



ARMAGEDDON'S ASTEROIDS!

'It's the end of the world as we know it... AND I feel fine!'

Briefing: The sky is ablaze with asteroids! There is no safe place to hide...

Deployment: **Spearhead** (Table quarters p.93).

Victory Conditions: **Capture and Control** (p.91)
'WIPE OUT' rule (p.90), will **NOT** be used in this mission. Objectives **MUST** be secured. Once the last models are removed as a casualty tournament Battle results are calculated from where models are, they may not use future turns to capture objectives. If no objectives are held the game is a draw... EVEN though you have wiped out your opponent, you **MUST** play the mission.

Total Victory: A player controls **BOTH** the objectives.

Draw: Both players control 1 objective each, or neither controls any objectives.

Special rules: **Armageddon!!** - At the start of your opponents shooting phase, Roll a D6 on table 1, then a D3 on table 2 to determine the size of your Asteroid this turn. Before your opponent starts their shooting phase, roll on the tables and bombard your opponent with an asteroid. No line of sight is required. All asteroids that use blast templates scatter in the same way as per normal shooting. 'Single Hit' asteroids will automatically hit one model in the target unit. Armour Saves & Invulnerable saves may be taken as normal, If your models are in cover they get a cover save, regardless of what direction you think the asteroid is coming from!

Armageddon's Asteroids (Roll a D6, Then a D3)	
D6 Score	Result
1	Smoke Trails out... and... No Asteroid
2	Smoke Trails out... and... Puff...
3	Str: 4 AP: 6
4	Str: 5 AP: 5
5	Str: 6 AP: 4
6	Str: 7 AP: 3

D3 Score	Result
1 (1-2)	Single Hit
2 (3-4)	Small Template (Counts as BS 3)
3 (5-6)	Large Blast (Counts as BS 2)

Game length: Random Game Length (Ending the Game, p.90)

