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Game: BATTLE FOR ARMAGEDDON Pub: Games Workshop (1992)	v1 Feb 2009
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For best results, print on card, laminate and trim to size.	

BATTLE FOR ARMAGEDDON

Setup

The Imperial player places his **starting forces** as indicated on the reference sheet. Remaining counters are set aside for later use.

The Orc player then sets up all of his counters in Ork Territory (dashed borders).

Place the build points counter on space 20 on the Imperial Build Points track, and the turn counter on the 1 space on the turn track. Both players shuffle their **Special Cards** and deal themselves 2 as a starting hand.

Counters



Stacking

Players may stack up to 3 normal counters and any number of the following counters that do not count for stacking: Gaghkull, Yarrick, Space Marine Dante, Fortifications, factories and Hives.

The Orc player may not stack counters from different tribes together.

Sequence of Play

Strategy Cards are chosen from the player's hand of 6 and placed face down and revealed in order. Phases are carried out in the order shown on the card.

Only one **Special Card** can be played per Action Segment; it is then discarded. Players can have any number of Special Cards in their hand.

- 1 Strategy Segment** Players secretly choose 2 Strategy Cards. Roll for **Initiative**. Both players then draw the top Special Card from their deck.
- 2 First Action Segment** Winner of the initiative reveals first Strategy Card and carries out phases.
- 3 Second Action Segment** Loser of the initiative reveals first Strategy Card and carries out phases.
- 4 Third Action Segment** Winner of the initiative reveals first Strategy Card and carries out phases.
- 5 Fourth Action Segment** Loser of the initiative reveals first Strategy Card and carries out phases.
- 6 Victory Segment** Check the victory conditions.

First Turn Surprise

- 1 Initiative** The Ork player receives Initiative.
- 2 Attack Bonus** The Ork player receives a +1 bonus to all attacks made on the first turn.
- 3 Build Points** The Imperial build point total is halved in any Imperial build phases taken on the first turn.

Movement Phase

Move any or all counters one at a time a number of areas up to their **Movement** value.

Flip or turn counters to indicate which have moved.

Counters cannot enter a mountain or sea area or an area occupied by an enemy counter of any type.

Stacking limits only count at the end of the movement phase.

Combat Phase

Who can attack

Each stack may make one attack against an enemy stack in an adjacent area, alone or combined with other units adjacent to the target. The whole stack must attack the same target and must attack the whole stack, not individual units. The same enemy-held area may not be attacked more than once per combat phase.

How to attack

Add up **attack** and **defense** values and compare the ratio (round fractions down) on the **Combat Results Table** with a d6 rolled by the attacker.

Retreating

The controlling player retreats units one area to any area within stacking limits and terrain restrictions. If counters cannot retreat for any reason (or the counters have a Move of 0) they are eliminated.

Units that have already retreated in a phase don't count for combat if the area they retreated to is attacked in the same phase. They don't defend, can't be used to absorb losses, and are destroyed if forced to retreat again.

Build Phase

Imperial

The Imperial player uses **build points** to buy new counters or rebuild counters that have been destroyed.

Each hive or factory produces a number of build points equal to its defense value. Whenever a hive or factory

is reduced to smoking ruins, move the marker down a number of spaces equal to its defense value; if one is rebuilt, move the marker back up.

The number of points it costs to build or rebuild a marker is shown on the reference sheet. Counters not listed cannot be rebuilt.

Any build points not used are lost.

Once counters to be built/rebuilt are selected, place them on the **production track** in the space marked with their name.

You may overstack in the Build Phase, but counters must be stacked correctly at the end of the subsequent Movement Phase. Then move all counters on the track (including the ones just built) one space to the right towards the *ready* box.

Any counters moved into the ready box can be transferred to the map on a hive or factory, subject to stacking rules. Any excess must stay on the track.

Orc

The Ork player may rebuild 1 counter for each 2 smoking ruins he controls (ie, is stacked with an Ork counter). Ghazghkull may not be rebuilt.

Counters are placed on a garrisoned smoking ruin or an Ork supply area, subject to stacking rules.

Supply

After completing both of the phases on your strategy card, you must ensure your counters can trace a **supply line** back to one of its own side's supply areas (marked with an icon).

Supply lines are traced along a path of any length but may not enter an area occupied by enemy counters or a sea area. Lines can be traced through ash wastes.

Counters out of supply are destroyed, unless in a stack that includes a hive or fortification, where it is destroyed on a d6 roll of 1-3. If there is both a hive and a fortification, roll twice, and the stack is only eliminated if you fail both rolls.

Victory Conditions

An area is captured/controlled if it is occupied by one or more of a side's counters in the victory segment.

Ork player

Wins by killing capturing any 3 of the 5 Imperial hives. A hive is captured if it has been flipped to its 'smoking ruins' side and is stacked with an Ork counter in the victory segment.

Imperial player

Wins if he is in control of all 5 of his hives and the Warlord Ghazghkull has been removed from play. A hive is controlled if it is face up, or if an Imperial counter is stacked with its smoking ruins in the victory segment.

If neither player has fulfilled their victory conditions by the end of the eighth turn the game is a draw.

BATTLE FOR ARMAGEDDON

COMBAT RESULTS TABLE

d6 roll	Combat Ratio (Attacker:Defender)									
	1:4	1:3	1:2	1:1	2:1	3:1	4:1	5:1	6:1	7:1
1	AE	AE	AR	AR	AS	AS	EX	EX	DR	DW
2	AE	AR	AR	AS	AS	EX	EX	DR	DW	DE
3	AR	AR	AS	AS	EX	EX	DR	DW	DE	DE
4	AR	AS	AS	EX	EX	DR	DW	DE	DE	DE
5	AS	AS	EX	EX	DR	DW	DE	DE	DE	DE
6	AS	EX	EX	DR	DW	DE	DE	DE	DE	DE

- AE** **Attacker Eliminated** All attacking counters are eliminated.
- AR** **Attacker Routed** One counter from each attacking stack is eliminated and any survivors must retreat.
- AS** **Attacker Stopped** One counter from each attacking stack is eliminated.
- EX** **Exchange** Both sides lose one counter from each stack, any surviving defenders must retreat. Up to 3 attacking counters with Move 2+ may advance.
- DW** **Defender Withdraws** All defenders must retreat. Up to 3 attacking counters with Move 2+ may advance.
- DR** **Defender Routed** One defender is eliminated and any survivors must retreat. Up to 3 attacking counters with Move 2+ may advance.
- DE** **Defender Eliminated** All defenders are eliminated and any survivors must retreat. Up to 3 attacking counters with Move 2+ may advance.

Build Points

Unit	Build Points
Rough Riders	1
Hive gangs	2
Imperial Guard	2
Fortifications	2
Assault Corps	2
Tank Division	3
Hive Defense Force	3
Titan Order	5

Terrain Effects

- Ash Waste/Jungle** Counters must stop for that move when they enter the area.
- Mountains/Sea** Block movement and lines of supply.
- River** Subtract 1 from rolls on the CRT if all attackers are fighting across a river.

SPECIAL UNITS

The following counters do not count for stacking, and may not be used to satisfy combat losses when 'one unit must be eliminated'. They are killed when all the counters with them are eliminated or if they are attacked on their own:

Commissar Yarrick All counters stacked with the Commissar **must ignore retreat** results, but suffer any other results as normal.

Ork Warlord Gazghkull Thraka Can be included with an Ork stack of any tribe, and may reroll a result on the CRT for that stack.

Marine Commander Dante Dante enters play on Turn 3 with the Marine Chapters. May reroll a result on the CRT for any stack in which he is included.

The following counters do not count for stacking, and may not be used to satisfy combat losses when 'one unit must be eliminated':

Hives and Factories Destroyed and flipped to **Smoking Ruins** if forced to retreat.

Fortifications Doubles defence strength of counters they are stacked with. Destroyed if counters they are stacked with are forced to retreat.

Smoking Ruins May never be destroyed and remain in play until rebuilt using a *Reconstruction* Card.

The following counters do count for stacking:

Marine Chapters Dante and the three Marine Chapters enter play on Turn 3 in the **READY** box on the Production track. They enter play using the normal rules or the *Imperial Drop Pod* Special Card.

If a Marine Chapter is eliminated for any reason, flip it to the detachment side. If it was eliminated by a DE result, it must retreat one area. If the detachment is subsequently eliminated it is removed from play and cannot be rebuilt.