

MASTERS OF THE FORGE

On Your Tabletop #10:

Space Travel in the 41st Millennium

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.

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.

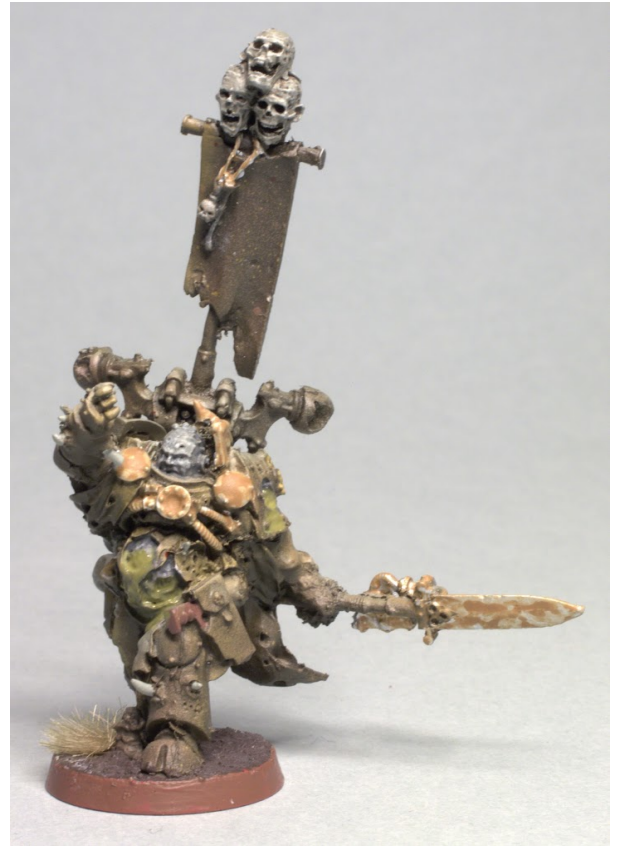
While we have playtested these rules to a point, we are not professional game designers and we both warmly and thankfully welcome any and all feedback regarding this supplement. Please drop us a line with your comments either at our Facebook page or via the contact form on our website.

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New Space-Linked Missions

Beach Head

Your army has just landed on planet and is scattered to the four winds. Your goal is to form up and meet at a location painted on your tactical display. Unfortunately, some of the enemy forces are in your way, so your leaders have chosen a point of to break through where the defense is light.

Forces:

This game is played with an Attacker and a Defender and is best played with larger games of 1500 points or greater. The Defender may designate any one Fortification they purchase for 100 points or less as their Field Base. The Field Base must be a Building. More on the Field Base later.

In addition, the Defender may only include some models which are required to arrive via reserve. This limit is up to 25%. For example, if a Necron player wishes to include Nightscythes in their 2000 point list and they are the Defender, then they can only take 500 points in Nightscythes (or other units which are required to arrive via reserves).

Table Size:

A table size appropriate for your points limit is best. We suggest a 4'x6' for games up to 2000 points, and 4'x8' for games up to 3000 points. Before placing Terrain or Objectives, each player picks a long table edge as their home table edge.

Terrain:

Design a table which represents the Defenders' garrison. Fortifications and picket lines should facilitate a narrative which demonstrates this force's thinly-stretched defensive positions.

Placing Objectives:

Players take it in turn placing 6 Objectives in the normal way.

Deployment:

The Defender deploys first. They must deploy at least 75% of the points value of their force before Infiltrators are deployed. Deployed units may be placed anywhere on the board as long as they are not within 6" of a board edge or 6" of another unit. Models must be spaced in such a way that all 75% of the army can be deployed on the table; you can't space out giant mobs of models in order to make it impossible to deploy the rest of your army. Any units in the 75% which cannot be deployed are immediately destroyed. Suffice to say, you should build your army with the flavor of this mission in mind.

The Attacker deploys no models other than Infiltrators which are deployed in the normal fashion.

Special Mission Rules:

Night Fighting, Mysterious Objectives, Reserves, Threading the Needle, Field Base, Orders to Hold Position

Threading the Needle

The attacking force has taken advantage of their enemy's thin defenses and have found a way to beset them on all sides. All units in the Attacking force gain the Outflank special rule. Units which already have the Outflank special rule may, instead of rolling for their table side, arrive along any table edge, left, right, home, or enemy.

Field Base

The Defender may designate one of their Fortifications of 100 points or less as a Field Base. This Fortification must be a Building. Friendly units which Deepstrike within 12" of the Field Base do not scatter. Attacking units may not Deepstrike or Infiltrate within 12" of the Field Base and if the Attacking player's Deepstriking unit scatters within 6" of the Field Base, they immediately suffer a Deepstrike Mishap.

Orders to Hold Position

The Defender may not Infiltrate, Scout, or redeploy in any way within 6" of any table edge.

First Turn:

The Attacker automatically goes first. The Defender may not Seize the Initiative as this is a surprise attack!

Game Length:

This mission uses Variable Game Length. When the game ends, this represents a pivotal moment in the battle when the losing side is ordered to fall back and abandon the tenuous hold they have on what little territory they have gained.

Victory Conditions:

The goal of both sides is to hold territory and kill the enemy. The more units which remain on the table by the end of the game and the more terrain they hold the more successful they will be. For each held Objective, players earn 3 Victory Points. For each surviving unit in their army, they receive 1 Victory Point.

Get to Da Arvus Lighta!

Things have gone ill for your forces and it is time to dust off and nuke the place from orbit. It's the only way to be sure.

Forces:

This game is played in increments of 500 points. One player is the Attacker and one player is the Defender.

Table Size:

A table size appropriate for your points limit is best. We suggest a 4'x4' for games 1000 points or less, a 4'x6' for games up to 2000 points, and 4'x8' for games up to 3000 points. Players pick table sides at the beginning before placing Objectives or Terrain.

Placing Objectives:

Before any other terrain is placed, the players take it in turn placing Space Transports. The Defender places the first Space Transport. These Transports are the Objectives in this game. It is recommended that, if you do not have any terrain to reflect these Objectives, childrens toys work great, or simply use Warhammer 40,000 models as terrain instead of taking them as actual units in this scenario. Each Transport must be placed 9" away from any other Transport. If a Transport cannot be placed, then place it as far away as possible and nudge the other Transport(s) until a 9" gap is achieved.

Terrain:

It is suggested that you use as much thematic terrain as possible for this scenario to represent fuel tanks, hangars, transport containers, conveyors, and other such scenery. We actually suggest looking to the Stronghold Assault book for inspiration during this scenario.

Deployment:

The Defender deploys first on their side of the table using the Dawn of War deployment type. After that, the Attacker deploys.

Special Mission Rules:

Night Fighting, Mysterious Objectives, Reserves

First Turn:

The Attacker automatically goes first unless the Defender successfully Seizes the Initiative!

Game Length:

This mission uses Variable Game Length. This represents the Defending forces receiving reserves

in force and the Attackers must either fall back or perish in glory.

Victory Conditions:

At the end of Game turn 2, if one of the Attacking Player's units is holding an Objective (one of the Transports), they may remove the unit holding that objective from the table and the Transport for a total of 5 Victory Points. HQs are worth 2 points if removed in this manner and your Warlord is worth 4 points. For example, if a squad of 8 Space Marines, a Librarian, and a Space Marine Captain (your Warlord) escape on a Transport, that would be worth 5+2+4 points for a total of 11 points. If just the Librarian was successfully extracted by the Transport, it would only be worth 2 points.

The Defender scores 2 Victory Points for each destroyed unit (even those who left on the Transports) and 5 points for each remaining Transport at the end of the game.