

MASTERS OF THE FORGE

On Your Tabletop #15:

Mentors vs Biel-tan

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

DISCLAIMER:

This is a not-for-profit supplement for Warhammer 40,000 by Games Workshop plc. None of the authors, distributors, contributors, editors, or commentators have participated in this project for money; they have done so purely for the love of the game. This ruleset demands that its users own and refer to the Warhammer 40,000 rulebook and relevant codices in the use of these rules. All content within these pages is user-created and is derived, without permission, from Warhammer 40,000 intellectual property owned by Games Workshop Ltd. This ruleset is completely unofficial and is in no way endorsed by Games Workshop Ltd.

Adepta Sororitas, Astartes, Battlefleet Gothic, Black Angels, Black Library, the Black Library logo, BL Publishing, Blood Angels, Bloodquest, Blood Bowl, the Blood Bowl logo, the Blood Bowl Spike Device, Cadian, Catachan, the Chaos device, Cityfight, the Chaos logo, Citadel, the Citadel device, City of the Damned, Codex, Daemonhunters, Dark Angels, Dark Eldar, Dark Future, the Double-Headed/Imperial Eagle device, 'Eavy Metal, Eldar, Eldar symbol devices, Epic, Eye of Terror, Fanatic, the Fanatic logo, the Fanatic II logo, Fire Warrior, the Force Organization Slot logos (HQ, Elite, Troop, Fast Attack, Heavy Support, Formation, Lord of War, and others), Forge World, Games Workshop, Games Workshop logo, Genestealer, Golden Daemon, Gorkamorka, Grand Master Mordrak, Great Unclean One, Guardsman Sly Marbo, Gue'vesa, the Hammer of Sigmar logo, the Horned Rat logo, Inferno, Inquisitor, the Inquisitor logo, the Inquisitor device, Inquisitor: Conspiracies, Keeper of Secrets, Khemri, Khorne, Kroot, Lord of Change, Marauder, Mordheim, the Mordheim logo, Necromunda, Necromunda stencil logo, Necromunda plate logo, Necron, Nurgle, Ork, Ork skull devices, Rogue Trader, Sisters of Battle, Skaven, the Skaven symbol and devices, Slaanesh, Space Hulk, Space Marine, Space Marine chapters, Space Marine chapter logos, Talisman, Tau, the Tau caste designations, Tomb Kings, Trio of Warriors, the Twin Tailed Comet logo, Tyranid, Tzeentch, Ultramarines, Veteran Sergeant Lysander, Warhammer, Warhammer Historical, Warhammer Online, the Warhammer device, the Warhammer World logo, Warmaster, White Dwarf, the White Dwarf logo, and all associated marks, names, races, race insignia, characters, vehicles, locations, units, illustrations, and images from the Blood Bowl game, the Warhammer world, the Talisman world, and the Warhammer 40,000 Universe are either ®, TM and/or Copyright Games Workshop Ltd 2000-2010, variably registered in the UK and other countries around the world. Used without permission. No challenge to the status Games Workshop's intellectual property is intended, and All Rights Reserved to the respective owners.

This is NOT a Games Workshop Product, but is meant to be a promotion of the hobby we love.

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.

You may decide to pick and choose elements of the rules presented here for your own purposes. Anyone is free to use the content herein, but not to self-attribute the works as their own.

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.

Facebook:

<https://www.facebook.com/mastersoftheforge>

Website:

<http://mastersoftheforge.com/contact/>



Mentors Chapter Tactics

The Mentors are students of many different combat doctrines and, as such, may employ any of the following Chapter Tactics in their battles (chosen at army list creation): Ultramarines, Ravenguard, Imperial Fists, or White Scars.

In addition, any unit which may take a Veteran Sergeant Upgrade must do so. Also, you may take an additional Veteran Sergeant, but only if it qualifies to use the Combat Squad Special Rule when it deploys. When deploying, this unit **MUST** use the Combat Squad Special Rule.

New Unit: Mentors Tutor

Elites - 35pts

	WS	BS	S	T	W	I	A	Ld	Sv
Mentors Tutor	4	4	4	4	1	4	2	9	3+

Unit Type: Infantry (Character)

Rules and Upgrades: The Special Rules, Wargear, and upgrades are exactly the same as for a Space Marine Tactical Squad Veteran Sergeant. The Mentors Tutor may also add a Space Marine Bike for 25pts or a Jump Pack for 15pts.

I'm With You to the End: Right after deploying your forces, you must add a Mentors Tutor to one unit. The Mentors Tutor counts as an original part of that unit for all rules purposes, including Victory Points.

Lesson Well Learned: Once per game, the unit to which the Tutor is attached may re-roll one of the following this player turn: assault distance, leadership, failed to-hit rolls (shooting OR close combat), failed to-wound rolls (shooting OR close combat), or all failed saves. This ability may be declared after an initial roll has been made.

New Relic: Ran-Thawll's Gaze

This auspex is an incredible feat of engineering which was acquired from one of the Omega Vaults in the Watch Fortress of Erioch (the seat of the Deathwatch) by their Chapter Master. It provides precision firing solutions to the enemy, but it's directional, and the holo display is really only useful to the bearer and his unit.

Once per turn, before his unit shoots, the wielder of this relic may nominate one enemy unit to suffer a -2 to their cover-save when his unit shoots at them.

In addition, if you are playing with Random Objectives or any narrative rule such as Mysterious Terrain, Hidden Units, or Hidden Victory Points on objectives, the model with this relic may, at the beginning of their player turn, scan one objective or piece of terrain within 48". Random Objectives and Mysterious Terrain are resolved with a hidden roll and written down to be revealed when appropriate. Hidden units are simply deployed by their owner.

New Formation: The Knife That Cuts

Sometimes, the time for teaching their allies is over and the time for teaching the enemy a lesson is at hand. At these times, the Mentors Elite Cadre form a crack team of deadly and experienced warriors in order to perform surgical strikes on key locations against tricky foes.

Formation:

- 3 or more Mentors Elite Cadre (Terminators, Sternguard, or Vanguard Veterans. The Veterans should have the Drop Pod or Jump Pack upgrades (but not the bike upgrade))

Special Rules:

Battlefield Insertion: All units must arrive via Deepstrike Reserves.

You'd Only Get in the Way: Units from this Formation are Come the Apocalypse Allies with any other Detachment or Formation which isn't also a Mentors Elite Cadre, even other Mentors forces.

Advanced Intel: The Mentors player may add a +1 on the roll to go first and a +1 on the roll to seize the initiative. In addition, units from this Formation may arrive from reserves on any turn without rolling, though they must automatically arrive on turn 4 if they have not already.

Charadon Burns

A Mentors vs Biel-tan Campaign Seed

A Biel-tan scout vessel has advanced ahead of the Craftworld and found an ancient Maidenworld (called Charadon in the mongrel tongue of the mon-keigh) overrun by Orks and, to some extent, Humanity. The vermin have filled every crevice of the planet with their filth, poisoning the air and defiling the seas. The Craftworld sent forth a host to take the world and cleanse it of the interlopers. While the Orks are proving a difficult foe to thwart without incredible losses, the Humans are a constant distraction. The Biel'tan have decided it's too dangerous to fight a war on two fronts and have decided to, for now, focus their attention on the last vestiges of resistance Mankind has dug into the farthest corners of Charadon. Besides, nothing could be worse than the Imperium having some hope of gaining a new foot-hold here.

A small contingent of Mentors have been bolstering the Ultramarines against WAAGH! Snagrod in Ultramar itself and with the Crimson Fists on Rynn's World. The desperate nature of the situation has led to the arrival of the Lessons of the Vanquished, a Mentors Strike Cruiser, carrying additional Mentors reinforcements.

The Mentors, then, take it upon themselves to delve brazenly into the Arch-Arsonist's territory, bent on cutting the head off the snake and disrupting the entire WAAGH! from the inside-out. The Mentors quickly make their way to the Charadon system in the hopes that they can bolster Imperial forces before it's too late.

Scenario 1: Imperial Reinforcements

Although foreign forces such as the Mordian Iron Guard have long since fallen back to Rynn's World or have been vanquished, a few pockets of hidden PDF eek out a living where they can. In many cases, they roam listlessly in the hopes of finding other Guard remnants before the Orks find them.

They didn't think they'd encounter something far more terrifying... enraged Biel-tan. Fortunately, help is on the way.

When the Mentors arrive at Charadon, they find Imperial forces in full rout. Much of the world either still in flames or has been infested with Greenskins. The Lessons of the Vanquished easily dodges lazy Ork weapons fire, using the cloud of blackened space hulks for cover.

The Mentors' ultimate goal is to carve out a beach-head for further Imperial forces and establish a hardpoint which can be used as a base from which to plan incursions against the Orks. The Mentors' plan in this battle is to drop into key positions and take control of the situation. They must bolster the ranks of the PDF, fight back, and hold their ground against the Xenos menace.

The Armies

Imperial Forces: The Imperium player should take up to 2500 points with at least half being Astra Militarum forces including at least two Infantry platoons. In a force-agnostic game, this should be represented by units which are numerous and not fearless. Astra Militarum forces may not include units which must arrive via Reserves of any kind.

Biel-tan Forces: The Eldar side may take any organization up to 2000 points.

The Battlefield

Set up the battlefield in an equitable way. It is likely that this will be an urban scenario.

Objectives Markers: Players take it in turn placing six (6) Tactical Objective Markers.

Deployment

Players pick a short table edge as their Table Edge. The Imperium player deploys their army up to 12" away from the Eldar Table Edge.

First Turn

Roll off to determine who goes first.

Game Length

The mission uses Variable Game Length as described in Warhammer 40,000: The Rules.

Victory Conditions

At the end of the game, the player who has scored the most Victory Points is the winner. If both players have the same number of Victory Points, the game is a draw.

Primary Mission

Achieve as many Tactical Objectives as possible. If, at the start of a player's turn, they have fewer than 3 Active Tactical Objectives, they must generate a number of new Tactical Objectives until they have 3.

Secondary Missions

First Blood, Linebreaker, Slay the Warlord.

Scenario Special Rules

Night Fighting, Reserves (Eldar and Mentors only), Mysterious Objectives, Tactical Objectives

Flee for Your Lives: All Astra Militarum units (even Fearless units such as Vehicles) begin the game Falling Back. Astra Militarum units may not use the Combined Squad rule to mob up.

Into the Fray: All Eldar and Mentors units **MUST** begin the game in some kind of Reserve or Infiltrate.

Get Back Into the Fight: For each Imperial unit which successfully Regrouped on their turn, the Imperial Player may discard any one of their Tactical Objectives for a Victory Point, regardless of the actual requirements for scoring that Objective.

Exterminate the Vermin: For each Imperial unit which was destroyed this turn, the Eldar player may discard any one of their Tactical Objectives for a Victory Point, regardless of the actual requirements for scoring that Objective.

Further Scenarios:

Greenskin Horde: After Deployment, each player takes turns placing any number of 15-strong Ork Boyz units with either choppas or shootas outside of either deployment zone. At the beginning of each player turn, players roll off for each Boyz unit not engaged in close combat. The winner takes control of that unit. The player with the least number of active units on the field enjoys a +1 to this roll. If a Boyz unit is engaged in combat, the player opposed to the unit in combat takes control of those Orks.