

EPIC UK presents

Meggageddon

An unofficial multi-player rule set for use with Games
Workshop's Epic Armageddon rule set

Version: 080210

Information

More information about the EPIC Armageddon

For more information about EPIC Armageddon, please download the EPIC Armageddon rulebook © from Games Workshop.

Thank you

A big thank you has to go to the Belgian and French players who introduced EPIC UK to 'Meggageddon'. EPIC UK asked the players at the 'International Warlords Challenge' tournament, held in Brussels on the 6th and 7th February 2010, for permission to use their ideas. Without their ideas and permission, this rule set wouldn't have been a reality.

Text

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Object of the game

The first objective of playing 'Meggageddon' goes without saying; all players should have an enormous amount of fun in which afterwards tails of heroic feats and critical losses will be shared for many years to come.

However the team who actually wins 'Meggageddon' is the team with the most points at the end of turn four.

Setting up the battlefield

To determine the size of the battlefield, add up the number of players and divide by two. This number will determine the amount of 6ft x 4ft boards required to play a game of 'Meggageddon'.

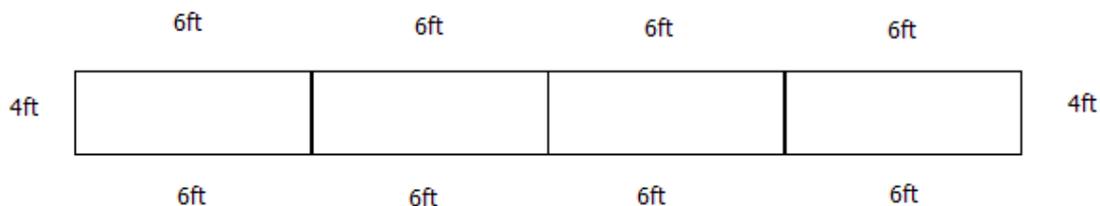
Example 1: Eight people would like to play a game of Meggageddon, therefore four 6ft x 4ft boards will be needed ($8/2 = 4$).

Example 2: Eleven people would like to play a game of Meggageddon, therefore six 6ft x 4ft boards will be needed ($11/2 = 5.5$, rounded up to 6).

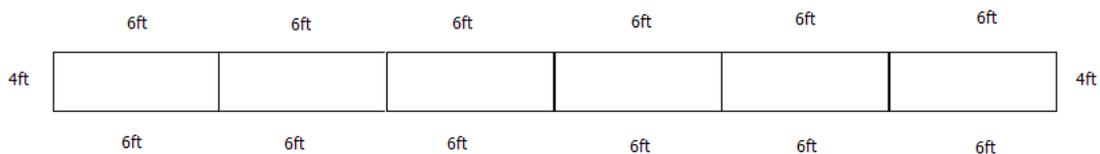
Note – Rounding up: Just like in the EPIC Armageddon Rulebook (page 29) all numbers are rounded up. This includes working out the number of tables required for the battlefield.

Once the number of boards has been determined then these are placed end-to-end as shown below:

Example 1:



Example 2:



Divide the table into 60cm (2ft) squares. The total number of terrain features placed should be equal to twice the number of 60cm squares.

Example 1 has a table area of 720cm x 120cm. This gives it twenty-four 60cm squares ($720\text{cm} \times 2 = 1,440\text{cm} / 60 = 24$). The total number of terrain features should equal twice the number of 60cm squares; therefore forty-eight pieces of terrain should be placed ($24 \times 2 = 48$).

Example 2 has a table area of 1080cm x 120cm. This gives it thirty-six 60cm squares ($1080\text{cm} \times 2 = 2,160\text{cm} / 60 = 36$). The total number of terrain features should equal twice the number of 60cm squares; therefore seventy-two pieces of terrain should be placed ($36 \times 2 = 72$).

Before the game

After setting up the battlefield the next thing to do is decide which players will be on which side (*from now on we will refer to each 'side' as a 'team'*). It is advised that you try to keep the teams even, in regards to the amount of players, as that will keep the game speed to a reasonable place. However sometimes this isn't possible (*i.e. you have an odd number of players*).

The next thing to do is work out the 'strategy rating' of the combined army: This is done by finding the average strategy (rounding up) of all the armies within your team, for example:

Team EPIC UK consists of...

- two Eldar players (Strategy rating 4)
- one Space Marine player (Strategy rating 5)
- one Imperial Guard Player (Strategy rating 2)

$$4 + 4 + 5 + 2 = 15.$$

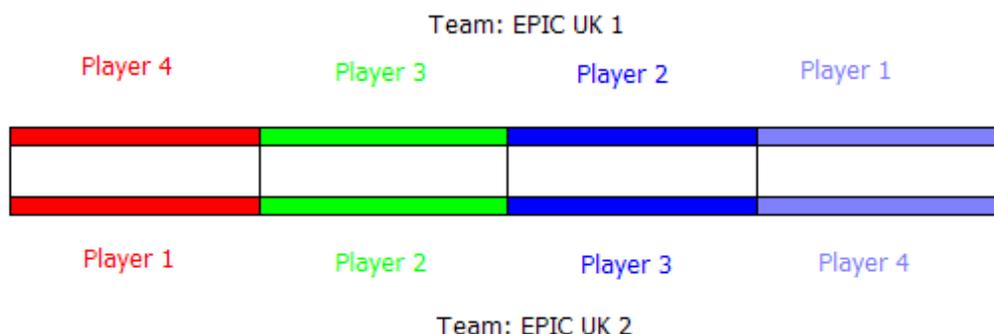
$$15 / 4 = 3.75$$

$$3.75 \text{ rounded up} = 4$$

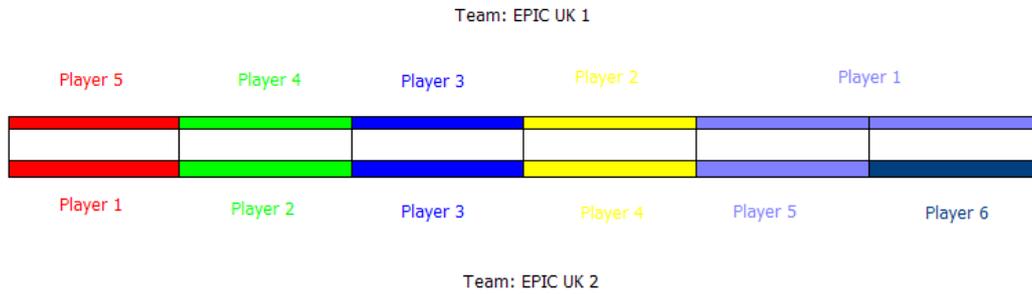
Team EPIC UK has a **strategy rating of 4**

Once this has been done each team must think of a 'team name' and the team with the highest strategy rating chooses which side they would like to deploy on. Then each team member, of both sides, are allocated a board in which they will deploy on. (*Its best if each team allocates boards in secret so that the other team does not which forces will be deployed at which part of the battlefield*).

Example 1:



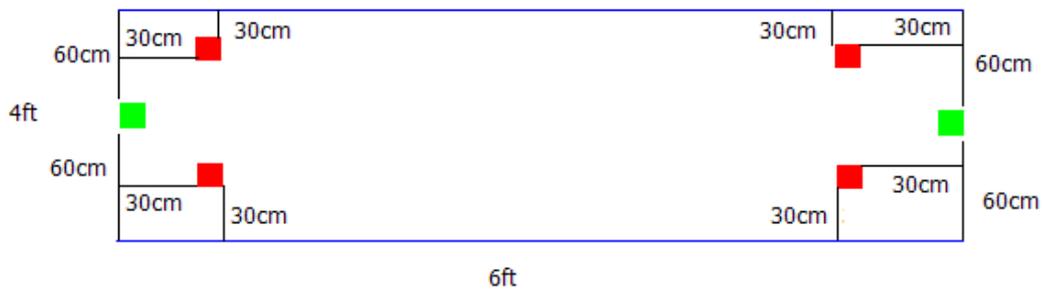
Example 2:



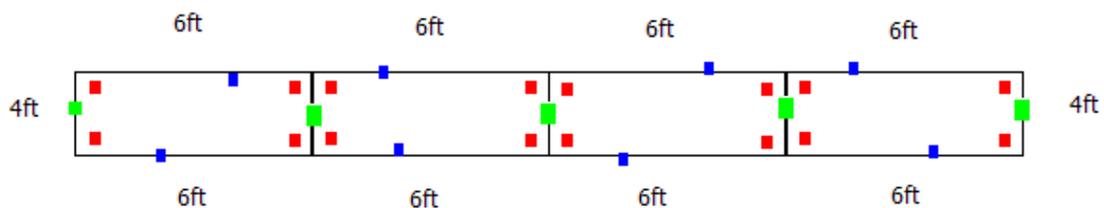
Placing Objectives

After table sides have been chosen objectives are placed:

- Two objectives are placed on the 4ft edges of the table 60cm from each table edge.
- Four objectives are placed 30cm onto the table and then 30cm from the 4ft edge of the table
- One objective must be placed on the players own table edge. The team with the highest strategy rating must place there objectives first.



Example 1:



A team's activations are in two parts:

- Every team member's first activation are classed as happening simultaneously.
- Every team member's second activation are classed as happening simultaneously.

This means that only one formation may fire, or engage one enemy formation in each phase.

At the end of each game turn someone calculates each team's points. A team collects points if they have an unbroken formation with 15cm of an objective and there are no unbroken enemy formations with 15cm of the same objective. Points are calculated before rallying.

Calculating points

Each objective is worth a certain amount of points:

- Holding the objectives within your teams deployment zones = 1 point each.
- Holding the objectives 30cm from your teams deployment zones = 2 points each.
- Holding the objectives on the halfway line = 3 points each
- Holding the objectives 30cm from the enemies deployment zones = 4 points each.
- Holding the objectives within your enemies deployment zones = 5 points each.

Army Lists

As long as both teams have the same amount of points then the game should be balanced, However Meggageddon works particularly well if each player has a 4,000 point army. When building their army each player should use the restrictions shown within the EPIC UK army lists. Each player can, if they wish, purchase a supreme commander to give them a re-roll, however this can only be used on their **own** formations.

Optional rules

The below rules are optional and must be agreed by all players before using them in a game of Meggageddon.

“Fortune favours the bold” – To keep the game moving, it is advisable that each teams turn lasts for a maximum of five minutes (*this means that each player has to activate two formations within five minutes*). Now this isn’t always possible (*especially when a major assault is taking place*) but its important to try to keep the momentum of the game going, or else you will either not finish the game or players may loose interest due to others taking a long time. It is also advisable that one player nominates themselves as an ‘umpire’ and doesn’t take part in the actual game. It’s their job to resolve queries, manage the time limit and calculate the victory points as shown on page 8.

If a player runs out of time, and hasn’t activated two formations, then they have to nominate one/two of their own formation(s) they haven’t activated yet to automatically receive a ‘comms failure’ (*rules for a comms failure are within the EPIC Armageddon rulebook*).

“Take and hold the centre” – Instead of setting up the objectives shown on page 6; remove the four red objectives and replace with a single objective in the centre of each board. This objective is worth 5 points when calculating victory points as shown on page 8.

“Our line is broken” – If the enemy holds all objectives on one 6ft x 4ft board (including the two on the edges of the board) then your line is broken. This means that the enemy has either punched a whole through the centre of your army or taken a flank. For the next turn all you sides formations count as having blast markers when trying to activate and continue to do so until at least one of the objectives is either taken or contested.

“The enemy has AA superiority” – If the enemy holds all objectives on one 6ft x 4ft board (including the two on the edges of the board) then friendly aircraft cannot pass through that 6ft x 4ft board. For example:



If all of Table 2's objectives are taken by the enemy, then friendly aircraft from table one cannot fly through table 2 to attack enemy formations on tables 3, and 4 (and vice-versa). However table 1, 3 and 4 can fly their flyers into table 2 to attack the enemy. Flyers starting from table 2 are considered grounded as it's too difficult to take off.

Frequently Asked Questions

Q. Can I move my formations onto other tables other than my own?

A. Yes. You have to deploy all your formations within your own table but after that they are free to move whether they like in accordance to the EPIC Armageddon rules.

Q. Can I put my team mate's guardians into my vampire?

A. No. Only your own troops can use your own transports

Q. Can I use my 'commander' ability to activate a team member's formation?

A. No. commander can only be used on your own formations. Also if commander is used then this allows three formations to engage the enemy; this will mean that if you did this once and retained the initiative to do it again you would have moved six formations within a turn; this is perfectly acceptable.