

MASTERS OF THE FORGE

On Your Tabletop #22:

Adeptus Mechanicus

This copy of “On Your Tabletop” is **Version Beta**. Please help us by playtesting these rules.

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Thanks!

Thank you for trying out this “On Your Tabletop” supplement. We hope you will be able to make use of it in your games set in the 41st Millennium.

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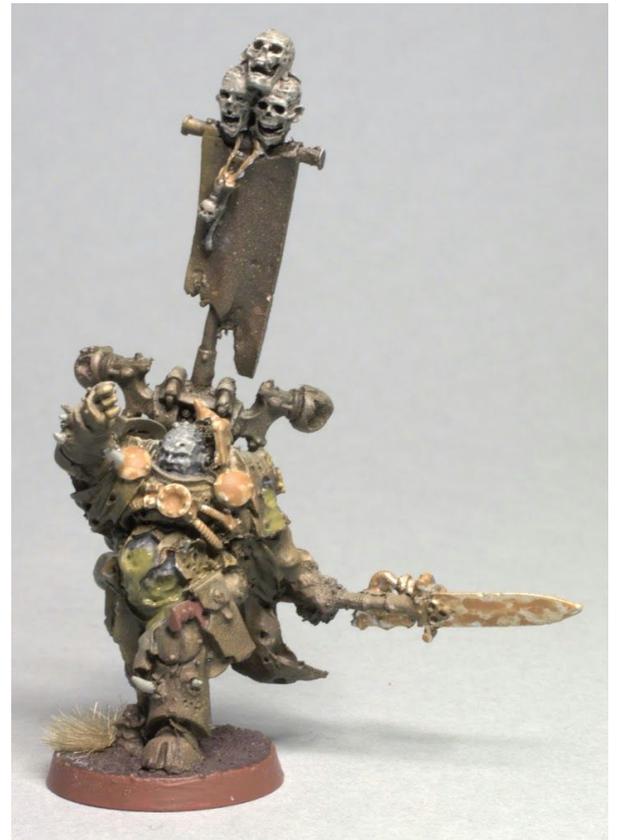
While we have playtested these rules to a point, we are not professional game designers and we both warmly and thankfully welcome any and all feedback regarding this supplement. Please drop us a line with your comments either at our Facebook page or via the contact form on our website.

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New Units

Magos Omnid Torquora

Battlefield Role: HQ

Faction: Cult Mechanicus

Points: 220

Unit Type: Infantry

Unit Composition: 1 Tech Priest Dominus

Weapon Skill: 4

Ballistic Skill: 5

Strength: 6

Toughness: 5

Wounds: 5

Initiative: 4

Attacks: 2

Leadership: 10

Wargear:

- Artificer Armor
- Volkite Blaster
- Macrostubber
- Heavy Mechadendrite Harness
- Scryerskull
- Refractor Field

Heavy Mechadendrite Harness: Omnid Torquora's Mechadendrite Harness is massive and boasts not only the smaller Mechadendrites for interface with machines, but he uses them for both locomotion and in battle. Torquora's Harness is huge and should be modeled on a 60mm base, though it may be used as a standard Mechadendrite Harness in addition to a few other special abilities. Magos Omnid Torquora has the Crusader Special Rule. Additionally, before making his normal attacks, roll 1d6. Add this to Torquora's number of attacks this round. This does not negate his extra attack with his Dataspikes.

Special Rules:

- Canticles of the Omnissiah
- Feel No Pain
- Independent Character
- Relentless
- Master of Machines
- Inspirational Imperatives

Inspirational Imperatives: If Omnid Torquora is your Warlord, you receive the Layered Psalm-code warlord trait. Also, you may select a second trait as normal as long as you select it from Codex: Cult Mechanicus.

Skittari Primus

Battlefield Role: HQ

Points: 120

Unit Type: Infantry

Unit Composition: 1 Skitarii Primus

Weapon Skill: 4

Ballistic Skill: 4

Strength: 3

Toughness: 3

Wounds: 3

Initiative: 3

Attacks: 3

Leadership: 9

Wargear:

- Skitarii war plate
- Scryerskull
- Battle Arms
- Mindscrambler Grenades

Battle Arms: The Skittari Primus is equipped with pneumatically-deployable weaponry. He can fight with either a pair of Arc Pistols in ranged combat or a pair of Arc Mauls in melee combat. The Primus has two Battle Arms and each one contains one Arc Maul and one Arc Pistol.

Special Rules:

- Doctrina Imperatives
- Feel No Pain 4+
- Independent Character
- Relentless
- Maniple Commander
- Path to Leadership

Maniple Commander: If your army has one or more Skitarii Maniples, one Skitarii Primus may be included in your army as part of one of those Maniples even though there is not HQ slot in that Detachment.

Path to Leadership: The Primus may have risen from many different ranks of Skitarii infantry. They may choose one of the following as a special rule: Rad-Saturation, Move Through Cover, or Dunestrider. If the Primus chooses the Rad-Saturation special rule, they they may only join units which already have that rule.

Options:

- May take items from the **Special Issue Wargear** and **Relics of Mars** lists.
- May replace either Battle Arm with a Transonic Blade: 5pts

- May replace both Battle Arms with a Radium Pistol and Power Axe: 0pts

New Special Rules

Curse of the Obliteratti

Some units from Codex: Chaos Space Marines may choose to take the Curse of the Obliteratti. The following units may take this Mark: Chaos Space Marines, Raptors, Chosen, Chaos Terminators, and Chaos Havocs. Every model must take this upgrade which is 5 points per model and 5 additional points per Heavy Weapon in the squad.

Every turn, the unit may choose to alter their ranged weapons' profiles, though they must choose a different alteration every turn. They may either improve their weapons' AP by 1 (minimum 1), increase the weapons' strength by 1 (maximum 10), make the weapons twin-linked, or make the wounds explosive. Explosive wounds deal 2 wounds when a "6" is scored on the roll to wound. These wounds are allocated individually.

In addition, the unit gains the Daemon and Slow and Purposeful special rules.

Lord of the Obliteratti

A Warpsmith may pay 100 points to make it a Lord of the Obliteratti. Their Bolt Pistol and Power Axe and close combat weapons are completely replaced with a Power Fist and Obliterator Weapons (see the unit entry for Obliterators in Codex: Chaos Space Marines for details). The Warpsmith also adds +1 Wound to his profile and should be modeled on a 40mm base.

In addition, the character gains the Daemon, Deepstrike, Bulky, and Slow and Purposeful special rules.

New Missions

Take Back What is the Ommissiah's

Forces: For a full narrative version of this mission, select units from only Codex Skitarii versus Dark Mechanicum. This mission may be played with any forces, however.

Battlefield: Place a large ruin at the center of every 2' square of the battlefield. Scatter other debris as you see fit; at least four pieces.

Deployment: Hammer & Anvil

Objectives: Each ruin is considered an Objective for the purposes of this game, except that units must have at least one model in the terrain in order to score or deny it.

Game Length: Random Game Length

Special rules: Mechanicus Narrative Objectives (mysterious), Reserves, Night Fighting

Scoring: The player holding the most Objectives at the end of the game wins. They receive a +1 to the roll to go first and to seize the initiative for the rest of the campaign.

Losing Ground

Special rules: Lose Ground

Lose Ground: In both parts of this mission, pieces of the battlefield will fall away. When this happens, all models partially within the 2x2' section of the battlefield are removed from play. This does not trigger Morale Checks. Models may not move into this section for the rest of the game. They may, however, move diagonally or use jump movement if that's the only way to reach the other side, but a dangerous terrain check is required for any model attempting this.

Scoring: In both parts of this mission, the player with the most points worth in remaining units wins the mission and receives a +1 to the roll for choosing to go first and also seize the initiative rolls for the rest of the campaign. Units which are either immobilized or below half strength in numbers are counted for half points. Monstrous Creatures with only one wound left and Vehicles with only one hull point left are also counted for half.

Game Length: The game ends when only two sections of the play area remain.

Part 1

Forces: For a full narrative version of this mission, select units from only Codex Skitarii versus Dark Mechanicum. This mission may be played with any forces, however. Fliers may comprise of only up to 15% of your points.

Battlefield: Place any low, rough terrain you wish to scatter about to look like the blasted waste of a ruined Forge World

Deployment: Hammer & Anvil

Special rules: At the end of turn 4, the two 2x2' sections touching the Dark Mechanicus board edge are removed from play. At the end of turn 5, the next two are removed.

Part 2

Forces: For a full narrative version of this mission, select units from only Codex Skitarii versus Chaos Space Marines. This mission may be played with any forces, however. Fliers may comprise of only up to 15% of your points.

Battlefield: This battle is fought on a sparse grate suspended over the core of a Forge World.

Deployment: Players section off the table in 2x2' sections, numbering each one 1-6. Then, starting with the player going first, they take it in turn deploying units one at a time. Every time they deploy a unit, roll a die. The unit must be deployed completely within that 2x2' section.

Special rules: At the end of every turn, roll a die. That 2'x2' section is removed. If you roll a number that has already been called, no sections are removed. All units are Fearless in this mission.

Trojan Horse

Forces: For a full narrative version of this mission, one player selects units from the Adeptus Mechanicus Codexes while another selects theirs from Chaos Space Marines allied with Dark Mechanicus. This mission may be played with any forces, however. This is a large battle and we suggest about 2500 to 3000 points of models per side and that the Chaos player bring along at least 10 Rhinos or other transports in order to serve the narrative.

Battlefield: This battle is fought on trench terrain.

Deployment: Dawn of War. All Chaos Space Marines units and any transports must enter the game from Reserves.

Objectives: Place an Objective at the center of each table quarter.

Game Length: Random Game Length

Special rules: Reserves, Night Fighting, Boobytrapped Transports

Boobytrapped Transports: Any Chaos transport may be Boobytrapped for an additional 15 points. Secretly mark any boobytrapped transports before the game begins. These transports may not carry models into battle... they're packed with explosives. The Chaos player may choose to detonate any Boobytrapped transport at the end of their turn, even if it tank shocked or turbo boosted that turn. These transports explode as normal, except out to a radius of d6+6" instead of d6".

Duration: Use random game length for this mission.

Scoring: The Chaos player scores 1 point for each infantry unit 12" from the Mechanicus board edge. The Mechanicus player scores 1 point for each of their units left alive at the end of the game. Both players can score 2 Victory Points for Slay the Warlord. Both players also score 1 Victory Point for each Objective they are holding at the end of the game.

Boarding Actions

Forces: For a full narrative version of this mission, one player selects units from the Adeptus Mechanicus Codexes while another selects theirs from Chaos Space Marines allied with Dark Mechanicus. This mission may be played with any forces, however.

Battlefield: For the full narrative effect, this battle is fought on a starship gundeck. Place ruins along one long board edge to simulate the crippled hull of the ship. This is the Chaos Table Edge. On the opposite table edge, try to place terrain to simulate the magazine alcoves, perhaps regularly spaced bunkers, bastions, walls, or other intact buildings. This is the Adeptus Mechanicus Table Edge. After this, litter the battlefield with representations of broken small craft, gun emplacements, and boarding torpedoes. If you have any fliers, drop pods, and other broken wreckage, this will work perfectly.

Deployment: Dawn of War except that the Adeptus Mechanicus may not deploy within 6" of their own table edge. Any Obliterators must be placed in Deep Strike Reserve.

Objectives: Place 1 objective marker for each 250 points played per side. For example, if each player brings 1500 points of models, place 6 objectives. If you place more than 6 objectives and do not increase the size of the play area, then they may be placed within 8" of each other instead of 12".

Special rules: Mechanicus Narrative Objectives, Reserves, Obliterati Attack

Obliterati Attack: On their first turn, the Chaos player is allowed to deepstrike their Obliterators. As long as they are deployed within 6" of the Mechanicus Board Edge, these models do not scatter thanks to precise scans and foresight on the part of the Iron Warriors.

Duration: Use random game length for this mission.

Scoring: Players score 1 Victory Point for each destroyed enemy unit. Additionally, you score points for holding ground; score 3 Victory Points for each Objective held at the end of the game.