Purgation of Venator City

It is the turning of the tide. For 13 years the Craxis Sub-Sector has been embroiled in war. The forces of Chaos, emerging from the depths of the warp to strike terror into the Galactic North, fell upon the unsuspecting citizens of Craxis and destroyed them. The sub-sector's principal world reduced to shattered ruins and blackened ash within weeks. And that was just the start.

The Imperial counter attack, though slow to mobilise, struck back at the forces of the Dread Powers as they besieged a further half-dozen worlds. Initial fury and zealous fire turned inexorably to attrition, and as weeks turned to months, which turned to years, more resources, more weaponry, more humanity, was sent into the crucible of war to fight and die to reclaim the Emperor's lost colonies.

Inevitably, the jealous eyes of alien and heretic alike turned to see the hated Imperium beset by darkness, and as vultures are drawn to carrion, they were drawn to the fight. Now, 13 years from the death of Craxis, the war has come to Draigon Tertius. A crucial turning point approaches which could see the darkness thrown back, or the Sub-Sector consumed by warp-fire. The forces swell and the battles intensify as all factions sense the end is near...

Draigon Tertius holds a secret. A secret locked away and kept hidden in the depths of the world, in the sprawling catacombs beneath Venator city. It waits to be found. By Heretic Warmaster, Xenos Warlord or Imperial Liberator matters not, but whoever captures the city will claim it as their own, and with the final victory it will bring, seal the fate of the entire Sub-Sector. Who will claim victory? Only this battle can decide...

Final Imperial glory awaits and with it the reclamation of the Sub-Sector. Far worse Craxis could fall to become a vile domain of human extermination and of warring Xenos warlords. But worse than all – the fate of eternal damnation by the Dark Gods. To what end? None can tell, for such is the way of Chaos...

Divide all participants into two equal sides, and then between the two tables. If there are uneven numbers on each side, the outnumbered side on that table gets 3 more Strategic Assets, and an extra Tactical Card (see later) for each player. Alternatively (and more neatly) the outnumbering side can remove units from their forces until there are roughly even points on each side.

Force Selection Rules:

- Forces are up to 3000pts per player, no more!
- Normal Apocalypse force selection rules apply – i.e. no Force Organisation Charts, Apocalypse Datasheets can be used, forces do not all have to belong to the same race or come from the same codex, but all units must still be 'legal' according to their entry in the appropriate codex.
- You must bring a copy of the relevant codex/codices for the force(s) you are using (or have access to one, for example if sharing a copy with another player).
- If you wish to use an Apocalypse Datasheet you must provide a copy of it. This could be the book it is drawn from, a printout from the internet, or a photocopy. All datasheets must be from an official source (which is code for 'you can't use stuff you've just made up for yourself'), such as the Apocalypse Rulebook, Apocalypse: Reload, Forgeworld books or the GW website.
- Of course Forgeworld models can be used! As with Apocalypse Datasheets you must provide a copy of the rules for any Forgeworld models you wish to use.
- Each player may select up to ONE Strategic Asset from an official source (as described above). Flank March is not allowed. Also, no Strategic Asset that affects the Deployment Phase may be taken.
- You should bring a force/army list including point costs for your force.

Army Preparation Rules:

- Models may be unpainted but 'proxy' models are NOT permitted.
- 'Counts as' can be used, but only if the 'counts as' models are a reasonable comparison to the rules they represent, and are not models that represent an existing unit type. (For example, converted Custodians could count as Space Marines, or Eldar Exodites on winged lizards could count as jetbikes, or Squats could count as Guardsmen; but a Dreadnought could not count as a Dreadknight, Fire Dragons could not count as Wolf Scouts, and a Gretchin with a hand grenade is NOT going to count as Sly Marbo, or a Trygon… Use common sense). 'Counts as' should only be used to include cool conversions or older models not found in current codices – not as an excuse to be a dick!
- Any 'counts as' models in your force must be clearly indicated to all players before the game starts.
- Any Strategic Asset that you take that requires a marker, scenery piece or appropriate template, you should provide. (A set of Apocalypse templates will be available, but if you have your own set please bring them too).
- Models should be WYSIWYG as far as is reasonable:
  - Models must be representative of the troop type they represent
  - Models must show the correct main armaments/weapons
  - Add-on or optional upgrades or small equipment items such as grenades or different ammo types do not have to be shown.
  - It will be a large game so the intention is that your opponents can see what each model is representing and is armed with just by looking at it! Use common sense.

Army Effectiveness Parameters:

- If your whole force is from the same codex (with Datasheets/Forgeworld models only from the same race), then your force automatically scores a bonus Victory Point (see below) at the end of the battle.
- If your whole force is fully painted (every single model has at least three different, appropriately applied colours, and at least one layer of texture added to the bases of models that have them) then you may draw two Tactical Cards (see below) instead of one before the game begins.

Objectives and Victory Conditions:

- Set up the two tables as shown on the maps below. The top table has the Greystone Fortress holding the Groundbreaker Gun towards one side. The lower table represents Venator City, and has the Power Shield Generator on.
- Each table should also have three other objective markers placed approximately as shown on the maps.
- At the end of the game, units within 3" of each objective marker will score Victory Points (VPs). The side with the most Victory Points will win! The amount of Victory Points each unit scores is dependent on what type of unit it is, and if the objective is contested or not. This is detailed in the Victory Point table below. To count as within 3", a unit must have at least one model within 3" of the objective marker. For the Power Shield Generator this is within 3" of the edges of the circle in the centre of the terrain piece. For the Groundbreaker Gun it is within 3" of the gun mount itself, not the barrel, or the supporting legs.
- Therefore at the end of the day, each table will have a winning side, and either the 'Good Guys' or 'Bad Guys' will win overall, as determined by their combined VPs from both tables.
- The two tables play as two separate battles, ending either after 7 turns, or when the time limit set has elapsed, whichever comes soonest.

Groundbreaker Gun:

The Groundbreaker Gun is the Greystone Fortress' main defence from enemy planetary landings, as well as its artillery support for defenders fighting enemy forces launching a ground assault on the city below. It takes the form of an Earthshaker Cannon, modified to fire the supercharged explosive Groundbreaker Shell, which gives it its superior range and destructive capabilities.

A non-vehicle unit that is within 3" of this objective may fire the Groundbreaker Gun, as long as it is uncontested. It has the following profile:

Range	Strength	AP	Type/Special
60" – 360"	10	3	Ordnance 1, 10" Blast, Barrage, Pinning

Note: due to its minimum range, it is only viable to fire the Groundbreaker Gun at distant units on the upper table. However it can also be fired at the lower table! It can still only be fired once per shooting phase.

If you decide to fire at the lower table, when the controlling player comes to fire the Gun, declare to the lower table that they have 'Incoming'. As soon as the currently being played Phase (Movement, Shooting or Assault) ends on the lower table, they inform the top table and the firing player resolves the shot on the lower table. Once the shot is resolved, play continues on both tables as normal.

Both sides know that possession of the Groundbreaker Gun is crucial, and in any case its mountings are made of layered ceramite on top of a reinforced adamantium superstructure so that it can survive the firing of such a powerful shell, making it all but impossible to destroy by conventional weapon-fire. The Groundbreaker Gun cannot be damaged or destroyed for any reason, except for being hit by a vortex grenade or vortex missile, and even then it will only be destroyed on a 3+. In this case replace it with a normal objective marker.

Power Shield Generator:

The ancient Power Shield Generator of Venator City dates back to the Dark Age of Technology, its workings little understood by the techpriests that service it in the yawning catacombs below. Its upper array protrudes from the surface and projects an energy bubble, once believed to cover the entire city, but now its ancient conduits and poorly maintained machine spirit only allows it to provide protection to the Administratum sector. Nevertheless, whoever controls the generator could well be said to control the fate of the city, for without its protection a focussed orbital bombardment campaign could reduce the city and its labyrinthine catacombs to rubble in a matter of days.

A non-vehicle unit that is within 3" of this objective may control the Power Shield, as long as it is uncontested. As soon as the shield becomes contested it immediately switches off and does nothing until reactivated at the start of a Shooting Phase by a controlling player (see below).

At the start of the game, the Shield is assumed to be on power array setting 5. While in control of the shield, the controlling player chooses a power array setting at the start of each Shooting Phase (both sides'). The force bubble will project outwards from the edges of the centre circle of the generator with a radius of inches as shown by the power setting, and will remain on this setting until it is contested, or the start of the next Shooting Phase where its power setting is nominated again. If the Power Shield ever has no non-vehicle units within 3" it will remain on the last chosen setting until controlled again (or off if it had been turned off due to being contested, and never since reactivated at the start of a Shooting Phase by a controlling unit).

Units within the bubble (as with area terrain) receive a 3+ cover save against any shooting that originates from outside the bubble (this, of course, includes the Groundbreaker Gun!). Shooting from inside the bubble at units outside of the bubble is not affected.

Place a big or differently coloured dice on the generator to show the current power setting.

Power setting:

1	2	3	4	5	6
0"	6"	12"	18"	24"	30"

Note that even with the generator on power level '1' a unit standing on the centre circle of the generator will still receive a 3+ cover save.

Both sides know that possession of the Shield Generator is crucial, and that destroying it could create feedback to the underground reactors, destroying the whole city. In any case its power array housing is very well armoured and channels huge amounts of power making it all but impossible to destroy by conventional means. The Power Shield Generator cannot be damaged or destroyed for any reason, except for being hit by a vortex grenade or vortex missile, and even then it will only be destroyed on a 3+. In this case replace it with a normal objective marker.

Victory Point Table:

Unit type	Condition	Uncontested Objective	Contested Objective	Notes
HQ	Not dead!	0 VP	0 VP	Some HQ's provide benefits to their forces – these rules only apply to the forces of the controlling player.
Any Independent Character, regardless of type	Not dead!	0 VP	0 VP	
Troops (non-vehicle)	Even a single model left	3 VP	2 VP	Some Special Characters or army selections allow other units to count as Troops. These units will only count as Troops if the relevant character is still alive at the end of the battle.
Elites (non-vehicle)	Even a single model left	2 VP	1 VP	
Fast Attack (non-vehicle)	Even a single model left	1 VP	0 VP	
Heavy Support (non-vehicle)	Even a single model left	1 VP	0 VP	
Dedicated Transport Vehicle	Mobile	1 VP	0 VP	
Each Vehicle (not Dedicated Transports, and even if part of a squadron)	Mobile (Shaken and Stunned only still counts as mobile)	1 VP	1 VP	
Vehicle	Immobile	0 VP	0 VP	

*Both the Groundbreaker Gun and Power Shield Generator are worth +1VP to the number of VPs accrued by each unit holding them.

Fleeing units can never capture or contest objectives.

Tactical Cards:

For this game each player will also draw a single Tactical Card before deployment. These are kept secret until used, or until stated on the card. There are three types of Tactical Card: Tactical Asset, Special Issue, and Secret Mission.

Tactical Assets are additional ploys, intelligence or events that your force has at its disposal to help it win the day. Special Issue cards provide one or more of your units with additional wargear above and beyond its usual equipment. Secret Missions give you tricky sub-plots or extra challenges to try and achieve, the success of which will give you extra Victory Points! No more detail will be provided now – you'll just have to wait and see what you get!

Some cards are played on units – these are placed next to the unit (or underneath a model from the unit) during the game as a reminder and should be moved with the unit. If a player forgets to use his card then that's just too bad! No single unit may have more than one card played on it, and the player can only play his Tactical Card(s) on his own units, not those of one of his allies. Nor can players swap drawn Tactical Cards between each other.

The Two Tables:

Top table: The Greystone Hills overlook Venator city and the fortress there forms a strong defensive point, both to protect the city and its surrounding areas, and as a safe haven for evacuees from the city in times of crisis. Securing access to the fortress and its defence guns could make all the difference between glorious victory or ignominious defeat on Draigon.

Lower table: Venator City is protected by an ancient Power Shield. Capturing the Shield Generator could be pivotal in securing the city itself and its hidden secret…

I hope you enjoy the game, folks. Any feedback you have for me afterwards, just let me know to make it better for the next game…

Have Fun!

Deployment Maps:

There are two tables, each 6' x 8' (2 six-by-four tables set up with long edges touching). For the sake of explanation I've called the defending players the 'Good Guys' who set up in the lower left corners (south west) of the maps, and 'Bad Guys' who set up in the top right corners (north east). The Good Guys start the battle in control of the Groundbreaker Gun in the fortress, the Bad Guys start with the Shield Generator in the city. Deployment zones are already decided – don't roll the scatter dice. The zones will automatically be diagonal from corner to corner as shown on the maps. Use masking tape, a tape measure or similar to mark the line while players set up.

Roll off for first turn on each table – the winners set up first and have no more than 10 minutes to deploy. Anything not deployed is placed in reserve (as described in the Apocalypse Rulebook). Then the losers of the roll off set up, with a ten minute limit also. Then a roll for stealing the initiative can be attempted if wished. Finally remove the tape and the game can begin!

It might be a good idea to introduce a 5 minute 'breather' phase after each game turn to tidy up the board, pick up dropped dice, go to the bar, etc. A lunch break is probably a good idea at some point too…

Top table:
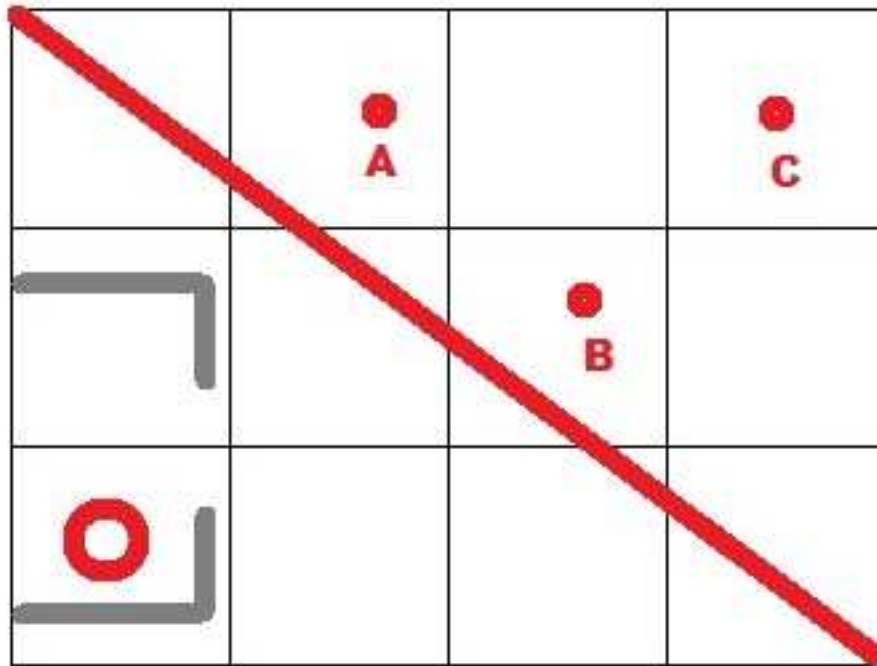
The fortress is set up as shown – the large circle is the approximate position of the Groundbreaker Gun. Objectives A and B should be just within the deployment zone of the Bad Guys, and within the minimum range of the Gun (safe!). Objective C is deep into the deployment zone but could be targeted by the Gun (watch your heads!). The whole board should be built using Realm of Battle Tiles, the four around the fortress are all snow boards, as are the one with objective B on and the one to the south of it. All the others are normal boards, to show the snow melting as the hills drop off towards the city. There should be no other buildings, but a few barricades and woods scattered about. The fortress gates are jammed open (the results of a previous attack) and give 4+ cover to units sheltering partially behind them. The fortress walls count as city ruins with a 3+ cover save for units on them, the only exception is that you cannot move or assault 'through' them on the ground floor – you must move up and over them. (These rules mean they will still act like a strongpoint for defenders, but enemies can target units on the walls, launch assaults on them, and move over undefended parts of the walls, without worrying about blowing them up – or having to 'remove parts of walls from play'). The walls are considered indestructible, and fairly obviously are impassable to non-skimmer vehicles.

Lower table:
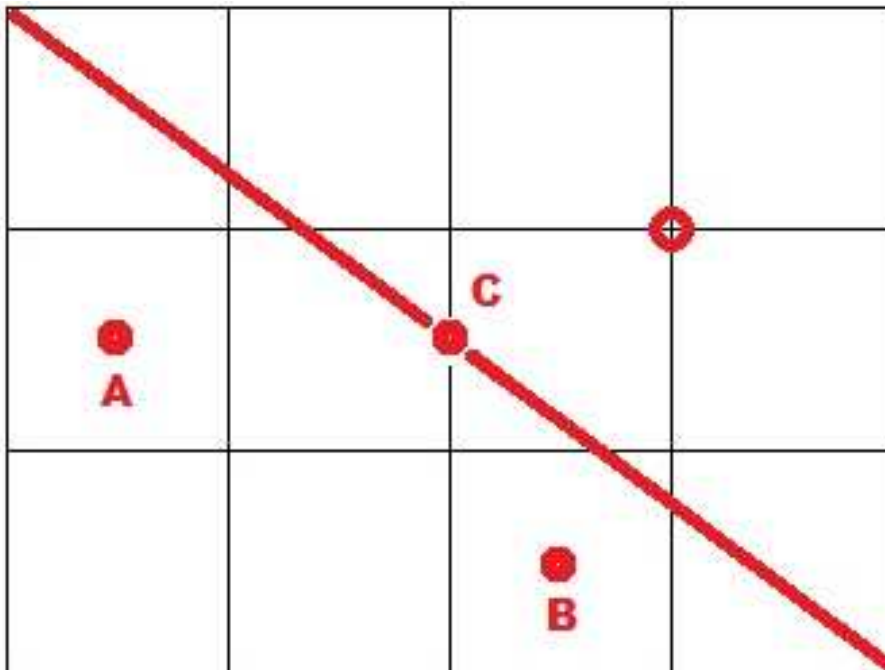
The large circle shows the position of the Shield Generator. Use a suitable piece of terrain that looks like a Shield Generator! The other pieces can be scattered around the board for effect, or used as the other objective markers. Objectives A and B are both in the Good Guys' deployment zone, Objective C is right in the middle of no-mans land, but within 24" of the Shield Generator. This board should be made of 2 battlemats. There should be quite a lot of buildings to represent that this is the edge of Venator City, with a greater amount of the buildings being in the Bad Guys' deployment zone and no-mans land. Perhaps a few scattered trees or barricades in the Good Guys' deployment zone to show the city giving way to the foothills of the Greystone hills. Ideally this board should be orientated like this relative to the top table, and (if it'll fit) lined up with it too.