

ADEPTICON 2018



APOCALYPSE

## Army Composition

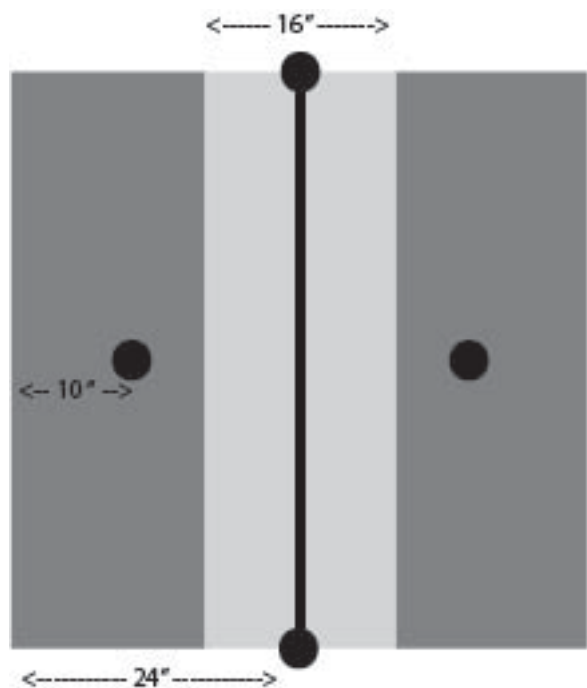
Each player may spend up to 5k points to bring a legal 8E battleforged list using the matched play rules. A given army may include any number of detachments, datasheets, and forgeworld models/units. Each player may field up to 2 special/unique characters. Regardless of what faction(s) are present, a player considers all models on the same side as friendly, however they will count as not sharing any faction keywords. We ask that players submit their lists by Tuesday March 21<sup>st</sup>. Submit lists to [laughterofgods@gmail.com](mailto:laughterofgods@gmail.com).

## Game Length

The game will last for exactly 5 turns. Each player turn will be timed and run for 40 minutes or less. If, at the end of the allotted time a player has not finished his or her turn, that player's turn will simply end.

## Deployment and First Turn

Both sides will secretly bid between 1 and 30 minutes for deployment. The number chosen is the time that side will have to deploy. This is used to deploy all models that are placed during deployment. The side that bids lower will automatically take the first turn. Opposing players will start 16" apart from each other. Most Apocalypse games are played on a long table in a linear fashion. This will not be the case with this game. The deployment space will be more dynamic. Objectives will be placed on tables according to the diagram below.



## Special Rules

Multiple Missions  
In the Shadow

Titan Firepower  
Reserves

## **Multiple Missions**

There are three primary missions. Each mission is scored independently of the others. At the end of the game, the side that wins more of these mission types is victorious.

### *Mission 1 – Progressive Objectives*

There will be 3 or 4 objectives on each table in rough accordance with the diagram above. Starting on the first player's second turn, players score 1 point for every objective they control. A given objective can only be controlled by a single player. These points are scored at the beginning of each player's turn. Players will also receive an additional point for every unit they destroy with the Titanic keyword.

### *Mission 2 - Modified Maelstrom*

Every turn there will be 2 maelstrom style objectives. These objectives are scored at the end of the player turn and can only be achieved during that specific player turn.

### *Mission 3 - King of the Hill*

There will be 5 themed pieces of terrain on the battlefield. At the end of turn five the side that has the most points within 3" of a given terrain piece controls it.

## **Reserves**

In 8<sup>th</sup> Edition players can opt to "reserve" any unit that has an appropriate special rule. In keeping with this rule change, players can opt to bring these units in on any turn (including the first) according to the applicable rule. Any units not deployed at the beginning of turn 4 will be considered destroyed.

## **Titan Firepower**

Each Side will have control of titan level firepower. Each player-turn the table/opponents that finish their turn first will be allowed to control their side's titan level firepower. The attacks generated in this way will have their own phase at the end of each player-turn lasting 5 minutes. No table can control this firepower more than once.

## **In the Shadow**

Each table will have at least 2 buildings with all 4 sides intact and some sort of roof or floor to block line of sight and create a cityscape. Any non-titanic unit within 5" of one of these intact buildings will automatically get a cover save. This includes vehicles. All models in any unit must be completely within 5" to gain this save. Any model occupying the top of one of these buildings will also get this save.

# Frequently Asked Questions

**Q: I saw something about submitting lists early. What is with that?**

A: We are asking players to submit lists early so that we can do a better job of pairing opponents and create a better play experience for everyone. When you submit your list please simplify it as much as possible. We don't want to look through your 9-page army builder list. They are just confusing. Include units, costs, and meaningful upgrades. Please submit lists to [laughterofgods@gmail.com](mailto:laughterofgods@gmail.com)

**Q: Will there be swag?**

A: All players who submit their lists on time will get some swag. There will also be awards given out, but probably not for winning the game.

**Q: I am a little confused about all of these different mission objectives. What is going on with them?**

A: We like to have a lot of goals to fight over to keep players occupied until the end, but at the same time not have the early turns be pointless so we run 3 different primary style objectives at the same time. We will have a score sheet for you each turn that helps clarify things. Additionally, each team will have a Supreme Overlord to help the players on his or her side.

**Q: I play Tyranids or another army without allies, can I still play?**

A: Yes, you can still play. All players will count all other players as friendly, but not share faction keywords. This will keep the imperial players from helping each other out and not penalize the more diverse Xenos armies.

**Q: I don't have any super heavies or other crazy stuff. Will I get wiped off the table?**

A: No you won't. Lots of people will just be taking 5,000 points worth of units from their basic codex.

**Q: How competitive will this event be?**

A: Probably not very competitive. Some players might have more competitive lists than others, but mostly we are out to have a good time, roll some dice, and maybe talk a lot of trash. If you are planning on stomping face you are probably registered for the wrong event.

**Q: Do I need to let you know what I am bringing?**

A: Yes and no. If you show without letting us know what you are bringing you can still play, but we ask that you submit your list the Tuesday before the event. Any player that submits his or her list will get some great swag. We are collecting lists so that we can more effectively pair players and create a more fun and compelling experience.

**Q: How will the sides be determined?**

A: We will first make sure the sides are even in terms of number of players. After that, we will do our best to group players together by Faction so no player has to play against the same army type and to ensure individual lists face plausible opponents, but we aren't perfect.

**Q: Does everything have to be painted?**

A: Yes. The hobby is important to us, but we understand that everyone paints at a different level. Simply paint to your ability. If you fail to get a single model painted for the event you can still play, but

please don't show up with an unpainted army. A lot of players have spent hundreds of hours preparing their armies.

**Q: Can I field Space Marines, Grey Knights, Imperial Knights, and Guard?**

A: All we ask is for you to bring a battleforged army using the matched play rules. This means all units must share a single faction keyword. However, please keep your opponent in mind when you design your list. Keep things simple and don't try to steamroll him or her with some ridiculous agglomeration of factions and keywords.

**Q: With the edition change there are a lot of old formations and other rules. Can I use any of them?**

A: No.

**Q: Will you be using any kind of modified rules or FAQ?**

A: We will be using the full GW FAQ and chapter approved modifications. We will not be using any further rules modifications. However, this is not license to be a jerk to your opponent. This game lasts all day. Make sure your opponent has a good time too.

**Q: In previous years you left wrecked vehicles on the table. Will you be removing wrecked vehicles from the table?**

A: No. We will be providing you with LED wreck markers to use in our game as we want the table to be littered with glowing dead vehicles. We also hope to have some jumbo wreck markers for the largest Titanic vehicles.

**Q: Will you be using Warlord Traits or Warlords?**

A: No.

**Q: Are we rolling psychic powers or can I just choose?**

A: Just choose. We want the game to move along quickly.

**Q: How does the psychic phase work?**

A: We try to keep the game moving. If you cast a power at an opponent or otherwise on that opponent's table give him or her time to figure out if they can try to Deny the Witch. Each Psyker can still only cast/deny the total number of powers shown on their datasheet.

# GAME TURN 5 (15 MINUTES)

Turn 5 Maelstrom Style Objectives

Objective 1: Destroy a unit with the **Psyker** Keyword.

Objective 2: Have two scoring units within 12" of your opponent's board edge.

**Player 1** \_\_\_\_\_

*Beginning of turn*

How many objectives do you control? \_\_\_\_\_

*End of turn*

Which Maelstrom Objectives have you achieved?            **1**     **2**

How many units with the **titanic** keyword did you destroy? \_\_\_\_\_

**Player 2** \_\_\_\_\_

*Beginning of turn*

How many objectives do you control? \_\_\_\_\_

*End of turn*

Which Maelstrom Objectives have you achieved?            **1**     **2**

How many units with the **titanic** keyword did you destroy? \_\_\_\_\_

# GAME TURN 4 (20 MINUTES)

Turn 4 Maelstrom Style Objectives

Objective 1: Control 2 objectives.

Objective 2: Destroy a unit in the shooting phase.

**Player 1** \_\_\_\_\_

*Beginning of turn*

How many objectives do you control? \_\_\_\_\_

*End of turn*

Which Maelstrom Objectives have you achieved?            **1**     **2**

How many units with the **titanic** keyword did you destroy? \_\_\_\_\_

**Player 2** \_\_\_\_\_

*Beginning of turn*

How many objectives do you control? \_\_\_\_\_

*End of turn*

Which Maelstrom Objectives have you achieved?            **1**     **2**

How many units with the **titanic** keyword did you destroy? \_\_\_\_\_

# GAME TURN 3 (35 MINUTES)

## Turn 3 Maelstrom Style Objectives

Objective 1: Destroy a unit in the assault phase.

Objective 2: Force your opponent to take a LD test.

**Player 1** \_\_\_\_\_

*Beginning of turn*

How many objectives do you control? \_\_\_\_\_

*End of turn*

Which Maelstrom Objectives have you achieved?            **1**        **2**

How many units with the **titanic** keyword did you destroy? \_\_\_\_\_

**Player 2** \_\_\_\_\_

*Beginning of turn*

How many objectives do you control? \_\_\_\_\_

*End of turn*

Which Maelstrom Objectives have you achieved?            **1**        **2**

How many units with the **titanic** keyword did you destroy? \_\_\_\_\_



# GAME TURN 2 (40 MINUTES)

Turn 2 Maelstrom Style Objectives

Objective 1: Destroy a unit with the **Character** Keyword.

Objective 2: Successfully cast a psychic power.

**Player 1** \_\_\_\_\_

*Beginning of turn*

How many objectives do you control? \_\_\_\_\_

*End of turn*

Which Maelstrom Objectives have you achieved?            **1**      **2**

How many units with the **titanic** keyword did you destroy? \_\_\_\_\_

**Player 2** \_\_\_\_\_

*Beginning of turn*

How many objectives do you control? \_\_\_\_\_

*End of turn*

Which Maelstrom Objectives have you achieved?            **1**      **2**

How many units with the **titanic** keyword did you destroy? \_\_\_\_\_

# GAME TURN 1 (30 MINUTES)

Turn 1 Maelstrom Style Objectives

Objective 1: Bitch about your opponent's army (humorously and convincingly).

Objective 2: Destroy a Unit.

**Player 1** \_\_\_\_\_

*End of turn*

Which Maelstrom Objectives have you achieved?            **1**        **2**

How many units with the **titanic** keyword did you destroy? \_\_\_\_\_

**Player 2** \_\_\_\_\_

*End of turn*

Which Maelstrom Objectives have you achieved?            **1**        **2**

How many units with the **titanic** keyword did you destroy? \_\_\_\_\_