

MASTERS OF THE FORGE

On Your Tabletop
Episode 111

Battlezone: Death World Forests

Born to It

Units with the following keywords roll a dice when they suffer a Mortal Wound from Death World Forest terrain, ignoring it on a 4+: Catachan, Raptors, Mantis Warriors, Kommandos, Scouts, Rangers, Exodites, Reivers, and Genestealers.

Shadows of the Canopy

Units which are normally allowed to be set up closer to the enemy during deployment before the first turn may be set up 6" closer than normal. This does not apply to units which may be set up after the first turn has begun.

It Could be Worse, and Probably Will Be

Death World Forests are not only known for their terrible flora, but also their challenging weather and vicious beasts. Each player must generate a single Death World event at the start of each of their turns. Roll a d66 and consult the Death World Events table below.

Note that this table requires players to have a resource of Tyranid models at their disposal. Of course, they may wish to simply use Tyranid rules and proxy in other unique (but equally vicious) models instead. When deployed, these units must arrive as if from Reserve, but may do so from any battlefield edge, yet no closer than 9" from enemy models. In addition, the Tyranids spawned by the Death World Events table have the Death World Fauna Hive Fleet Keyword.

Also note that there are many effects which persist for either a turn or the entire game. It would be beneficial if players had cards or other tokens to help them remember effects on the battlefield or their units. You may actually want to put together a deck of cards for the Death World Events table instead of using dice.

Finally, the Command Reroll stratagem may **not** be used to change the will of the fates in the Death World Events table.

Death World Events table (d66)

○ **1 - Weather**

- **11 - Roll twice on the table.** Do **not** ignore further results of 11.
- **12 - Light Rain** - No further effects.
- **13 - Hard Rain** - All shooting attacks suffer a -1 penalty to hit until the end of the game. If this effect is already ongoing, increase the penalty by a further -1.
- **14 - Infected Rain** - The rains are imbued with miniscule parasites that burrow into your flesh. Roll a dice for each unit on the battlefield that doesn't have the Deathworld Fauna keyword or the Vehicle keyword. On a 1, the unit suffers d3 Mortal Wounds.

- **15 - Torrent** - The rain comes down in buckets. All units may not make shooting attacks until the start of your next turn.
- **16 - Hurricane Blast** - Until the start of your next turn, all units must roll a dice before moving. If the result is higher than their Strength score, they may not move in their movement phase. Furthermore, weapons which do not require line of sight to target enemy units may not be fired while Hurricane Blast is in effect.
- **2 - Vapours**
 - **21 - Pollen Cloud** - The fighting has startled one of the strange flora in the forest. Roll a dice for each unit on the battlefield that doesn't have the Deathworld Fauna keyword. That unit cannot move in its next movement phase as it coughs and sneezes to expel the terrible spores.
 - **22 - Spore Cloud** - Your army has startled one of the strange flora in the forest. Roll a dice for each friendly unit of Infantry on the battlefield that doesn't have the Death World Fauna keyword. On a 1 increase that unit's Toughness by 1, but reduce its Leadership by 1.
 - **23 - Fog Cloud** - A common fog rolls into the area until the start of your next turn. Every time any unit shoots or charges, roll a dice. On a 1, the unit suffers a -1 to hit if shooting or -2 to the charge distance if charging.
 - **24 - Intelligent Cloud** - A glowing cloud of sentience rolls over the battlefield. It has picked sides in this fight and has favored your army. Pick an enemy unit. You may shoot with that unit immediately as if it were one of your units.
 - **25 - Acid Cloud** - A cloud of dangerous acid is released by one of the planet's flora. Roll a dice for each unit on the battlefield. If the roll is greater than or equal to the unit's Toughness score, it suffers d3 mortal wounds.
 - **26 - Dark Cloud** - Your fighters are overcome with a feeling of dread. All friendly units that don't have the Deathworld Fauna keyword suffer a -2 penalty to their Leadership until the start of your next turn.
- **3 - Underbrush**
 - **31 - Sticky Situation** - The enemy has become entangled in Sticky Vines. Pick an enemy unit. It may not move in any phase until the start of your next turn.
 - **32 - Gnarlroot** - Sometimes even the roots of the trees seem to jump out and bite you in the Deathworld Forest! Pick an enemy unit that is within 3" of a terrain feature. The terrain feature attacks them with 2d6 melee attacks with a WS of 3+, a Strength of 5, and no AP.
 - **33 - Thornroot** - Sometimes even the roots of the trees seem to jump out and bite you in the Deathworld Forest! Pick an enemy unit that is within 3" of a terrain feature. The terrain feature attacks them with 2d6 melee attacks with a WS of 3+, a Strength of 4, and an AP of -1.

- **34 - Cinderflower** - The enemy has stumbled into a patch of Cinder Poppies and suffer horrific burns. Pick an enemy unit and deal d6 strength 4 AP - hits to that unit.
 - **35 - Nightshade** - The enemy has unwittingly come across a patch of Nightshade Petals which blinds those infected by its pollen. Pick an enemy unit. It suffers a -2 to hit for the remainder of the game.
 - **36 - Chokevines** - The enemy has come across a patch of chokevines which are sticky and acidic to the touch. Pick an enemy unit. They suffer d3 Mortal Wounds and may not move in any phase until the start of your next turn.
- **4 - Fate**
- **41 - Dead Beast** - Your army comes across the corpse of a dead creature of some interest. Place an Objective Marker within 3" of one of your units. This Objective is worth 1 Victory Point at the end of the game to the player that holds it. However, any unit within 3" of the Objective at the end of any game turn suffers d3 Mortal Wounds.
 - **42 - Ammo Cache** - An ancient expedition left an ammo cache behind. Although it is overgrown with weeds, you're able to recover it. Pick one of your units. It may reroll all failed hits and wounds during your next shooting phase.
 - **43 - Lost Relic** - You have found an object of some importance tangled in the bracken. Roll a dice for each friendly unit without the Deathworld Fauna keyword on the battlefield. The first unit that comes up with a 1 is given the Lost Relic. If you run out of units to check, start again and keep rolling until a 1 is rolled. If that unit survives the battle, score d3 additional Victory Points at the end of the game.
 - **44 - Rare Waters** - You come across an ancient fountain, or exposed spring of healing waters. Restore any unit on the battlefield with the Infantry, Beast, or Monstrous Creature keyword to its full original complement of miniatures and wounds.
 - **45 - Change of Fate** - Take control of an Tyranid unit with the Death World Fauna keyword.
 - **46 - False Hope** - Your army has come across something they were hoping was a boon such as some fresh spring water, delicious fruit, or a cave full of treasures only to find they have been tricked by the Deathworld Forest to their doom. Roll a dice for each friendly unit without the Deathworld Fauna keyword on the battlefield. If you run out of units to check, start again and keep rolling until a 1 is rolled. Remove that unit from the game. It is destroyed.
- **5 - Will of the Forest**
- **51 - Living Landscape** - Move one terrain feature 2d6". Models on the terrain feature must move with it if the entire unit is on the feature. Otherwise, the models stay where they are and the unit suffers d3 Mortal Wounds. A terrain feature cannot end its move over other models or terrain features.

- **52 - World Hunger** - Pick a terrain feature and remove it from the battlefield. All units that were even partially within the removed feature suffer d6 Mortal Wounds.
 - **53 - Spontaneous Growth** - Add a terrain feature to the battlefield. It may not be added on top of other models or terrain features.
 - **54 - Spark of Life** - Pick any unit with the Infantry or Beast keyword that was destroyed during the game. You may return it to play within 6" of another friendly unit and not within 12" of an enemy unit.
 - **55 - Lost** - One of your units has lost its way. Roll a dice for each friendly unit without the Deathworld Fauna keyword on the battlefield. If you run out of units to check, start again and keep rolling until a 1 is rolled. Remove that unit from the battlefield and put it into Reserves.
 - **56 - Smell of Blood** - All Tyranid units with the Death World Fauna keyword immediately charge and fight the nearest non-Tyranid unit, friend or foe, if they can. The targeted unit(s) may not fight back at this time and the units return to their owner's control after they're done fighting.
- **6 - Fauna**
- **61 - Gribblyies from the Shadows** - Deploy a Tyranid unit of Power Level 5 or less with more than 5 models under your control.
 - **62 - Cunning Lurker** - Deploy a single Tyranid model of Power Level 7 or less under your control.
 - **63 - Vermicious Beasts** - Deploy a Tyranid unit of Power Level 8 or less with more than 5 models under your control.
 - **64 - Deadly Brute** - Deploy a single Tyranid model of Power Level 11 or less under your control.
 - **65 - Wave of Doom** - Deploy a unit of Tyranid models of power level 15 or less with 10 or more models under your control.
 - **66 - Cyclopean Horror** - Deploy a Tyranid model of Power level 15-18 under your control.

Stratagems

Acolyte of the Forest (1 CP): After a player rolls on the Death World Events table, they may reroll both dice to change the result. They must accept the second result.

Monster Hunter (1 CP): Use this Stratagem in the Shooting Phase or the Combat Phase. Pick a unit. That unit rerolls all failed to hits against units with the Deathworld Fauna keyword that phase.

Hidebreaker Ammunition (1 CP): Use this Stratagem in the Shooting Phase. Pick a unit. That unit improves the AP of all wounds dealt to units with the Deathworld Fauna keyword.

Grapple Weed Fever (2 CP): Use this stratagem when a unit moves within 3” of Grapple Weed. You may choose one of two effects. The unit either may not move in its next movement phase or models in the unit may ignore each wound they take on a 6+ until the start of their next Movement Phase.

Shardwrack Frenzy (1 CP): Use this stratagem when a unit moves within 3” of Shardwack Spine. You may choose one of two effects. Either the unit takes d3 Mortal Wounds (d6 for units with 11 or more models), or models in the unit add +1 to their Attacks characteristic until the start of their next Movement Phase.

Venomgorse Hunger (1 CP): Use this stratagem after a unit moves within 3” of Barbed Venomgorse. The unit must move again so long as it ends its movement within 1” of a Venomgorse terrain feature.

The Smell of Promethium in the Morning (3 CP): Call in an airstrike to clear the way. Nominate a terrain feature. All units within 3” of the terrain feature suffer d3 Mortal Wounds, then remove the terrain feature from the battlefield.