

CATACLYSM

Cataclysm is an unofficial framework for team battles in Games Workshop's *Warhammer 40,000*. One component is loose guidelines for army sizes, deployment zones, scheduling, and other logistical concerns external to the game itself. Another component is precise game rules and clarifications for matches of multiple players and even teams. The framework is intended to serve as a basis for games ranging from a few players fielding skirmish squads, up to megabattles with tens of players and massive armies.

ALLIANCE

Each player is associated with an alliance, more or less working as a team, and each player has a warlord as usual. The standard allies matrix and associated rules indicate how players' armies interact within an alliance. The number of players in each alliance should be roughly balanced, but may vary slightly.

ARMY SELECTION

Cataclysm army lists are selected according to the standard rules and any external constraints imposed by the organizer(s), such as campaign requirements and effects. Each player is granted an equal number of points. An alliance with fewer players than the largest may be granted additional points to match, allocated among their players in any fashion they wish. Players should bring extra models to enable this.

TABLES AND DEPLOYMENT ZONES

Tables should generally be 4–6' across, proportional to army sizes. An extended discussion on sizing tables for very large games is available here:

<http://rocketshipgames.com/link/ABCD>

Deployment zone geometry necessarily varies with the number of alliances, players, army sizes, and table space, and must be planned in advance by the organizer(s). Zones should all be equally sized, with roughly 2 square feet per 1000 points in the alliances, and roughly the same shape. It might not be practical for zones to all be adjacent to each other. Critically, each zone must be as close to 24" from its neighbors as is feasible. A specific table edge or edge segment should be identified for each alliance for purposes of reserves, falling back, and other mechanics. A few example layouts are given at the end of these rules.

SETUP AND TURN ORDER

The match begins by players determining warlord traits, psychic powers, and other pre-game effects.

Each alliance then simultaneously makes a deployment bid of a whole number of minutes from 1–15. The order of bids from lowest to highest is the order by which selection of deployment zones, placement of objective markers, deployment, and game turns are respectively performed, in that sequence. Note that this is not the standard 40k 7th edition startup sequence. Ties on bids are broken with a roll-off. Seize the Initiative rolls are not made.



Cataclysm comes on our wings!

30 min	Set up tables & terrain
45 min	Deployment
45 min	Turn 1 (15 min per alliance)
45 min	Turn 2
45 min	Turn 3
30 min	Turn 4 (10 min per alliance)
30 min	Turn 5
30 min	Pack up

PRIMARY OBJECTIVES

The primary objective of the match is controlling important territory, denoted by markers. Primary objectives are placed after selecting deployment zones. First, each alliance in turn order places one home objective in its deployment zone. Each then in turn places one target objective in the adjacent deployment zone clockwise around the table. Finally, each alliance in turn then places one neutral objective on the table in no alliance's deployment zone. Objective marker placement follows all standard rules.

After placing primary objective markers each alliance in turn order deploys, using at most as many minutes as their deployment bid. Units not fully deployed at that point must be placed into reserve, except for Infiltrators. All other standard deployment and reserves rules apply.

GAME END & SCHEDULE

Cataclysm runs for a fixed 5 turns. The organizer(s) should enforce a schedule to ensure it finishes, such as that below for three alliances.

Time must be reserved in each alliance turn for ongoing combats, lest assault armies be short-changed. These should begin to be resolved with at least 5 minutes remaining in the turn. Teammates already finished their turn should help resolve ongoing combats if a player engaged in an assault is still moving or shooting. Otherwise the engaged player must move on to assault with their turn unfinished.

GAME RULES

Alliance Turns. Each player in an alliance takes actions as usual in its turn, with any order of activated units. Alliance turns are player turns in all ways.

Mission Rules. Standard nightfighting, reserves, and objective control rules apply.

Table Scope. Special rules that affect all units, all enemy units, or the entire table are not applied.

Army Scope. Army-wide buffs apply only to that detachment of that player's forces, as in a usual game, regardless of factions in their alliance.

Multi-Alliance Combats. Units may charge as usual into ongoing close combats including units from multiple other alliances. Combats are resolved in the assault phase of each alliance with engaged units.

Shooting at Combats. Players may shoot into ongoing close combats that do not include any units from their alliance. Blast templates scatter as usual and hits are allocated to units for each model under the template. Other hits are allocated to the unit of the model in the combat closest to each shooting model.

Regardless of the outcome, after resolving wounds the units in combat are assumed to be still in combat unless all the models of an alliance have been eliminated, even if models were removed such that the units are no longer in contact. Consolidation moves are not made if an entire alliance is eliminated. Units shot at in combat do not take Morale Checks at the end of shooting, regardless of their casualties.

Psychic Phase. A single D6 is rolled by the current alliance to determine the base warp charge to be used by all players in the psychic phase, who otherwise follow the standard rules to generate their own distinct warp charge pools. Players may only cast and deny powers using their own warp charge. The single player from any opposing alliance willing to use the most warp charge to attempt denying any successful spell may do so, breaking ties with a roll-off.

SCORING

Primary objectives are cumulatively scored after the 1st, 3rd, and 5th turns, the latter being the conclusion. Their worth to each alliance varies by location:

- Primary objectives in the next enemy deployment zone clockwise around the table are worth +3 victory points each.
- Primary objectives in the alliance's own deployment zone are worth +2 victory points each.
- All other primary objectives are worth +1 victory point each.

The following secondary objectives award additional victory points to each alliance at game-end:

- +1 for each enemy warlord directly forced to be removed as a casualty by the alliance;
- +1 for each enemy deployment zone in which the alliance has a scoring unit;
- +1 if there are no enemy models, scoring or otherwise, in the alliance's own deployment zone.

The alliance with the most victory points emerges triumphant from the Cataclysm!



Firing solution on coordinates alpha alpha nine six four!

THE GREATER GOOD

Shas'ui Ke'ssai crouched low behind the crude rubble barricade. His hooves trembled with the clamorous approach of the humans' ugly, stinking, smoking vehicles. In that moment, he realized he hated them. He hated them for their violence, and he hated them for what they'd done to his world. But most of all, he hated them for teaching him to hate.



DEPLOYMENT CONFIGURATIONS

