



**ANIMOSITY AND SLAYER GAMING ARE PROUD TO PRESENT, FOR THE FIRST TIME IN THE UK, THE OFFICIAL
APOCALYPTICON UK!**

APOCALYPTICON UK is an official extension of the hugely successful annual Apocalypticon games, brought together and hosted by Miniwargaming.com. As custodians of the event within the United Kingdom, Animosity and host venue Slayer Gaming would like to thank you for joining us for the first Apocalypticon UK!

Those of you who are familiar with Apocalypticon and Miniwargaming.com will be aware that it is an Apocalypse game of immense proportions! Players are encouraged to bring huge armies, massive titans, obscene gargantuan creatures and vast swathes of regular tanks and infantry for one insane weekend of Warhammer 40k Apocalypse gaming!

Players familiar with Apocalypse gaming on such a large scale will be aware of the likelihood that many of those titans, gargantuan creatures, tanks and infantrymen will be hauled from the table in droves as the weapons of Apocalypse are brought to bear!

With such a huge table top endeavour, the key to an entertaining and enjoyable weekend at Apocalypticon UK will be to leave your preconceived ideas about wargaming at home, come for the fun and leave with great memories!

ATTENDING APOCALYPTICON UK 2014

Tickets are £30 for the weekend and the price of your exclusive APOCALYPTICON UK 2014 t-shirt is included in the cost.

Tickets are available from Slayer Gaming on 01623 232961 and will be sent via email to the address you supply.

It is important to know the following when purchasing your ticket:

- Your name
- Email address
- Contact telephone number (mobile preferred)
- Faction
- Points pledge (points you will bring!)
- T-shirt size

These details will ensure that the administrative elements of the weekend go as smoothly as possible so please provide them when purchasing a ticket.

ARMY LIST SUBMISSION

Players will be required to submit an army list to animositywargaming@gmail.com by the 25th of October 2014!

ANIMOSITY APOCALYPTICON UK RULES

APOCALYPTICON UK is a large scale Apocalypse game. Games on such a scale can quickly become unwieldy and almost unmanageable, but with these strategically placed house rules we have sought to eliminate and enhance certain elements of game play that will allow such a huge game to flow without issue. Please try to remember that each of these house rules has been implemented with good reason (and intentions!) to ensure we all have a fantastic weekend.

7th Edition/Apocalypse

The game will use 7th Edition Warhammer 40,000 core rules and Apocalypse rules. Standard codices, supplements and ForgeWorld books are all welcome.

Rules for vehicles (especially Super Heavies and Gargantuan Creatures) that are no longer available, but have been issued via the Games Workshop framework, are acceptable (for example Warlord and Emperor Class titans).

Customised Rules

Custom rules from outside of the Games Workshop framework will be accepted subject to scrutiny by the Animosity Committee. Please inform us of potential rules for large or small conversions prior to submitting your army list. The more time provided for this, the easier it will be to manage; so get those requests in early!

WYSIWYG

The scale of APOCALYPTICON UK will require an element of WYSIWYG. Please don't proxy miniatures without first seeking confirmation from event organisers (as with custom rules) and ensure that all infantry and regular vehicles are played as modelled. It can be unwieldy using a few miniatures that represent a different weapon to that modelled; multiply that over a large scale Apocalypse force for every player and it would soon be anarchy! We're not playing Anarchy – it's APOCALYPTICON UK!

3CM - Three Colour Minimum

APOCALYPTICON UK 2014 will not require a three colour paint minimum for this, our first year. We do ask that miniatures are base coated and at the very least undercoated for the event. Future events will see the implementation of the 3CM rule as per other Animosity gaming weekends.

Time Limits

Due to the scale of APOCALYPTICON UK it is necessary to implement a time limit. Each phase of the game will be assigned a time limit. These time limits will be subject to change depending upon the stage of the weekend, so there is no arbitrary set time for Movement, Shooting or Assault. The time granted for each phase will be announced prior to the commencement of the phase.

Area of Effect

The sheer size of the APOCALYPTICON UK game board will require careful game management. With this in mind it is necessary to limit certain rules. Any power/effect that is required to affect an entire army/force or faction, or affect all miniatures in play, will only do so on the individual table that the weapon/rule or power is being used upon. Same codex armies of the owning player that are split across a table divide are not subject to this rule.

Ranges are in play. If a weapon has a range of 360" then the weapon may fire 360". Likewise any psychic power that has a range is not restricted by the Area of Effect restriction.

GOOD VERSUS EVIL

There are two factions competing in APOCALYPTICON UK; the forces of Good and Evil!

Players are divided into these factions by their choice of forces for the weekend. The following table will provide you with a guideline to which faction you will fall, though a familiarity with the background of the 41st Millennium will tell you that there is nothing certain in the Grim Darkness of the Far Future!

GOOD

Codex – Space Marines
Codex - Blood Angels
Codex – Space Wolves
Codex – Dark Angels
Codex – Grey Knights
Codex – Imperial guard (Astra Militarum)
Codex – Militarum Tempestus
Codex – Adepta Sororitas
Codex – Inquisition
Codex – Imperial Knights
Codex – Eldar
Codex - Tau

EVIL

Codex – Chaos Space Marines

Codex – Chaos Daemons

Codex – Orks

Codex – Tyranids

Codex – Necrons

Codex – Dark Eldar

Codex – Imperial Knights (the traitor kind)

Codex – Imperial Guard (the traitor kind)

Codex - Dark Angels (the kind we don't talk about)

The Distinction between the forces of Good and Evil can become blurred,

as evidenced in the table by 'the traitor kind'. Many players will have chosen to use Codex – Dark Angels to represent their 'Fallen' Chaos Space Marines, or an army of Chaos Marines using Codex – Blood Angels for their core rules and this is entirely acceptable. Which Codex you use to support your miniatures on the table top is not as important as enjoying the sight of such well thought out armies, so take to it!

The table is not exhaustive. There are many players who will recently have begun to collect armies from the Forgeworld Horus Heresy range. Provided you avoid named characters for the weekend and declare your allegiance upon army list submission they are also welcome. This includes the Mechanicum range which can be fielded for either Good or Evil as the player wishes.

Allies! We ask that players theme their allies according to their chosen faction. As an example, a player with a 5000 point Chaos Marine army can happily ally with any other Evil faction army in their collection but may not ally with a Codex – Grey Knights army as well. Those armies which are sometimes ambiguous (we're looking at you Imperial Guard/Imperial Knights/Dark Angels etc) may be allied with your other Evil forces if you wish to bolster your forces.

Restrictions that would normally see you deploy some distance from your chosen allies are not in place for APOCALYPTICON UK. We need all the room for

miniatures so no large deployment gaps! Special rules or powers that would benefit your entire army will only benefit those from the Codex using the special rule. A Codex - Chaos Daemon army area/unit buff will not buff your units from Codex – Orks etc.

DEPLOYMENT

Players will be assigned a deployment zone prior to arrival according to the scale of the army they intend to field (this is why it is important to make a points pledge). Players fielding a larger army will gain a larger table edge. However, we encourage you to share with your neighbours (they are your allies after all!) as this will help encourage a team approach.

Good and Evil factions will enter a secret bid for the right to deploy first. Bidding for TIME will determine who gains this vital initiative.

No matter how long your faction has to deploy, players are asked to deploy a maximum of 15,000 points on Friday evening. Saturday morning (Turn 2) will allow for reserves as per the Apocalypse rules.

Players must deploy a minimum of 5000 points.

MOVEMENT/PSYCHIC PHASE

The Movement Phase has been combined with the Psychic Phase. When you are provided the Time Limit for the Movement Phase this will include your allocated time for the Psychic Phase. It is up to you and your immediate allies to determine when you will begin the Psychic element of your turn but all movement by the individual must be completed prior to using any psychic powers.

The Dice pool for the Psychic phase will be determined for you. Prior to the turn a D6 roll will be made; it then applies to each individual 6ft table.

SHOOTING PHASE

The Shooting Phase will take place as per the game rules but will be timed. Once the time limit is reached no more dice may be rolled unless it is to resolve a shot

that has already HIT.

Due to the implementation of a time limit it is important to respect your opponent's Shooting Phase as you would wish them to respect yours. Please don't wander off aimlessly and draw down your opponent's time.

ASSAULT PHASE

The Assault Phase will take place as per the game rules but will be timed. Once the time limit is reached no more dice may be rolled unless it is to resolve a combat that has already rolled to hit.

Due to the implementation of a time limit it is important to respect your opponent's Assault Phase as you would wish them to respect yours. Please don't wander off aimlessly and draw down your opponent's time.

SCORING

Each table will feature Objectives. Objectives will only score from turn two and will cease scoring at the end of turn 4.

Super Heavy Vehicles or Gargantuan Creatures that successfully land the killing blow (the blow that wrecks/destroys/takes the last wound or removes) upon another Super Heavy or Gargantuan Creature gains +1 VP to the Victory Point tally.

Players will find a table at the rear of this Campaign pack in which they record each of their losses. It is the players responsibility to calculate their own losses each turn and then report them to the TO.

RESURRECTION TOKENS

Each player will receive a number of Resurrection Tokens upon arrival. Resurrection Tokens may be exchanged in order to return units to the table top. Units may only be resurrected if they have previously been completely removed or destroyed in a previous turn.

Players in attendance with smaller forces will receive more Resurrection Tokens at the outset of the game and the number of Resurrection Tokens you receive will be calculated in relation to the largest armies present.

APOCALYPTICON COMPETITIONS

The Great Slayer Award – Awarded to the best reported kill of the weekend (with witnesses)! Victory will be determined via an Animosity/Slayer staff poll.

The White Barron Shield – Awarded to the player who suffered the most accumulated losses over the weekend.

The Bitz Box Conversion Competition – Awarded to the player who receives the most votes for their conversion entry. It is APOCALYPTICON UK, so there are no limits to what you may enter! Voted for by the players in attendance!

Lil Legend Painting Competition – Awarded to the player who receives the most votes for their Painting Competition Entry. Voted for by the players in attendance!

APOCALYPTICON UK Best Army! – Awarded to the most impressive hobby army present at the weekend. Voted for by Animosity/Slayer staff poll.

Further competitions may be announced in due course as the weekend approaches; they will be gaming based competitions. The creative competitions (which require time and hobby effort) are all represented in the above list.



TRAVERSING THE WARP

SLAYER GAMING have a great gaming venue. We have made arrangements with a local catering firm to provide food over the weekend, and a menu will be emailed to all participants when tickets are dispatched. Upon arrival at the venue, please submit and pay for your order as soon as you arrive and Slayer will sort out the rest. Please note that it is perfectly acceptable for anybody who wishes to bring their own food if they prefer. Hot drinks and snacks will also be available for purchase on the weekend.

TICKETS: £30.00
[INCLUDES T-SHIRT!]

The price of the ticket secures our awesome campaign packs, a small donation towards prizes and, of course, two great days of gaming!

SLAYER GAMING
Units 41-42
Block 7
Old Mill Lane Industrial Estate
Mansfield Woodhouse
NG19 9BG

Tel: 01623 232961 www.slayer-gaming.com

Nearby accomodation: Please contact Slayer Gaming

**GOOD LUCK AND ENJOY THE
CAMPAIGN WEEKEND!**

www.forum.animositywargaming.co.uk

