



Rules for the World's Largest Apocalypse Game

- 1) All Games Workshop and ForgeWorld rules will be used, with later rules/updates trumping older ones. Likewise, Lords of Battle from Bell of Lost Souls will also be used.
- 2) No points limit.
- 3) Super-heavyies, Titans, and fliers can all be used.
- 4) Every player receives one strategic asset. A player can play as many Apocalypse formations as he wishes (and therefore potentially more assets). All formations are allowed with the exception of the Chaos Conclave.
- 5) All starting forces for a particular player must be deployed on the same table. A table is defined as an actual physical 4 x 8 table (from 6 to 8 will be used in total). Reserves brought in after the first turn can be deployed anywhere.
- 6) A full turn will be two hours while each side will have one hour to complete their individual turn. When time is up the participants will have no more than five minutes to conclude close-combats or shooting that had already begun. Part of the goal of this rule is to put a practical limit on what people can effectively bring and use while allowing players to try to manage as much as possible.
- 7) Each side will have as much as one half hour to initially deploy their troops. Deployment for each side will be timed and the side that deploys the fastest gets the first turn.
- 8) There will be two objective markers per table, one each in the deployment area of each team. Each marker counts for one point.
- 9) In addition, each player must designate a "leader model" in his force. This leader model is worth one point if killed. However, being a "leader" endows the model with the Eternal Warrior rule even if he does not usually possess it. The leader model can likewise claim enemy (those in the opposing team's deployment zone) objective markers by himself. If he does so either alone or as part of a group he gains +1 point for his team.
- 10) For the sake of completing a turn players can delegate control of all or some of their models to other players.
- 11) Prizes will be awarded for the **Most Impressive Model**, **Highest Individual Objective Point Total** (ties go to the player who started with the fewer points), and the **"He Died with his Boots On"** award for the player who is wiped out first (or, if no one has been completely destroyed the one with the fewest remaining points in models). Any officials associated with 40Korigins.com are not eligible for these prizes.
- 12) All rules questions and rulings made on site by 40kOrigins.com officials are final.
- 13) Although we will do everything we can to provide a safe playing environment, ultimately 40kOrigins.com and Origins are not responsible for any theft or damage to your models. So, keep an eye on them!

