



Caluphel: Hour of Darkness

*After months of grinding combat and frightful attrition under the baleful light of the Great Warp Rift, the armies arrayed against each other at the **Treyarch Defensive Salient** have fought themselves to a standstill. Now the stalwart Imperial Guard, aided by strike teams of armored Space Marines, are preparing for a final push in the face of stiff resistance. Facing them are the ichor-spattered legions of the Death Guard, along with advance elements of the L'Ranna Company, representing the Tau Empire's foothold on the planet.*

Theirs is an alliance of necessity, as the Death Guard are all that is separating the thinly defended Tau landing site from the warmongering Imperials. A breakthrough at the Treyarch Defensive Salient could spell doom for both the Tau and the Death Guard...

ARMY COMPOSITION

Each player should bring an army of no more than 100 Power Level, but no more than 50 models. Apocalypse games are designed to showcase big stuff – tanks, monsters and other units that don't normally get a chance to hit the table. Think big!

Don't worry about assembling detachments, because each team will get a pool of **20 Command Points** to use throughout the game.

DEPLOYMENT

The attacker has two deployment zones: the Mustering Area and the Spearpoint. Only **Troops** and **HQ** units can be deployed in the Spearpoint – everything else must be deployed in the Mustering Area. The attacker deploys first.

The defender has two deployment zones: the Defensive Salient and the Stronghold. Only **Elites**, **Heavy Support** and **HQ** units can be deployed in the Defensive Salient – everything else must be deployed in the Stronghold.

FIRST TURN

The Forces of the Imperium take the first turn.

TURN LENGTH

The first and second turns will be limited to 30 minutes per side, not counting the Morale Phase. The remaining turns will be limited to 20 minutes per side. Use your time wisely by pre-planning your moves, looking up important rules and calculating dice pools in advance! Teammates are encouraged to discuss their moves in advance and activate their units simultaneously.

BATTLE LENGTH

At the end of the battle on turn 5, the Forces of the Imperium will roll a d6. On a 3+, the game continues. Roll again at the end of turn 6. On a 4+, the game continues. Otherwise, the game automatically ends at the end of turn 7.

VICTORY CONDITIONS

Victory conditions are scored at the end of each turn in which the requirements are met, although **no victory conditions are scored on the first turn**. At the end of the game, the side that has scored the most victory points is the winner. If both players have the same number of victory points, the game is a draw.

General Victory Conditions (available to both teams)

Slay the Warlord: If an enemy warlord has been slain during the battle, score 1 victory point per warlord.

First Blood: The first unit of any kind to be completely destroyed during the battle is worth 1 victory point.

Forces of the Imperium Victory Conditions

Grinding Advance: Score 1 victory point if you have no units in your Spearpoint deployment area at the end of your turn.

Area Denial: Score 1 victory point if there are no enemy models within 6" of the Comms Relay Tower in the Mustering Area at the end of your turn. If there are no models within 12" of the Comms Relay Bunker, score d3 victory points instead.

No Prisoners: Score 1 victory point if an enemy unit was destroyed during your turn. If between 3 and 5 enemy units were destroyed during your turn, score d3 victory points instead. If 6 or more enemy units were destroyed during your turn, score d3+3 victory points instead.

Assassinate with Extreme Prejudice: Score 1 victory point if at least one enemy Character was destroyed this turn. If 3 or more enemy Characters were destroyed, score d3 victory points instead.

Treyarch Defenders Victory Conditions

Hold the Line: Score 1 victory point if you have at least three units completely within the Defensive Salient, and your opponent has no models within this area at the end of your turn.

Area Denial: Score 1 victory point if there are no enemy models within 6" of the Command Bunker in the Stronghold deployment zone at the end of your turn. If there are no models within 12" of the Command Bunker, score d3 victory points instead.

Psychological Warfare: Score 1 victory point if your opponent failed a Morale test during this turn. If your opponent failed 3 or more Morale tests, score d3 victory points instead.

Target-Rich Environment: Score 1 victory point if at least one enemy unit with a Wounds characteristic of 10 or more was destroyed this turn. If at least one enemy unit with a Wounds characteristic of 20 or more was destroyed this turn, score d3 victory points instead.

BATTLEFIELD MAP

FORCES OF THE IMPERIUM
DEPLOYMENT ZONES

TREYARCH DEFENDERS
DEPLOYMENT ZONES

