

# EPIC MINIGEDDON

A fun, fast and furious way to play and learn  
Epic Armageddon by fighting scaled down battles!

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## RULES

- 1000 points
- 90cm x 120cm (not 180cm x 120cm)
- Deploy 15cms into the short table edge
- No corner deployment
- From 4 to 6 pieces of terrain (not 8 to 12)
- Grand Tournament Scenario with the following changes:
  - 1 Blitz as normal but only 1 Take and Hold objective instead of 2
  - Defend the flag - control the 2 objectives on your side (not 3)
  - Take and Hold - control the objective on opponent's side that's not the Blitz
  - All other objectives are the same
- Garrisons : 1 garrison formation max may be placed on overwatch (not 2)
- Rally tests: -1 to rally if enemy within 20cm (not 30cm)

## ARMY COMPOSITION

- 400 points maximum for each formation
- No aircrafts
- No spacecrafts (including free planetfall and drop pods)
- No Avatar
- No free Ork Warlord
- Imperial Guard armies retain 1 Commissar per full 500 points
- 350 point limitation on allies (rounded up from 333)

## OPTIONAL RULES

- If there are two or more formations that are the most expensive, then only one will count for the Break Their Spirit objective. This should be decided during the 5 minute warm-up by the player in control of that army or in another mutually agreed way.
- Rule "1.6.3 Retaining the Initiative" is not used. This also voids the Eldar Farsight rule entirely.