

# MASTERS OF THE FORGE

On Your Tabletop #29:

## 40k Environs: Cities

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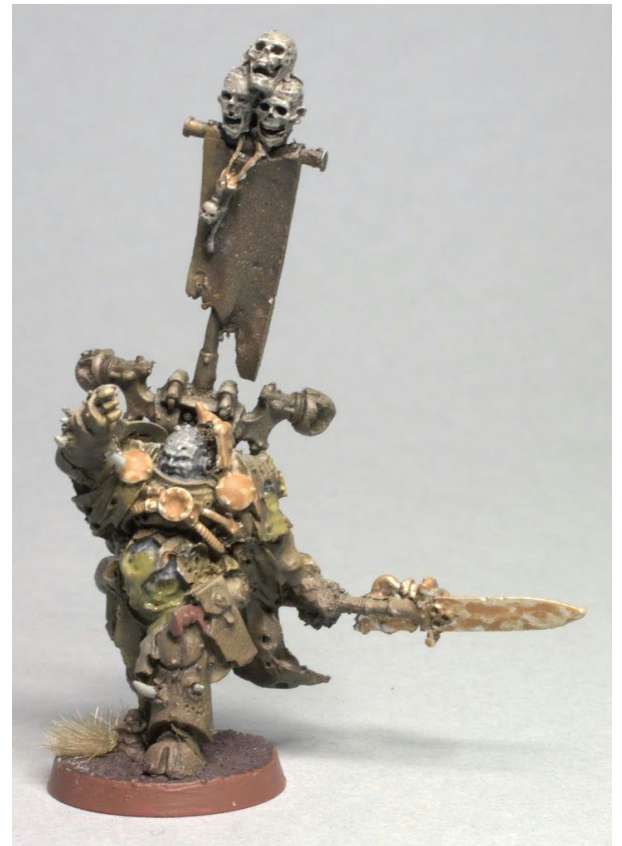
**While we have playtested these rules to a point, we are not professional game designers and we both warmly and thankfully welcome any and all feedback regarding this supplement.** Please drop us a line with your comments either at our Facebook page or via the contact form on our website.

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## New City Fight Rules

**Large Models and Levels:** Large models may assault units they can “reach” that are on higher levels without actually moving up levels. If a Monstrous Creature or Walker is tall enough that 25% of their height is above the level of an enemy unit, they are considered to be in base contact with that unit as long as the model (not just its base) is within 3” of a model in the target unit.

**Transports and Ruins or Battlements:** If a Transport is open-topped or its top hatch is at the same height as a level in a ruin or a battlement, and the vehicle is within 1” of the ruin level or battlement, then models may disembark onto that level without paying the vertical movement cost to access that level. To do this, the models must make a Move Through Cover roll. If the roll isn’t significant enough to fit all the models on the level or battlement, simply deploy the rest of the models on the ground level.

**Jump Limitations:** Units with jump or jetbike movement may only jump on levels 12” vertically from their current level.

**Scaling Buildings:** You may scale tall building walls by adding all Move Through Cover and Run moves over the course of consecutive turns until you reach the top. You may not shoot while climbing.

**Jumping Down:** Non-jump units may jump from a height. Instead of moving as normal, units whose models are within 6” of the edge of a level may jump down. Each model takes a Dangerous Terrain check. The chance of causing a wound goes up by 1 and the AP of the wound goes down by 1 for every 3” the model jumps beyond the first 3”. For the purposes of Instant Death, the wound’s strength is equal to the number of inches the model jumps down (maximum 10). This means that if you fall 18”, you automatically take the wound and that wound is resolved as if it were Strength 10 at AP 1, effectively suicide for any model with no Invulnerable Save and Toughness less than 6.

**Objectives and Building Detonation:** When an Objective Building Detonates, the building is still removed, but the Objective remains in the same location. The crater left behind is treated as the building only for mission rules purposes.

**Units and Building Detonation:** Models on the battlements of a building suffering a Detonation result that would have been otherwise destroyed instead take falling damage as if having jumped down. After the building is removed, place surviving models in the crater within unit coherency of any models which had already safely moved (if any).