

Warhammer 40,000 Apocalypse Rules

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Painting Rewards

To reward the considerable effort that goes into painting vast armies suitable for games of Apocalypse players who have painted at least 50% of the models in their force may take a Formation free of charge, players who have painted every single model in their force may take 2 Formations free of charge.

Please note the cost waived is the additional cost of the Formation (normally between 50 and 250 points), not the cost of the units that make up the formation.

To class as painted figures must have at least 3 colours on them, and a flocked base (or equivalent).

Game Setup

1. Select forces
2. Allocate teams
3. Select Stratagems
 - a. Each player chooses one Stratagem from the lists in Apocalypse and Apocalypse Reloaded.
 - b. No two players on the same team may select the same Stratagem (those gained from Formations are ignored for this purpose).
 - c. The following Stratagems may not be selected (If these are gained from a formation, gain an additional Orbital Bombardment instead):
 - i. Reserves
 - ii. Flank March
 - iii. Disruptor Beacon
4. Bid Deployment Time
5. Deploy Objectives
6. Deployment
 - a. The Team going first has 15 minutes to discuss plans (they may get models ready to deploy at this stage, but may not actually deploy anything).
 - b. They then have the amount of time they bid to deploy their forces, any units not deployed within the time allowed are automatically held in reserve.
 - c. The Team going second then does the same as above.
7. Start the game! (Note that Initiative may not be stolen!)

Capturing Objectives

To determine which side controls any given objective, total up the number of points each Team has on the objective

Unit Type	Points
Scoring Unit	2
Super-Heavy Vehicle	1 for every remaining structure point
Gargantuan Creature	1 for every 2 remaining wounds
Any Other Unit	1

Timed Turns

In the interests of making sure the inevitably huge games of Apocalypse do not run on for days, Team turns are normally timed, generally either 30 minutes a Team turn, or 45, but especially large games may allow longer turns.