

ARMAGEDDON

OVERVIEW

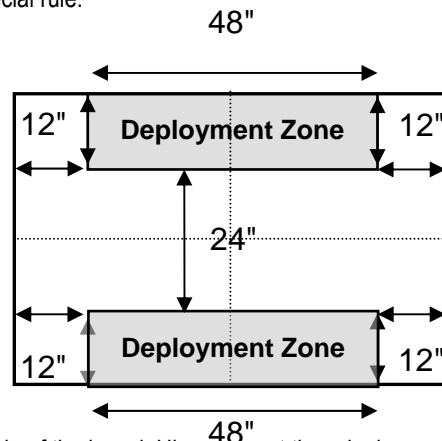
The final solution is at hand. Each side has developed a DNA bomb which will attack their foe at the fundamental level: genetics. Both sides rush their bio-weapon of mass destruction forward, into the very face of extinction.

SCENARIO SPECIAL RULES

Armageddon uses the *Bio-Weapon* (see below) scenario special rule.

SET-UP

- Both players roll a die, the player with the highest score may choose which long board edge side to deploy along. The deployment zone is 48" long and 12" deep, with 12" of clear ground to either flank.
- Each player secretly records the starting position of his bio-weapon as co-ordinates, e.g. 12 forward, 18 from left board edge. It can be anywhere inside his deployment zone. Players do not reveal the location at this time.
- The player that scored lowest deploys one unit on his side of the board. His opponent then deploys a unit in his deployment zone. Players take turns deploying a unit at a time until both forces are entirely on the table.
- No unit can be deployed within 24" of the enemy at the start of the game. The players must deploy their units in the following order: Heavy Support first, then Troops, Elites, HQ, and Fast Attack units.
- After both sides have deployed, both players reveal the location of their bio-weapon, and place it on the table. Bio-weapons should be represented by a drum or crate, roughly the size of a normal model. The bio-weapon can be moved up to 3" from the starting co-ordinates to get it into base-to-base contact with a friendly model, providing it remains within the deployment zone. This 3" move can be used to place it inside a vehicle.
- Roll for who gets first turn. Highest score may choose whether to go first or second.



MISSION OBJECTIVE & SPECIAL RULES

Each side seeks to carry their bio-weapon into the enemy's deployment zone. The bio-weapon has a stasis field which renders it indestructible until detonated. It cannot be destroyed, nor removed from the table for any reason.

If the bio-weapon begins the movement phase in base-to-base contact with a friendly model, it can be moved with that model. The bio-weapon can never be moved more than 6" in a turn for any reason (the stasis field generator must be constantly monitored). Thus, models or vehicles carrying the bio-weapon may only make a single 6" move, and may not make assault moves, use *Fleet of Foot*, turbo charge, ump packs, *Veil of Darkness*, etc.

If a bio-weapon is in a squad that is assaulted, it remains under the control of the squad, until that squad is dead. Squads ARE permitted the usual pile in, consolidation or sweeping advance moves at the end of the phase. Any squad falling back takes their bio-weapon with them.

A player may not move the enemy's bio-weapon under any circumstances; soldiers refuse to touch it or drive vehicles over it, regardless of any special status such as *Fearless* or *Hive Mind*. In actual fact, they suffer no adverse consequences from being in contact with it, but that does not make them willing to push their luck.

To win, the bio-weapon must be in the enemy deployment zone on the last turn played in the game, with a friendly model within 6" to transmit the detonation code (any model can do this). If only one side detonates their bio-weapon, that side is the winner. If neither side detonates their bio-weapon, or if both sides succeed, it is a draw.

GAME LENGTH

Six turns.

TOTAL VICTORY

You detonate your bio-weapon, and the enemy bio-weapon has not crossed the centreline of the table. (+1 BP)

LINE OF RETREAT

Troops falling back go towards the nearest board edge of their deployment zone.