

## Mega Rules

Proposed new rules by Matt Plonski

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There is an imbalance between the performance of a gargantuan creature and a super heavy vehicle (alternately called a war machine) as it takes damage. The war machine is often crippled and useless in battle long before it is destroyed, while a gargantuan creature is 100% combat effective until the instant it dies. In an effort to reduce this imbalance, we introduce the following rules:

### **Gargantuan Creatures:**

#### ***Mass Points:***

Gargantuan creatures have a toughness and wounds just like a normal creature. In addition they have *Mass Points*. Mass points are basically ‘super’ wounds, roughly equivalent to an entire Monstrous Creature or about D6 regular wounds. A gargantuan creature does not take normal wounds as damage until all of its mass points are gone. It only takes mass points as damage after a to-wound roll has been made and any save taken. The possibility of losing a mass point from a wound is based upon rolling a D6 and consulting the following table:

**Table 1: Gargantuan Mass Point Damage Table (chance on a roll of a D6)**

Weapon's Strength	Ordinance, Massive, or Mega Weapon	Auto or Non-Strength Wound	Auto-Kill	Auto-Kill & Auto/Non Strength	Other Weapon
$S \geq \text{Toughness}$	Always	6	4+	Always	4+
$S < \text{Toughness}$	6				6

### Auto-Wound or Auto-Kill

Weapons that automatically wound or that cause wounds based on factors other than strength cause a gargantuan creature to lose a mass point on a 6+. Examples of these weapons include poisoned or rending weapons.

Weapons that automatically kill multi-wound models without regard to the number of wounds the creature has inflict a mass point of damage on a D6 roll of 4+. If all mass points are gone, then the creature is slaughtered. An example of this type of weapon is a Force Weapon. (This is the same effect as if the weapon caused *Instant Death*.)

The few extreme weapons that automatically cause a wound upon hitting and then automatically kill always cause a mass point of damage. If all mass points are gone, then the creature dies as above. Some examples of weapons that do this are a Wraithcannon on a roll of 6 and Abaddon's daemon sword, Drach'nyen.

### Gargantuan Attrition:

Whenever a gargantuan creature takes a mass point of damage according to Table 1 (or what would have been a mass point of damage if all mass points are gone) roll a D6 and consult the following table:

**Table 2: Gargantuan Attrition**

Roll	Result
1	<i>"Flesh wound."</i> No effect.
2	<i>"That stings!"</i> One weapon system* cannot be used next turn.
3	<i>"I'm seeing stars!"</i> The gargantuan creature loses D3" from its base movement rate for next turn only.
4	<i>"Right between the eyes!"</i> Roll a D6 at the beginning of every one of your movement phases. On a 1, the creature may not move or shoot, as it is dazed. Subsequent results of the same type add additional D6's to be rolled, with the creature being stunned if any of the results are a 1.
5	<i>"Gonna' leave a mark!"</i> One weapon system* is destroyed and cannot be used for the remainder of the game.
6	<i>"In the Soft Spot!"</i> Lose a second mass point or D6 wounds.

\*The weapon systems can be either close combat or ranged, and the particular weapon system is chosen by your opponent. A Scythed Hierodule has two sets of scything talons which would count as two weapon systems. A Barbed Hierodule's twin linked bio-cannons count as one.

### Spasm and Titan Killer Weapons:

Titan Killer weapons hit with an intensity that is several orders of magnitude higher than a normal weapon. They are able to destroy larger amounts of structure or biomass, and as such they have additional rules against multi-wound/structure/mass point targets.

Spasm weapons are only found on gargantuan creatures. They are similar to Titan Killers, but typically a little less powerful than their technological equivalent.

**Table 3: Titan Killer and Spasm Weapon Effects**

Target	Titan Killer Effect	Spasm Weapon Effect
<b>War Machine</b>	D3 structure points for every point done	1 structure point
<b>Gargantuan Creature</b>	D3 mass points for every mass point done	D3 mass points for every mass point done
<b>Multi-wound Model*</b>	D3 wounds. Each wound may be saved against. Each unsaved wound does D6 wounds.	D3 wounds. Each wound may be saved against.

\*A multi-wound model is any model that can survive at least one wound from the weapon. This includes normal models immune to Instant Death from the weapon due to wargear or high toughness and gargantuan creatures with no mass points remaining.

### Titans in Close Combat:

I am proposing a new vehicle type, “Titan,” to be added to the vehicle description options. A super heavy vehicle is called a titan when it can fight in close combat in some fashion. A Warlord Titan would be classified as a Super Heavy Titan Walker while a Lord of Battle is a Super Heavy Titan Tank. It is assumed that a vehicle is sufficiently articulated to allow it to fight in close combat. An Eldar Scorpion may wish to swing its massive turret around and whack a Hierophant in the leg, but that does not give it a weapon skill and a number of attacks. (For the Scorpion’s options, see *Barge-Into Attacks* below.)

### ***Barge-Into:***

Titans unable to harm a close combat opponent due to weapon restrictions may only make “Barge-Into” attacks during their movement phase as normal for super heavy vehicles (also called “Titan Stomp” or “Super Heavy Tank Shock”). Similarly, a titan having lost all of its close combat weapons may only make “Barge-Into” attacks.

A super heavy vehicle may perform Tank Shock as normal in the movement phase. All models moved out of the way of the vehicle are placed in base contact with the super heavy vehicle once the tank shock move has been completed. The enemy units get the normal responses to Tank Shock. If the vehicle survives until the assault phase, the super heavy vehicle gets one attack on every model in base contact and its danger zone at WS1, strength 6, and Initiative 10. The attacks ignore armour saves in close combat and roll 2D6 vs. vehicle armour. Enemy models may fight it in close combat as normal. If they fail to destroy the super heavy vehicle, they automatically fall back. The vehicle cannot pursue or consolidate when fighting with Barge-Into attacks.

A titan may perform Barge-Into attacks during the enemy assault phase if in base contact with enemy models at the time. This is officially termed a *Titan Stomp*. All other

super heavy vehicles may only make Barge-Into attacks during the assault phase of their own turn.

### **Basic Titan Characteristics:**

**Table 4: Racial Profiles**

<b>Race</b>	<b>WS</b>	<b>Initiative</b>	<b>Leadership</b>
<b>Space Marine<sup>1</sup></b>	4	4	8
<b>Imperial Guard<sup>2</sup></b>	3	3	7
<b>Eldar</b>	4	4	8
<b>Dark Eldar</b>	4	5	8
<b>Ork</b>	5	2	7
<b>Tau</b>	3	2	7
<b>Necron</b>	4	2	10

<sup>1</sup>: Including Chaos Space Marines and Grey Knights.

<sup>2</sup>: Including Sisters of Battle, Adeptus Mechanicus, Lost & the Damned, and Inquisitional forces.

A *titan* starts with a weapon skill and initiative based off the racial profile table. It may be given either 1 or 2 base attacks (The 2<sup>nd</sup> attack makes the titan “ferocious.”) but must be bought at least one close combat weapon or ability. It is able to make a 6” assault move into combat as long as it is able to damage its target as described by its close combat weapons, and gains +1 attack as usual. Titans are unable to be locked in combat by anything other than a gargantuan creature or titan with a specialized close combat weapon, so they may move away freely in their turn if they so choose. The 6” assault move is slowed by difficult or dangerous terrain as appropriate for the movement mode of the titan.

The point cost for a close combat weapon (as proposed in the VDR) is calculated by multiplying the vehicle’s weapon skill by the total number of attacks by a weapon capability multiplier, denoted by  $\Phi$  in this document.

$$\text{Point Cost} = \text{WS} \times \text{A} \times \Phi$$

### **Titan Close Combat Weapon:**

A titan close combat weapon is a specialized system that a titan may use to damage another unit in assault. It grants strength 10 and +1 attack usable against all enemy targets within its danger zone. All weapons except for the Ranged Weapon Bash are able to lock enemy units, including vehicles, in close combat if the titan chooses to and always grants the *Wrecker* ability. Specific Titan Close Combat Weapons are described in the following table:

**Table 5: Titan Close Combat Weapons**

Weapon Name	Special Rules	Φ
<b>Ranged Weapon Bash</b>	Basic attack ability gained by “bashing” an enemy vehicle, gargantuan creature, or monstrous creature with a ranged weapon that has sufficient range of motion. Only useable against those targets, and cannot be used to “lock” any opponent in combat.	5
<b>Power Fist</b>	Titan Killer; Roll 2D6 and pick the highest on vehicle damage tables and gargantuan attrition & damage tables.	12
<b>Chain Fist/Sword</b>	Titan Killer; +2 attacks instead of +1 <i>OR</i> May make 1 attack against every eligible close combat opponent (losing all other attacks)	15
<b>Energy Lash</b>	+D6 additional attacks instead of +1	13
<b>Power Sword</b>	Reduces all opponents’ number of close combat attacks by 1 <i>OR</i> Titan Killer with the D3 result always equal to 2.	10
<b>Melta Blade</b>	Initiative 1; Massive weapon; Titan Killer	11

It is quite possible for one of these titan close combat weapons to exist on the same weapon mount as a ranged weapon. The Doom Fist on a Banelord Titan is an example of a Chain Sword coupled with a Plasma Blastgun. A bash is when the titan swings a ranged weapon at a target to do close combat damage with the ranged weapon itself.

### More Than One Close Combat Weapon

Titans armed with more than one type of close combat weapon or bash attack add all of the attacks together and decide which weapon (and weapon function) to use in each round of combat.

### Examples

Example 1: A Reaver titan is equipped with a carapace mounted missile launcher, an arm-mounted Inferno Gun, and an arm-mounted Turbo Laser. Both the Inferno Gun and the Turbo Laser have several degrees of freedom and can therefore be considered Ranged Weapon Bash weapons or “bashers.” It has four titan attacks and a WS of 4, so it pays  $4 \times 4 \times 5 = 80$  points each to add bash attack ability to its two ranged weapons. If the titan was assaulted by a Bloodthirster it would only be able to make Titan Stomp attacks in its next turn. If it was assaulted by a Tyranid Hierophant Bio-Titan, it would get four WS4 attacks back at it at strength 10 and initiative 4 in this round of combat.

Example 2a: An Eldar Towering Destroyer Knight is equipped with a Pulse Laser, a Scatter Laser, a Power Fist, and a Power Sword. All weapons are quite heavily built, are on torso mounts and have a wide range of motion, so the Pulse Laser and Scatter Laser are eligible to make bash attacks. This gives the knight six base attacks. It has a WS of 4 from the racial profile table in the VDR. It therefore pays 96 points each for the Pulse Laser’s and Scatter Laser’s bash attacks,  $4 \times 4 \times 10 = 160$  points for the Power Sword, and  $4 \times 4 \times 12 = 192$  points for the power fist. That’s 544 points for close combat attacks alone! If it would have chosen to start with one base attack instead of two, the total would have come to 384 points instead.

Example 2b: The pilot of the Towering Destroyer Knight decides to attack a Keeper of Secrets, so the knight assaults the daemon during the assault phase. The knight

gets +1 attack for charging for a total of 7 attacks! It has to declare which close combat ability it is going to use, so it decides to use the Power Sword ability to resolve all attacks as a Titan Killer that rolled a 2 on the D3. The knight has a WS of 4 and initiative of 4, so it attacks simultaneously with the greater daemon. Three attacks hit and two hits wound. Each of these wounds is multiplied by 2 for Titan Killer, forcing four saves on the daemon. The daemon passes all but one, allowing D6 wounds through. The result is a 4, killing the Keeper of Secrets. The Keeper of Secrets has the same initiative as the knight, so it gets to make its close combat attacks as well before it dies. If the Keeper did not die this turn, the knight could choose whether to keep it locked in combat for the next turn or to let it move away.

### **Super Heavy Damage:**

Super Heavy vehicles are many times the size of normal vehicles, and can take many times the normal amount of damage before they are destroyed. This is represented in game terms as *Structure Points*. One structure point is the rough equivalent of a normal sized Warhammer 40,000 vehicle or a gargantuan creature's mass point. The issue is that the current rules for damaging these vehicles usually result in them being disabled and weaponless before they are destroyed. These new rules are a result of attempting to equate the destruction of a regular vehicle with the destruction of a single structure point and one accompanying vehicle system.

### **Super Heavy Skimmers**

Super Heavy Skimmers do not benefit from the *Skimmers Moving Fast* rule from page 69 of the Warhammer 40,000 rulebook, although they are still difficult to hit in close combat as per page 71 unless equipped to fight in close combat against that particular opponent. Example: A super heavy skimmer titan equipped with only bash weapons is hit on a 6 in close combat by a unit of Genestealers (which it cannot hurt), but fights at its normal weapon skill against a Scythed Hierodule. The skimmer titan, if not locked in combat, can make "Barge-Into" attacks during its movement phase against the Genestealers, but not the Hierodule.

### **Spasm Weapons and Titan Killers**

Spasm and Titan Killer weapons cause the target vehicle to lose D3 structure points when indicated to lose one. Once reduced to 0 structure points, any and all additional structure point damage causes in a roll on the Catastrophic Damage Table.

### **Super Heavy Transports**

Super heavy transport passengers perform an emergency disembarkation at the end of the phase in which the vehicle is reduced to 0 structure points and take damage as per the table on page 68 of the 40k rulebook. The transport is considered destroyed if it suffers such a result on the Catastrophic Damage Table during that same phase.

### **All Hits**

All glancing or penetrating hits inflicted on super heavy vehicles use the following tables. Ordinance weapons use the tables instead of the Ordinance Penetrating Hits Table.

**Table 6: Super Heavy Glancing Hits**

#	Result
1	<b>Gun Crew Shaken.</b> One weapon system may not be used next turn.
2	<b>Gun Crew Shaken.</b> One weapon system may not be used next turn.
3	<b>Gyros Off-Balance.</b> May not ignore low terrain next turn.
4	<b>Driver Stunned.</b> Lose 1" of movement next turn only.
5	<b>Power Plant Damaged.</b> Move at half rate next turn only. Round fractions up. Additional results of this type continue to halve the movement rate.
6	<b>Vehicle Damaged.</b> Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.

**Table 7: Super Heavy Penetrating Hits**

#	Result
1	<b>Driver Injured.</b> Lose D3" of movement next turn only.
2	<b>Targeting System Damaged.</b> Only one ranged weapon may shoot next turn.
3	<b>Power Plant Critical.</b> Lose D3" of movement for the rest of the game.
4	<b>Secondary System Damaged.</b> One Defensive Weapon system is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table. If there are no Defensive Weapons (i.e. Strength 6 or less) remaining on the vehicle, lose one weapon or field of the vehicle owner's choice.
5	<b>Primary System Damaged.</b> One weapon system or field is destroyed. Lose one structure point. If already at 0 structure points, roll on Catastrophic Damage Table.
6	<b>Control Systems Damaged.</b> Lose one structure point and roll again on this table. If already at 0 structure points, roll on the Catastrophic Damage Table.

**Table 8: Super Heavy Catastrophic Damage**

#	Result
1	<b>Repair Systems Engaged!</b> Make a Leadership test for the vehicle using the standard leadership for the race. If passed, one structure point is repaired. If failed, roll again on this table.
2	<b>Power Plant Beyond Repair.</b> The vehicle cannot move for the rest of the game. It is immobilized.
3	<b>Targeting System Destroyed.</b> No ranged weapons may shoot for the rest of the game, and all close combat abilities are lost (except for Tank Shock and <i>Barge-Into</i> attacks).
4	<b>Total Systems Failure.</b> The vehicle is destroyed. Mark it as such with appropriate smoke effects, but leave it on the battlefield to block line of sight. "Upright" vehicles should remain upright. Skimmers slowly land.
5	<b>Cascading Chain Reaction.</b> The vehicle is destroyed, but a series of small explosions continue to fire, making the surrounding area a very dangerous place. All models within D6" take a wound on a 4+, with armor saves as normal. Vehicles are unaffected. The vehicle collapses in-place and should be left on the battlefield to block line of sight.
6	<b>Power Core Meltdown.</b> The energy systems and munitions stores inside the vehicle explode in a massive ball of plasma. Roll a D3 per original structure point for the range of the explosion in inches. Every model within this range suffers a wound on a 4+ with armor saves as normal. Vehicles take a glancing hit on a roll of 4+. The super heavy vehicle has been completely vaporized, so remove it from the battlefield.