

MASTERS OF THE FORGE

Altar of War

Imperial Knights

Please help us by playtesting these rules and messaging us on Facebook or at mastersoftheforge@gmail.com.

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Thanks!

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New Rules:

Blind Deployment

An army using blind deployment sets up as if their entire army is in Reserves. Then, they secretly assign a uniquely-numbered token (usually a poker chip or a 40mm base) to each assembled unit. When they deploy their army, they deploy the tokens instead of their army. The tokens may move as if they were that unit in any phase of the game. At the end of every phase, check to see if an enemy unit can see one of the tokens. If so, reveal the unit in that location at least within 6" of the token and outside of 9" of any enemy units. If this is not possible, place them as close to the token as possible while being 9" away from the enemy. If the unit ever assaults or shoots, they are revealed immediately.

Crushing Bulk

When this rule is in effect, an Imperial Knight removes any wrecked vehicles or destroyed buildings when they move through them. Difficult terrain tests must be made where applicable.

Anti-Knight Supply Cache Mysterious Objectives

If you are playing a narrative game or a casual pick-up game with a friend using your Imperial Knights and you both think that your opponent's army doesn't have sufficient tools to deal with your army, you can use these mysterious objectives to even the score.

When you reveal an Objective Marker's mysterious nature, players roll on the table below instead of the normal one.

1. **Graviton Arc:** If any Superheavy Walkers begin their turn within 6" of a unit holding this Objective, they each suffer d3 Strength 8 AP 3 concussive hits. These hits are treated as having originated from the Objective and hit even if the Knight is engaged in close combat.
2. **Delicate Archaeotek:** Superheavy Walkers may not hold this Objective.
3. **Target Priority Nexus:** This Objective is treated as a Skyfire Nexus. In addition, if a unit holding this Objective normally has the Skyfire special rule, it may fire at Superheavy Walkers at their normal ballistic skill instead of using Snap Shots.
4. **Haywire Ammunition:** If you are holding this Objective at the end of your turn, you may add a Haywire Ammunition token to the unit. At any time during the game, you may discard a Haywire Ammunition token to make any of the ranged weapons (and grenades) in the unit use special Haywire Ammunition until the end of that player turn. Models using this ammunition gain the Haywire special rule on to-hit rolls of 6.
5. **Ionic Projector:** The unit holding this Objective is treated as having the same kind of Ion Shield as an Imperial Knight. The controlling player decides which model in the unit is used to determine the angle of the shield. The unit holding this Objective may, instead of shooting in their shooting phase, choose to reverse polarity on the Ionic Shield Projector. When they do this, nominate an enemy model. Its Ion Shield is nullified until the end of the turn. In addition, the Ionic Projector Objective is disabled until the start of the controlling player's next turn.
6. **Grav Wave Generator:** As per the normal rules for this Mysterious Objective type.

Mission 1: Dauntless Advance

The Imperial Knight lance makes planetfall just outside the enemy's bulwarks and the protection of their void shields. The Knights must charge through the enemy's periphery of entrenched defenders in order to reach the enemy's fortifications.

The Armies

For this mission, there is the Imperial Knight army and the Defending Army. The Defending Army can include any other faction except Imperial Knights, but must contain at least two units (including Dedicated Transports) for every 400 points in their army and may not include fortifications, superheavy units, or gargantuan units. The Imperial Knight player's army may only contain Imperial Knights.

Game Play

The Defending Player may choose to go first or second. The Imperial Knight player may not seize the Initiative. This game lasts exactly **eight turns**.

The Battlefield

Set up a battlefield 2' wide and 6' long in 2'x2' **thirds**. For this reason, this game is best played using Games Workshop Realm of Battle boards or similar. The Defending Player must place a single piece of terrain in each third of the battlefield no less than 12" apart. Terrain may not be placed in the Knights Player's Deployment Zone.

Deployment

The attacking player deploys within their Deployment Zone (see the battlefield diagram below).

The Defending Player sets up their entire army as if in Reserve. Then, the player will randomly deploy four of these units within their deployment zone. We suggest assigning each reserved unit to a different regular playing card or Tactical Objective card and building a deck with those cards, then drawing the units from the deck. This is the **Lines of Battle Deck**. Do **not** shuffle those units back into the deck yet.



Special Mission Rules

Crushing Bulk, Night Fighting. Note that this mission does **not** use regular reserves.

Momentum: At the end of game turns 2, 4, and 6, remove the 2' section of the battlefield on the Knight player's battlefield edge. Any Imperial Knights units with models in this section are placed in Ongoing Reserves while any defending units in this section are destroyed. Place a new 2' section on the Defending player's battlefield edge. The defending player may place a single piece of terrain in the section no less than 12" from another piece of

terrain. The defending player then shuffles the Lines of Battle Deck, draws **four** cards, and deploys the corresponding units in the new 2' section.

Barge Through: The attacking player may choose to run with an Imperial Knight in the movement phase instead of the shooting phase. When they do so, the Knight moves 12 + 2d6 inches in a straight line. The Imperial Knight may move through enemy units. If it does so, perform d3 Stomps upon each of these units, placing the blast marker(s) wherever the Knights player desires over models in that unit. If the Knight would end its movement over enemy models, move them out of the way (after executing any stomps) at least 1" away from the Knight's base.

Clear the Way: If an Imperial Knight starts its turn in a **third** (one of the three 2'x2' squares) of the battlefield which has **no** enemy models, it may add 1d6 to its Barge Through movement.

Lines of Battle: Whenever a defending unit is destroyed, put its card back in the Lines of Battle Deck. Make a note when any unique units or Independent Characters are killed; they cannot return to play in this manner.

Scoring and Victory Conditions

The Imperial Knight player scores **3 Victory Points** for each of their models in play at the end of the game. They instead score **4 Victory Points** if the model is within the 24" of the Defending Player's battlefield edge. Instead score **5 Victory Points** if the Knight is at least partially within 12" of the Defending Player's battlefield edge. The defending player scores **4 Victory Points** for each Imperial Knight either destroyed at the end of the game.

Mission 2: Bulwarks of Rubble

The Imperial Knights have broken through the enemy's wide patrols and have begun to advance through their outer defenses. These fortifications hold the key to the enemy's advantage in this region and they must be destroyed before further Imperial forces can take and hold the territory.

The Armies

For this mission, there is the Imperial Knight army and the Defending Army. The Defending Army can include any other faction except Imperial Knights. The Defending army may take up to 1000 points of Fortifications in addition to the agreed-upon points level of the game. We suggest a 2000-point game for this scenario. The Imperial Knight player's army may only contain Imperial Knights.

HQ bastion

Game Play

If the Attacking player won the last game, they may choose to go first or second. Otherwise, randomly determine which player deploys and goes first. Seize the Initiative is in play as well as random game length.

The Battlefield

Set up a battlefield 4' wide and 6' long. For this reason, this game is best played using Games Workshop Realm of Battle boards or similar. The Defending Player places all the terrain, between 12 and 15 pieces including their Fortifications.

Deployment

The players deploy within their Deployment Zones as normal. The Defending Player (Player 1 in the diagram below) deploys 24" from their battlefield edge. The Knights player (Player 2 in the diagram below) deploys 12" from their battlefield edge and 24" from the sides of the battlefield.



Special Mission Rules

Crushing Bulk, Night Fighting, Reserves

Foundations of Dust: When an Imperial Knight successfully assaults a Fortification, do not move the Knight, but place the charge dice next to the Knight that charged. Make any close combat attacks it would normally make. After all attacks have been resolved, if the fortification was destroyed, remove the model from play after resolving all damage effects. If the Knight which destroyed the building is equipped with a Thunderstrike Gauntlet, it may throw the fortification like a wrecked vehicle. Then, the Knight may move up to its full charge distance. The controlling player may move the Knight anywhere it could normally move as long as at least part of its base is over the spot where the Fortification once stood. Alternatively, if one or more units disembarked from the Fortification due to this damage, the Knight may be placed in close combat with that unit as long as it has enough movement to do so.

Unfinished Business: If there are more Fortifications remaining intact than Imperial Knights at the end of turns 5 or 6, impose a -1 on the roll to determine whether the game continues or not.

Scoring and Victory Conditions

The Imperial Knight player scores **3 Victory Points** for each Fortification destroyed by the end of the game and **1 Victory Point** for each of their units within 6" of the enemy battlefield edge at the end of the game. The Defending Player scores **3 Victory Points** for each surviving Fortification and for each Imperial Knight destroyed by the end of the game. The Imperial Knight's Warlord is worth **6 Victory Points** instead of 3.

Mission 3: Crash of Lances

The Imperial Knights have finally gained access to the enemy's inner sanctum. Massive engines and beasts of war clash in a final, desperate battle for domination..

The Armies

For this mission, there is the Imperial Knight army and the Defending Army. The Defending Army can include any faction, though it is recommended that the Defending Army bring other large models to clash with the Knights. The Imperial Knight army may only include Imperial Knights.

Game Play

If the Attacking player won the last game, they may choose to go first or second. Otherwise, randomly determine which player deploys and goes first. Size the Initiative is in play as well as random game length.

The Battlefield

Set up a battlefield 4' wide and 6' long. The Defending Player places all the terrain, between 12 and 15 pieces. Then, players take turns placing **4 Objectives** in the normal manner.

Deployment

Starting with the player going first, the players take turns deploying within their Deployment Zones as normal using the Vanguard Strike deployment type. The Defending Player uses the **Blind Deployment** method.

Special Mission Rules

Crushing Bulk, Night Fighting, Reserves, Anti-Knight Supply Cache Mysterious Objectives

Zealous Defense: If the Defending Player's non-Superheavy Walker or non-Gargantuan Monstrous Creature assaults an Imperial Knight, their Hammer of Wrath attacks are resolved using any weapon or special rules normally allowed to the model in the Fight sub-phase instead of their unaltered base strength.

Patient Resolve: Imperial Knights may Overwatch. If they are already allowed to Overwatch, they do so at BS 2 instead of BS 1.

Scoring and Victory Conditions

The Defending Player score **3 Victory Points** for each Objective they hold at the end of the game. Both players score **1 Victory Point** for each unit they destroy at the end of the game. Wipeouts are not an automatic victory for the Defending Player as the goal of the Knights is to make way for the rest of the Imperial forces. Slay the Warlord and Linebreaker are in play for 1 point each.