



30th. November 2008

Timetable :-

12-30	to	1-00	Registration
1-00	to	1-30	Set Up
1-30	to	7-00	Game Time
7-00	to	7-30	Tidy Up

What You Need :-

- Dice**
- Tape Measure**
- Templates**
- Army**
- Relative Books**

The games will start at 1-30. Each side will have half an hour for each game turn . There will be four objective markers on each board, and at the end of the game you control an object if there is at least one of your scoring units, and no enemy unit (Any unit, whether scoring or not), within 3 inches.

Both captains will choose the teams for the four boards, and at the end of the set up, you can swap two players to go on to different boards.

The Apocalypse rule book, 40K rule book, and data sheets will be used but:-

NO STRATEGIC ASSETS