

Epic Armageddon Tournament Scenarios

The following rules describe six scenarios that are suitable for tournament or pick-up games that can be played with a minimum of preparation. They are intended to provide players with a different set of tactical challenges to overcome while maintaining balance for both players.

PICKING YOUR ARMY

To play one of these scenarios, you and your opponent will have to agree on what type of game you want to play, and then pick your army.

Once you and your opponent have chosen the **Game Type** and agreed on the **Points Value** you will play, you can select an army up to (but not exceeding) the points value you agreed upon.

Game Type	Points Value
Vanguard	Up to 2000 points
Battlehost	2000 to 4000 points
Warhost	over 4000 points

THE BATTLEFIELD

These scenario rules assume that games will be played on the following sized battlefields:

Game Type	Battlefield Size
Vanguard	120cm x 120cm (4'x4')
Battlehost	180cm x 120cm (6'x4')
Warhost	240cm x 180cm (8'x6')

Terrain should include 1 or 2 terrain features per 60cm by 60cm (2'x2') area of the battlefield. Terrain features should be up to 30cm by 30cm and there should be a mix of line of sight blocking and lower area terrain.

If your games are played on battlefields different to this don't worry too much, but bear in mind that playing on very small or very large battlefields, or very densely packed cities or barren wastelands will favour some armies over others.

TRIUMPHS

After armies are deployed but before the first turn players compare the number of formations that their armies are composed of. If one army is composed of more formations than the other, then the player with the army that has less formations must roll on the following table to determine what triumph they have available to them.

D6	Triumph
1-2	Inspired: You can re roll one failed activation roll for one formation in your army in one turn. This cannot be used with other methods of re-rolling activation rolls.
3-4	Bloodthirsty: You can re-roll all of the to hit rolls of 1 for one formation in your army in one turn.
5-6	Indomitable: You can re-roll all of the failed save rolls made for one formation in your army in one turn. This cannot be used with other methods of re-rolling save rolls.

SCENARIOS

The following are six scenarios that offer unique sets of tactical challenges for players.

To pick a scenario roll a D6 and consult the following table.

D6	Scenario
1	Take and Hold
2	Blood and Glory
3	Escalation
4	Border War
5	Three Places of Power
6	Gifts from the Heavens

TAKE AND HOLD

Battles are often fought to control territory. In such battles neither side can afford to concede ground, and must ruthlessly neutralise enemy incursions while at the same time pushing into enemy territory.

SET-UP

Both players roll a dice and add their army's strategy rating, re-rolling in the case of a tie, and the player with the highest total decides which territory each side will use. The territories for the two armies are shown on the map below.

The players then alternate setting up formations one at a time, starting with the player who won the roll to determine territories. Formations must be set up in their own territory, more than 30cm from the enemy territory.

Continue to set up formations until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the formations in their army, one after another. The player that finishes setting up their army first can choose who goes first in the first action phase.

TRIUMPHS

If one player has fewer formations than their opponent, then they can roll on the Triumphs table after both armies have been set up.

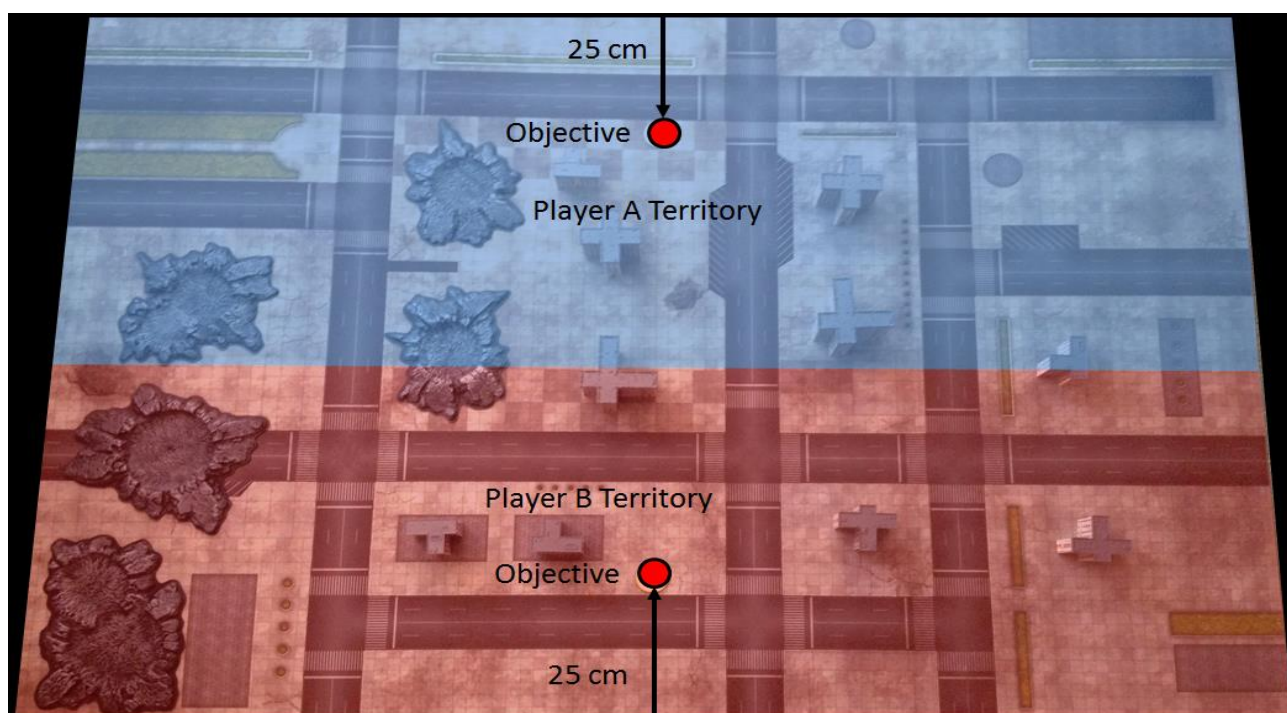
VICTORY

This battle is fought to control two objectives. The objectives are located at the centre of each players territory 25cm from the edge of the battlefield, as shown on the map below. You may wish to show their location on the battlefield with a small marker.

A player controls an objective if, at the end of any turn, they have 5 or more unbroken units from their army within 15cm of the objective and there are no unbroken enemy units within 15cm of it. Note that the 5 units can belong to different formations. Each remaining damage capacity of a war engine counts as one unit.

Starting from the end of the third turn, one player immediately wins a **major victory** if they have control of both objectives.

If neither player has won by the end of the fifth turn, or the amount of time allocated for the battle runs out, then each player adds up the points value of any enemy formations that have been destroyed during the battle or are broken at the end of the battle. If one player has a higher total, they win a **minor victory**.



BLOOD AND GLORY

Two armies meet upon the battlefield, ready to deal death and destruction upon the hated foe. The conflict will be settled by force, with the territory going to the victor, and death and dishonour to the loser.

SET-UP

Both players roll a dice and add their army's strategy rating, re-rolling in the case of a tie, and the player with the highest total decides which territory each side will use. The territories for the two armies are shown on the map below.

The players then alternate setting up formations one at a time, starting with the player who won the roll to determine territories. Formations must be set up in their own territory, more than 30cm from the enemy territory.

Continue to set up formations until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the formations in their army, one after another. The player that finishes setting up their army first can choose who goes first in the first action phase.

TRIUMPHS

If one player has fewer formations than their opponent, then they can roll on the Triumphs table after both armies have been set up.

VICTORY

This battle is fought to control four objectives. The objectives are located at the centre of each quarter of the battlefield, as shown on the map below. You may wish to show their location on the battlefield with a small marker.

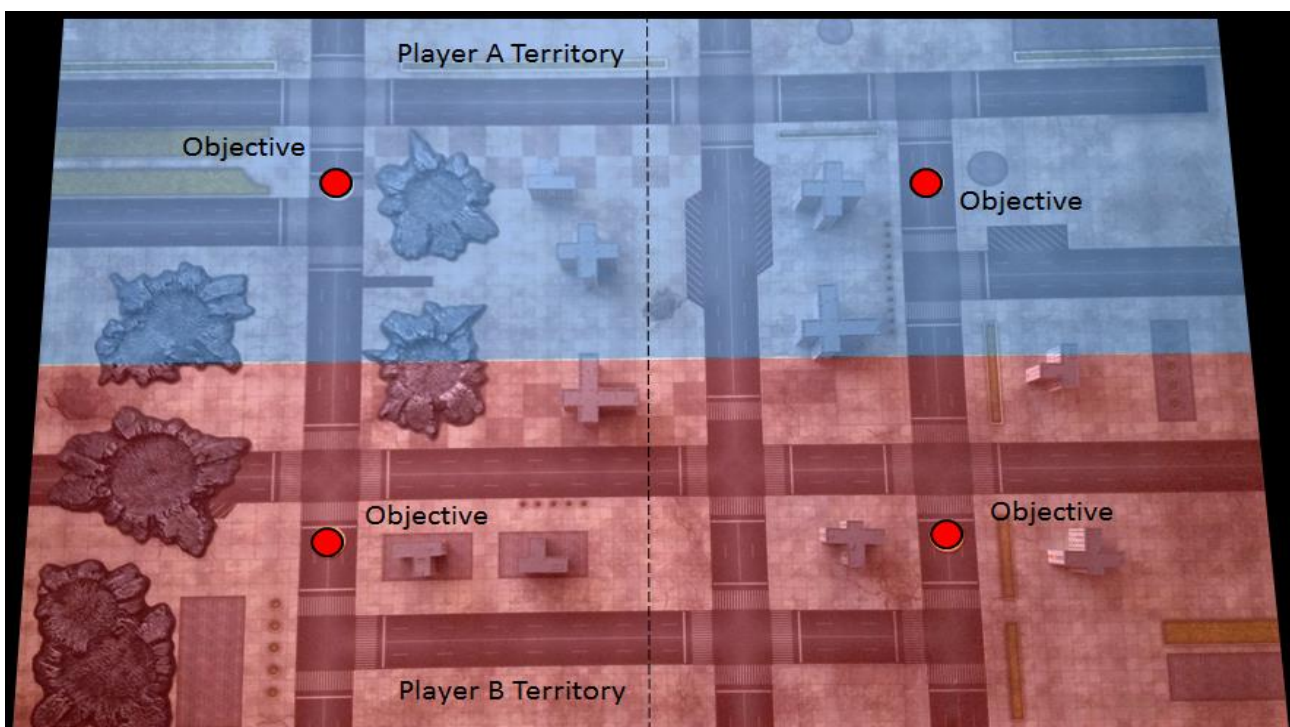
A player controls an objective if, at the end of any turn, they have more unbroken units from their army within 15cm of the objective than there are unbroken enemy units within 15cm of the objective. Each remaining damage capacity of a war engine counts as one unit.

The objective remains under the player's control until the enemy are able to gain control of it (by having more units within 15cm of it at the end of a turn), even if the capturing models move away.

Starting from the third turn, one player immediately wins a **major victory** if they have control of all four objectives.

If neither player has won by the end of the fifth turn, or the amount of time allocated for the battle runs out, then the player that controls the majority of the objectives wins a **minor victory**.

If both players control the same number of objectives, each player adds up the points value of any enemy formations that have been destroyed during the battle or are broken at the end of the battle. If one player has a higher total, they win a **minor victory**.



ESCALATION

Sometimes two deadly forces will stumble across each other, and a ferocious battle will start.

SET-UP

Both players roll a dice and add their army's strategy rating, re-rolling in the case of a tie, and the player with the highest total decides which territory each side will use. The territories for the two armies are shown on the map below.

Each player must count up the number of formations in their army, and divide the total by three, rounding up. The result is the number of formations they must set up, and the number of formations they will receive in the second turn. Any remaining formations from their army arrive in the third turn. For example, a player with an army of 10 formations would set up 4 formations at the start of the game, receive 4 formations in their second turn, and 2 formations in their third turn.

The players then alternate setting up formations one at a time, starting with the player who won the roll to determine territories. Formations must be set up in their own territory, more than 30cm from the enemy territory.

Continue to set up formations until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the formations in their army, one after another. The player that finishes setting up their army first can choose who goes first in the first action phase.

TRIUMPHS

If one player has fewer formations than their opponent, then they can roll on the Triumphs table after both armies have been set up.

ADDITIONAL FORMATIONS

Both players receive formations at the start of the second and third turns, as described in the set up instructions above. You can set these formations up anywhere in your territory as long as all units from the formation are within 7cm of the edge of the battlefield and more than 30cm from enemy units. If this makes it impossible to set a formation up, it is delayed until the next turn. The formations can be activated normally on the turn they arrive, and do not count as already having moved or having been activated.

Formations that arrive on a certain turn due to their special rules must be allocated to be one of the formations arriving that turn.

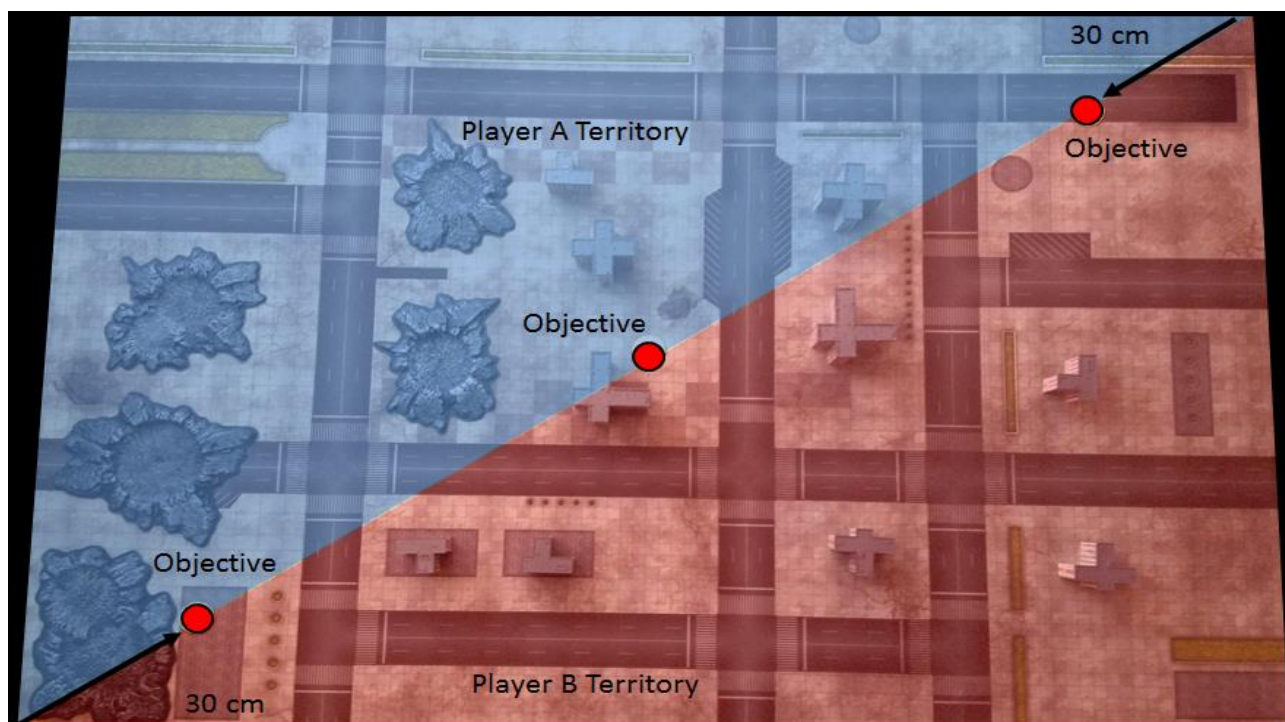
VICTORY

The battle is fought to control three objectives. These objectives are located on the border between the player's territories, one in the middle of the battlefield and the others 30cm away from each corner, as shown on the battle map.

A player controls an objective if, at the end of any turn, they have more unbroken units from their army within 15cm of the objective than there are unbroken enemy units within 15cm of the objective. Each remaining damage capacity of a war engine counts as one unit.

Starting from the second turn, each player scores 1 victory point for each objective they control at the end of each turn. The player with the most victory points at the end of the fifth turn, or when the time allocated for the battle runs out, wins a **major victory**.

If the players are tied on victory points at the end of the game, each player adds up the points value of any enemy formations that have been destroyed during the battle or are broken at the end of the battle. If one player has a higher total, they win a **minor victory**.



BORDER WAR

Two armies approach the same battlefield, determined to capture the vital ground that separates their territories and, if possible, strike deep into enemy territory.

SET-UP

Both players roll a dice and add their army's strategy rating, re-rolling in the case of a tie, and the player with the highest total decides which territory each side will use. The territories for the two armies are shown on the map below.

The players then alternate setting up formations one at a time, starting with the player who won the roll to determine territories. Formations must be set up in their own territory, more than 30cm from the enemy territory.

Continue to set up formations until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the formations in their army, one after another. The player that finishes setting up their army first can choose who goes first in the first action phase.

TRIUMPHS

If one player has fewer formations than their opponent, then they can roll on the Triumphs table after both armies have been set up.

VICTORY

This battle is fought to control four objectives. Two are located at the centre of each player's territories, one at the centre of the left half of the battlefield, and one at the centre of the right half, as shown on the map below. You may wish to show their location on the battlefield with a small marker.

A player controls an objective if, at the end of any turn, they have more unbroken units from their army within 15cm of the objective than there are unbroken enemy units within 15cm of the objective. Each remaining damage capacity of a war engine counts as one unit.

The objective remains under the player's control until the enemy are able to gain control of it (by having more unbroken units within 15cm of it at the end of a turn), even if the capturing units move away.

You score victory points for each objective you control at the end of each turn. The number of points you receive depends on the objective's location:

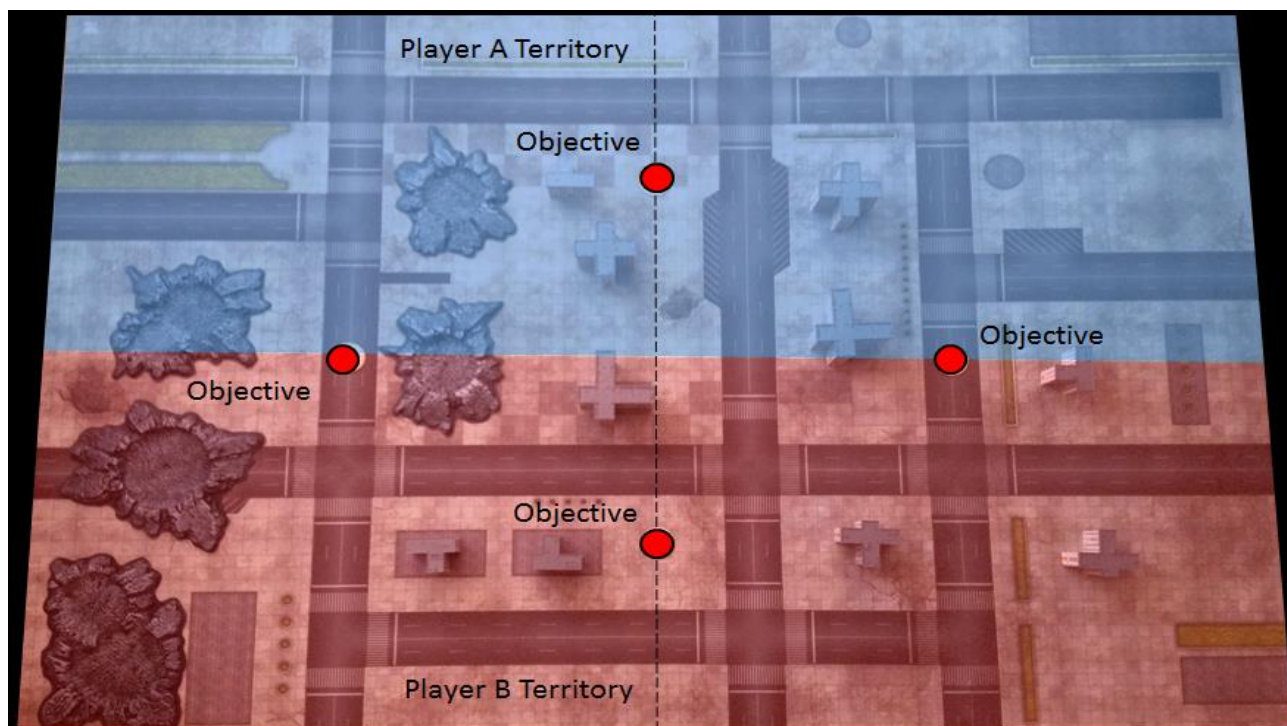
Objective is in your own territory: 1 victory point

Objective is on the border between the territories: 2 victory points

Objective is in enemy territory: 4 victory points

The player with the most victory points at the end of the fifth turn, or when the time allocated for the battle runs out, wins a **major victory**.

If the players are tied on victory points at the end of the game, each player adds up the points value of any enemy formations that have been destroyed during the battle or are broken at the end of the battle. If one player has a higher total, they win a **minor victory**.



THREE PLACES OF POWER

The leaders of the two armies have learned the locations of three places of great importance. Through esoteric or more physical means, a suitably trained individual can access vital information on the movements and disposition of the enemy. The longer they can remain upon the location, the more of this valuable intelligence they can obtain.

SET-UP

Both players roll a dice and add their army's strategy rating, re-rolling in the case of a tie, and the player with the highest total decides which territory each side will use. The territories for the two armies are shown on the map below.

The players then alternate setting up formations one at a time, starting with the player who won the roll to determine territories. Formations must be set up in their own territory, more than 30cm from the enemy territory.

Continue to set up formations until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the formations in their army, one after another. The player that finishes setting up their army first can choose who goes first in the first action phase.

TRIUMPHS

If one player has fewer formations than their opponent, then they can roll on the Triumphs table after both armies have been set up.

THE PLACES OF POWER

Three places of power are located upon the border between the two territories. One lies at the centre of the battlefield, and the others lie halfway between the central place of power and each narrow edge of the battlefield, as shown on the map below.

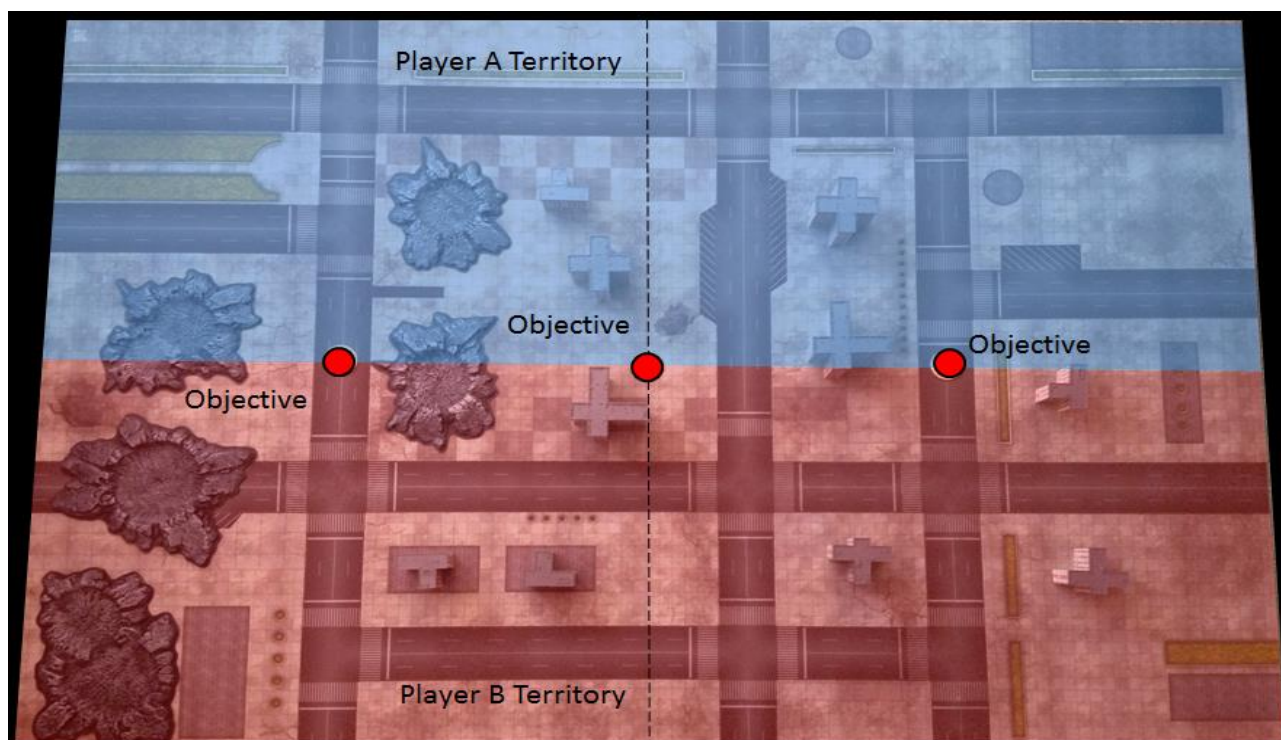
VICTORY

A player controls an objective if, at the end of any move, an unbroken unit with a **Leader, Inspiring, Commander or Supreme Commander** special rule is within 7cm of the objective. Only one such unit can control each objective at a time, if more than one is eligible, then the first to arrive controls it. If the controlling unit is slain, then the next eligible unbroken unit that arrived within 7cm of the objective immediately gains control of it.

At the end of each turn, you score victory points for each place of power controlled by one of your eligible units. The number of victory points is equal to the number of turns that the eligible unit has controlled the objective; 1 on the turn they gained control, 2 if they controlled it last turn as well as this one, and so on.

The player with the most victory points at the end of the fifth turn, or when the time allocated for the battle runs out, wins a **major victory**.

If the players are tied on victory points at the end of the game, each player adds up the points value of any enemy formations that have been destroyed during the battle or are broken at the end of the battle. If one player has a higher total, they win a **minor victory**.



GIFTS FROM THE HEAVENS

The battlefield is frequently showered with objects from low orbit as the battles in the skies rage above the battles on the ground. Occasionally items or personnel of value crash land, and it is vital that these locations are thoroughly investigated. Armies from both sides rush to secure these sites, both to deny them from the enemy and obtain any assets of value for themselves.

SET-UP

Both players roll a dice and add their army's strategy rating, re-rolling in the case of a tie, and the player with the highest total decides which territory each side will use. The territories for the two armies are shown on the map below.

The players then alternate setting up formations one at a time, starting with the player who won the roll to determine territories. Formations must be set up in their own territory, more than 30cm from the enemy territory.

Continue to set up formations until both players have set up their armies. If one player finishes first, the opposing player can set up the rest of the formations in their army, one after another. The player that finishes setting up their army first can choose who goes first in the first action phase.

TRIUMPHS

If one player has fewer formations than their opponent, then they can roll on the Triumphs table after both armies have been set up.

THE CRASH LANDING

Two objects of strategic value crash land on the battlefield at the start of the second turn, one landing in each players territory. Each player rolls a dice at the start of the second action phase, and an object lands at the centre of the board section in their territory that has the corresponding number, becoming an objective. You may wish to show the location of these objectives with small markers.

A player controls an objective if, at the end of the turn, they have any unbroken units within 15cm of it and there are no unbroken enemy units within 15cm of it.

VICTORY

At the end of the turn you score a number of victory points equal to the number of the current round for each objective you control. For example, if you control 1 objective at the end of the third turn you would score 3 victory points.

The player with the most victory points at the end of the fifth turn, or when the time allocated for the battle runs out, wins a **major victory**.

If the players are tied on victory points at the end of the game, each player adds up the points value of any enemy formations that have been destroyed during the battle or are broken at the end of the battle. If one player has a higher total, they win a **minor victory**.

