

# One Page Apocalypse v0.1

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## General Principles

**The Most Important Rule:** Whenever a rule is unclear or does not seem quite right, use common sense and personal preference.

**Units:** Each unit consists of one or more models acting as a single entity, and must have one clearly marked leader model. You can find unit profiles for each faction in their respective army page.

**Quality Tests:** Whenever you must take a Quality test roll one six-sided die trying to score the unit's Quality value or higher, which counts as a success.

**Line of Sight:** If you can draw a straight line from the unit's leader to any model from the target unit without passing through any solid obstacle, then the entire unit has line of sight.

### Before we begin...

**Army Composition:** Each player may take up to 3000pts or 6000pts worth of units and upgrades in his army (you decide). Each army may only have three Hero units and any combination of up to eight Special units (Monsters, Vehicles and Walkers).

**Preparation:** The game is played on a flat 8'x6' surface, with at least 15 pieces of terrain on it. The players roll-off, and the winner chooses on what side to deploy and places his army first within 12" of his table edge, then the opponent does the same.

**Mission:** After 6 rounds the game ends, and both players sum the point value of all enemy units they completely destroyed or that are pinned. The player with the most points wins.

### Playing the Game

The game is played in rounds, in which players alternate in activating a single unit each until all units have been activated. The player that won deployment goes first on the first round, and in each new round the player that finished activating first in the previous round goes first.

### Activation

The player declares which unit he wishes to activate, and it may do one of the following:

Action	Move	Notes
Hold	0"	May shoot.
Walk	6"	May shoot after moving.
Run	12"	May not shoot.
Assault	12"	Move into base contact.

### Moving

A unit's leader may move and turn in any direction regardless of the models facing, and once it has been moved you must arrange all other models from the unit within 6" of the leader, and within 1" of at least one other member. Models may only move within 1" of other units if assaulting.

### Shooting

If a unit's leader has line of sight of an enemy, then all models that are in range of it (measured from the nearest attacking model to the nearest model in the target) may fire one weapon at it. The attacker takes one Quality test per Attack in the unit, and each success is a hit. The target then takes as many Quality tests as hits, and each success is a block. Every unblocked hit causes a wound. For every wound remove one model from the target unit (defender may remove them in any order whilst keeping coherency, and removing the leader last).

### Melee

When using an Assault action move the leader into base contact with the target, then move models from both units into base contact or as close as possible, starting with the attacking models. All models may attack with all their melee weapons, and assaulting models get +1 Attack each. This is resolved like shooting, however casualties are only removed after everyone has attacked. Compare how many wounds each unit caused, and the unit that caused most is the winner (opponent must take a morale test). If either unit is destroyed the other may move up to 3", if not then assaulting models must move back by 1".

## Morale

Whenever half of a unit's models are killed at once, or it loses melee, then it must take a morale test. The unit takes a Quality test and if failed the unit is Pinned (spends next activation idle and strikes last). If the failed test was from melee and it is down to half of its original size it Routs (remove from play).

## Terrain

**Cover Terrain (forests, ruins, bunkers, etc.):** Units may use Walk or Run actions to move into and out of a piece of cover terrain, and count as Armored against shooting attacks. The entire piece of cover terrain counts as the unit's footprint for the purpose of range, line of sight and base contact.

## Units Types

**Infantry:** Any unit that is not a Special unit counts as Infantry. You may deploy two copies of the same Infantry unit as one big unit, however upgrades that affect all models must be bought for both.

**Heroes/Psykers:** May be deployed as part of friendly Infantry units of same Quality.

**Monsters:** Always have the Armored, Fear and Relentless special rules.

**Walkers:** Always have the Armored and Relentless special rules. Walkers follow Vehicle damage rules.

**Vehicles:** Always have the Armored and Relentless special rules. Vehicles move up to 12" when using Walk actions and up to 18" when using Run and Assault actions. Vehicle may pivot by up to 180° when using Hold actions and by up to 90° at any point during Walk, Run and Assault actions (may not move sideways, and move at half speed when reversing). When using Assault actions they deal D6 automatic hits in melee. Whenever a Vehicle takes one or more wounds, roll on this table for each:

Result	Effect
1-2	Glanced (Doesn't suffer any further effects)
3-4	Shaken (Must re-roll successful hits until the end of its next activation)
5-6	Tracked (May not move or pivot until end of game)

If the vehicle is hit in the front roll 2 dice and choose the lowest result, if it is hit in the side roll 1 die, and if it is hit in the rear roll 2 and choose the highest result. Tracked Vehicles that suffer any additional Tracked result immediately take an additional wound and they must roll on the table again.

## Weapons

Weapons with a range value provide attack dice to shooting, others to melee. Units without a melee weapon in their equipment always use fists/claws. Weapons with "x" next to their Attack value ignore the Armored special rule and all their Wounds must be assigned to a single model.

Name	Range	Attacks
Fists/Claws	-	1
Hand Weapon	-	2
Power Weapon	-	3
Power Fist	-	4
Dreadnought Fist	-	5
Pistol	12"	1
Shotgun/Plasma Pistol	12"	3
Flamer	12"	4
Meltagun	12"	6x
Carbine	18"	1
Assault Rifle	24"	1
Minigun/Plasmagun	24"	3
Grenade Launcher	24"	4
Multi-Melta	24"	6x
Rifle	30"	1
Machinegun/Multi-Laser	36"	3
Plasma Cannon	36"	6
Autocannon	48"	4
Mortar/Missile Launcher	48"	6
Lascannon	48"	6x
Battle Cannon	72"	9

## Special Rules

**Armored:** Whenever this unit takes hits roll one die for each hit, on a 4+ it is ignored. Note that if a unit with this special rule joins a unit without it you may only apply this special rule if at least half of the models in the unit have it.

**Deep Strike:** You may choose not to deploy this unit with your army, and instead keep it in reserve. After round 1 you may roll one die at the beginning of each round, and on a 4+ you may place the unit anywhere, at least 12" away from enemy units.

**Fast:** This unit moves +3" when using Walk actions and +6" when using Run/Assault actions.

**Fear:** Enemy units without the Fear special rule must take a morale test before fighting melee with this unit. If failed they strike last for that melee.

**Fearless:** When taking morale tests roll one extra die and pick the highest result.

**Flying:** This unit may move through other units and obstacles, and it may ignore terrain effects.

**Furious:** This model has +1 Attack in melee when using Assault actions, and may use an Assault action at half movement to disembark from transports.

**Hatred:** This unit may re-roll failed melee attacks when using Assault actions.

**Indirect:** This weapon may be fired at enemies that are not within line of sight, however targets not within line of sight count as being in Cover.

**Limited:** This weapon may only be used once.

**Linked:** This weapon may re-roll failed hits.

**Piercing:** This weapon ignores the Armored rule and enemies must re-roll successful blocks.

**Poison:** This weapon counts as Piercing, however when attacking Vehicle/Walker units roll one die per hit, on a 1-3 it is ignored.

**Psyker(X):** Every round you receive D6+X power dice (max. 12 dice) to use for that round, where X is the number of Psyker levels in your army. Psykers may manifest Psychic Powers at any point before attacking, and they require no line of sight. You may try to manifest any Psychic Power once per round by rolling any number of power dice, trying to score a 4+. If you roll as many successes as the number in brackets you may resolve all effects. If a Psyker rolls two or more 6s it takes D3 automatic wounds.

**Relentless:** This unit may fire all of its weapons when using Hold actions.

**Rending:** Whenever this weapon hits on a roll of 6 it causes one automatic wound. Note that these hits can't be ignored by the Armored special rule.

**Scout:** This unit is deployed after all other non-scout units have been deployed. You may place this unit anywhere on the table at least 12" away from enemy units (if both players have Scout units roll-off to see who deploys first).

**Scoper:** Models firing this weapon have Quality 2+.

**Strider:** This unit treats difficult terrain as open terrain for the purpose of movement.

**Strikes First/Last:** When fighting in melee this unit's attacks are resolved before/after those of the opponent, including the removal of any casualties.

**Tough(X):** This model must accumulate X wounds before being removed as a casualty. If a unit with the special rule joins a unit without it you must either accumulate wounds until all models with this rule have been killed, or remove regular models as casualties before starting to accumulate wounds. Note that you must first accumulate wounds on a single model with this special rule until it is killed before you start accumulating them on another.

**Transport(X):** This unit may transport up to X Infantry models in its cargo. Infantry units may embark by moving into contact with a transport, and embarked units may use a Walk action to disembark. Units may also be deployed within a transport at the beginning of the game. If a unit is within a transport when it is destroyed it takes D6 automatic hits, and any surviving models must be placed within 3" of the transport.