

Warboar Games christmas 2017 fun apocalypse event

#1 The teams and the Mission

The teams as follow for the defenders being the forces of the Imperium. The attackers as everyone else.

The mission is a relic mission which by the end of turn 5 if there are no attacking forces within 10 inches of the Relic then the defenders win the game. If the attackers have models within 10 inches of the Relic by Turn 5 with no defenders then they win the game.

However if both sides have models within 10 inches of the Relic then a sudden death round occurs. This will only involve models in range of the relic and will fight it out to see who comes out on top!

#2 Re-spawn rule

So, all Players can contribute to the game and each unit will re-spawn every time it's destroyed.

This will be different for both sides as to represent both sides resources and tenacity.

Once a unit has been destroyed they have a chance to comeback during the game.

Re-spawned defender units comeback in the vicinity of the base.

To re-spawn the following dice roll values are needed:-

#Defenders#

Infantry sized units 3+

Medium to large sized units 5+

Unique Characters and Super Heavy 6+

#Attacker#

Infantry sized units automatically re-spawn.

Medium to large sized units 3+

Super Heavy and Unique Characters 5+

*Each player has 3 command points to use at the start of their turn.

*Unused points are banked so make sure you keep a record of it.

*All stratagems in your codex are allowed regardless of limit.

*Examples of the Medium to large sized units are Dreadnought, Predators, Trygons, Wraithlord, and Brodasides.

#3 Building your armies

Due to time constraints we will be running up to 200 power level for each player. You can do a power level 20 as the idea is to be able to do all of your phases in 30 minute time periods.

*No more than 1 unique character for both sides. So check with your fellow players about this as it would be strange if 2 named characters were to be used on the same battlefield.

No Battleforged bonus' so bring whatever you like.

*No relics.

*What you see is what you get on the model (wysiwyg)

Every player will have a Warlord but both sides will have a Warmaster to command the whole army during the game.

#4 Timings

11 - 12pm Tables will be arranged

12 - 1pm Armies to be set up

1 - 2.30pm Game Round 1

2.30 - 4pm Game Round 2

4-4.30pm Break

4.30 - 6pm Game Round 3

6 - 7.30pm Game Round 4

7.30 - 8pm Break

8 - 9.30pm Game Round 5

This is a free event however table fees will be charged as normal

And most importantly have fun. Hope to see you guys then!

See less

Various shots of the game in action, the regen rules really helped keep players engaged as no one was truly out of the game if they happened to lose units early. A good example of this was my Hierophant Bio-Titan and the tau tiger shark which was focus-fired and removed from the board on turn 2, which in other games would cause nothing but aggro for their owners, but in this game it wasn't too bad as we still had a chance to get them back via the respawn mechanic.



This was followed shortly by the Revenant Titan being destroyed and doing an impressive explosion taking out a lot of friendly units, but it immediately respawned on the following Turn (a roll of only 6 required), after respawning it moved away from the fortification so that it couldn't explode near friendlies again.

The Bio-Titan respawned after that and proceeded to wreck the Titan in close combat, which amazingly the Titan respawned the following Turn and proceeded to remove the Bio-Titan from the Game again.



At the end of the game time limit, there were 6 armies within reach of the relic (the pug in war gear) so a Mexican standoff was held between those armies at the end. Those players picked their best unit contesting and that's where things got messy!

My hive tyrant was first knocked out by the imperial knight, followed by celestine getting minced by Magnus.

The knight then took out Magnus while the Genestealers finished off the knight, while khan hacked at the Genestealers.

The final was between a 1 health khan and 5 Genestealers, which ended up with a double KO so the real winner was rend puppy (the relic), it was an epic end to an epic day.

