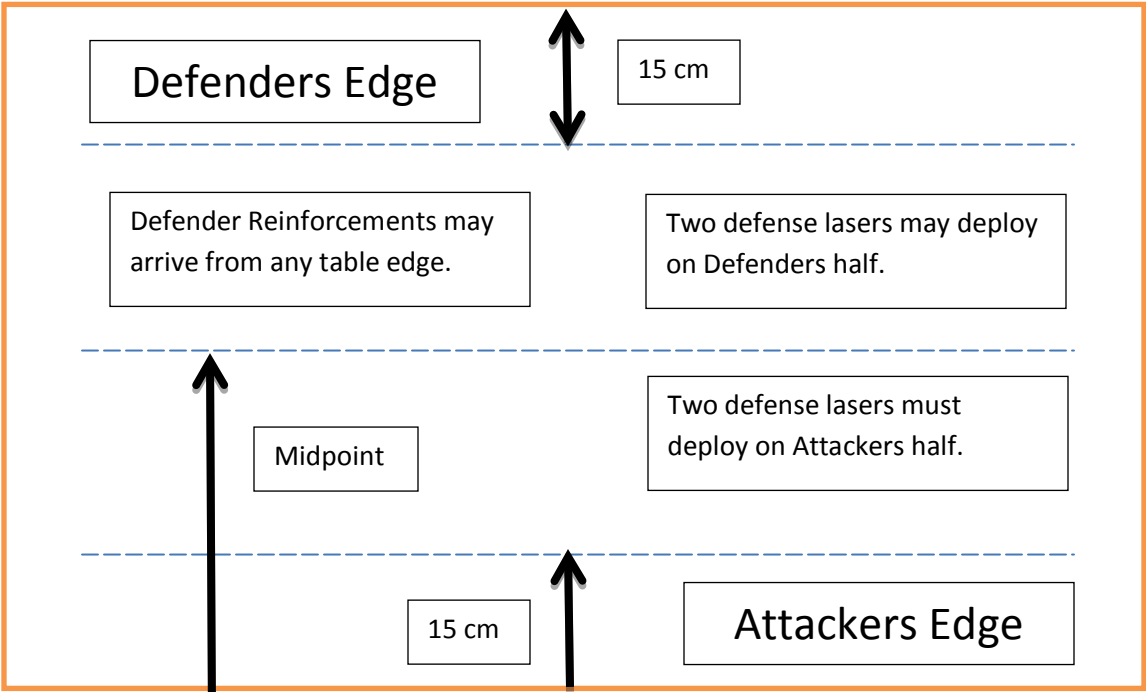
Defense Laser Tower	Move 0cm	AV 4+	CC 6+	FF 4+	See Notes
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War Engine DC 2. *Reinforced Armor, This Rear Armor, Fearless.*

Critical Hit: The capacitors overload and explode like the *Deathstar™*. All units in 5 cm are hit on a 4+.

NOTE: Each Defense laser counts as -1 to activation roll any spacecraft formations OR any formations attempting to use planetfall.

After deployment, defense lasers towers do not activate each turn and are static in all respects. They will not assault. A tower will lend to supporting fire to an assault, and will count as a unit claiming an objective.



Game 2: Unsung Heroes

Game Notes: *The histories of battles are written to glorify Generals, but battles are determined by the actions of individuals at the unit level. The field is littered with those souls who have acted heroically to change the outcome of conflict, and have made the ultimate sacrifice....*

Six *Hero* cards will be provided. Please shuffle them and place face down. Each player may draw cards and play them when described.

Attacker special rules:

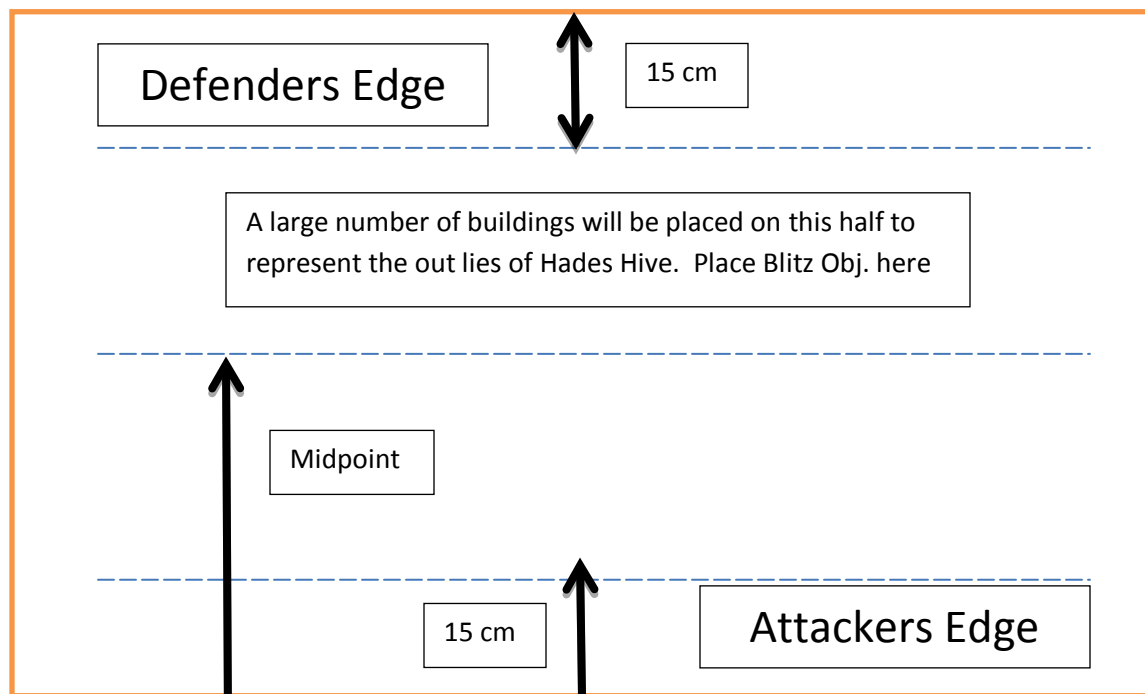
If you won your previous game, draw three *Hero* cards. If you lost, draw two.

Defense of Hades Hive: *Hades Hive held out against Ghazghkul's onslaught, giving the forces of the Emperor time to rush to their defense. Ghazghkul knew Hades Hive must fall for his conquest of Armageddon Prime to be complete*

The Defenders half of the table shall contain a large number of buildings to simulate the outskirts of Hades Hive. During deployment, the Attacking player **MUST** place the blitz objective markers in or touching a building.

Defender special rules:

If you won your previous game, draw three *Hero* cards. If you lost, draw two.



Hammer Hand

Use: During resolution of an assault or engage action.

During the desperate close quarter battles in Hades Hive, the defenders were fighting for their homes with nowhere to left to run. The Orks too could only press forward knowing that running would mean being trampled underfoot by the next wave. Desperation meant that warriors fought on ignoring casualties and numbers.

Effect: Do not use modifiers to determine combat results. The assault will be determined by the roll of the dice alone (section 1.12.7)

Desperate Steadfast

Use: During the rally phase, before any rally roll is made.

Note: this can only be used on units that have half or less of their starting strength in units or War Engine damage points

Many times during the siege of Hades Hive, warriors fleeing the heavy casualties of battle found new resolve look to a strong leader who steels their courage. These devastated warriors stoically turn to face the enemy again.

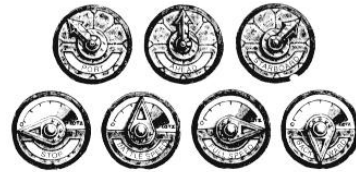
Effect: The selected unit automatically rallies.

Forced March

Use: During a unit's activation.

Orks of the cult of speed believe the color red makes their vehicles faster. The Imperials they fight have adopted this superstition in their long battles on Armageddon.

Effect: The selected unit may add 5 cm to its move value. This applies to EACH move, so a double would add 10 cm, a march would move 15cm.



"Duck and cover men!"

Use: the shooting phase.

Hades Hive became a maze of rubble, abandoned fortifications and wrecks of armored vehicles. Warriors on foot use this to give them protection when under fire.

Effect: All infantry are considered to be 'in cover' for this round. This has no additional effect if the unit is already in cover.



"Curses, Foiled AGAIN!"

Use: Anytime

By some amazing means, you have managed to turn the tables on your opponent.

Effect: This cancels the effect of any card your opponent may use.



Dues Ex Inspiration

Use: Anytime

Your troops are filled with heroic courage from the Emperor or Gorf (possibly Mork), and throw themselves into the fray with no regard for their own lives.

Effect: You may immediately remove D3 Blast markers from a single unit in your army.

Note: May not be used on War Engines, or units including War Engines.



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