

# MAYHEM 40K

FRANTIC AND CRAZED  
GAMEPLAY WITH  
THEMATIC FLARE



A DICE LIKE THUNDER PRODUCTION

# Mayhem 40k

By

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This document is intended for use with Warhammer 40k 5<sup>th</sup> edition and the Fluid 40k game system. You can learn more about Warhammer 40k 5<sup>th</sup> edition at [www.games-workshop.com](http://www.games-workshop.com). Fluid 40k can be found at [www.dicelikethunder.com](http://www.dicelikethunder.com).

## What is Mayhem 40k?

A few months back my friends and I were watching a series of action movies while we worked diligently on painting armies. As we viewed them we realized that warfare could be much more cinematic on the tabletop. To that end we began to bounce around some house rules that would shake things up without terribly unbalancing things in favor of one army or another. Just some things we thought would be fun to see happen.

With the release of Apocalypse by Games Workshop we also found a love for gaming with Stratagems and Formations. The Apocalypse sub game of bidding for deployment time also intrigued us. If the game were taken more competitively people would be building lists to take advantage of fast deployment and first turn or slow deployment and second turn. It really changed the way people had to think about the game. Apocalypse was just too large to play competitively and building a list typically involved just adding up everything you had into a point total. We love Apocalypse but could not play it every day.

Mayhem 40k is not designed to be a “quick game”. While it shouldn’t take much longer than a normal game of Warhammer 40k, it will take more time to set up. The game is designed to be casual and fun. Cool stories are being told as the two player watch some really crazy things happen on the table top. Be prepared to savor a game of Mayhem 40k. Take your time setting things up and don’t rush yourselves.

That's when Mayhem was born - a furious game with all kinds of crazy things happening all at once. Entire armies changed to make use of specific stratagems, single formations were being fielded as an entire army such as the Baneblade vs. 500 points of Orks! Mayhem works well from 500 points to 2000, but larger games are also possible. We hope you find these games as fun and exciting as we did.

# Setting Up A Game

Getting a game of Mayhem 40k going is very simple but is slightly altered from the normal steps one takes to organize a battle.

## Army and Stratagem/Formation Totals

The two players decide upon a point total for each army as normal. Half that amount is then added as a bonus for the armies "Special Tactics". All totals should be rounded up to the nearest 250 points.

For instance, in a 1000 point game each side has 1000 points to spend on its army, and then 500 points to spend on "Special Tactics". In a 1750 game each player would have 1000 points to spend.

Each player then builds their army list (or has one already prepared). Army List rules and formation selections are discussed in detail in the "Army Lists" section.

*John and Kyle are two hip swinging cats who really know where their towels are. To this end they have decided to play a game of Mayhem 40k on a Saturday afternoon rather than racing their sports car-boat hybrids with their supermodel girlfriends. John and Kyle agree to play a 1250 point game, giving them each an additional 750 points to spend on Special Tactics. John begins to build his Eldar list and Kyle starts working on the Blood Angels he will field.*

## Mission Selection

The players then agree upon a mission. Any mission from any book works well. Randomly generate a mission from the base book or pick something fun and crazy. Old editions may have missions that will work wonderfully, as could something made up on the spot. Just find some sort of scenario that involves more than just killing the other side. Rescue, Take & Hold or any table quarters mission is a great choice. The Cities of Death also has a huge number of possible missions.

*John and Kyle decide to play a mission they loved in 3<sup>d</sup> Edition, Rescue. They break out the old book and find some good models to use as rescue counters.*

## Table Setup

Mayhem games have more terrain than your typical "tournament" table. Playing with less is fine if you don't have enough terrain, but if you've got it, use it.

For every 2 square foot section of the table roll a D3. That is how many pieces of terrain can go in that section. The players then dice off, highest roll begins by placing a piece of terrain on the table. The players then alternate placing terrain until every section has the rolled amount of terrain in it.

*John and Kyle, being international super spies and really knowing where their towels are, have a lot of terrain that were once actually real buildings that got shrunk down by the evil Dr. Hoodwink's shrink ray. They might as well use them for something. They roll a die and Kyle wins the roll. Kyle takes his dice roll and divides it in half. The 2 foot section he chooses will have that many pieces of terrain in it so he places a piece in it. Now it's John turn to place a piece in that same 2 foot section.*

## Bidding for Stratagems

Each player now has a set total of points to spend on stratagems from their remaining "Special Tactics" points. The players dice off, the winner selecting the first strategy they would like to buy for 250 points. The opposing side can choose to outbid them, by spending more points on the stratagem. This continues until neither player wishes to bid more. That player deducts the point total from their available bidding pool.

The player that won the bid now selects another stratagem to be bid on. Should a player NOT have at least 250 points left of their "Special Tactics" points the other player may simply purchase stratagems for 250 points each.

Any points under 250 are lost, no stratagem ever costs less than that. A player who wins a stratagem does NOT have to use it.

*John and Kyle have built their army lists. John has 750 points to spend on his stratagems, having purchased no formations. Kyle only has 650, having taken a formation of Jump Marines that he found in an Apocalypse update. John wins the dice roll and chooses the Fortification Strategy to bid on. Kyle bids 400 points on fortification and John lets him have it.*

*Kyle won the bid and so chooses the next stratagem, Night Fight. Not wanting to fight at night, John bids 251 points (1 more than Kyle has) and gets it.*

*John won and now has 499 points, Kyle still has 250. Knowing that Kyle can no longer outbid him, John chooses infiltrate as his stratagem, and is now down to 249 points.*

*This makes it Kyles turn, he purchases Dangerous Weather and now neither player has 250 points or more to spend. Kyle has played John like a fiddle, forcing him to bid on a stratagems he didn't even want and wasting points.*

### **Setup & First Turn**

If any stratagems require setup they are done before any mission specific setup is done. For instance, sewers for the "Alternate Route" stratagem are placed before the mission parameters.

When it comes time to choose deployment zones and place models this is altered. The players dice off for first deployment and turn at the same time. The winner chooses to go first or second. The player who is going first deploys his entire force in his deployment zone, not including models that are infiltrating or held in reserve. The player going second then deploys. Games that have an attacker and defender should not be altered.

The player going second now rolls a dice to seize the initiative. On a 6 he will be taking the first turn instead. All games last at least 4 turns, at the

end of the 4<sup>th</sup> turn roll a die to see if there is another turn following the chart below.

Turn	4	5	6	7	8+
Continue	2+	3+	4+	5+	6+

*John and Kyle roll off for placement and first turn. John wins and elects to go first. He begins deploying his army aggressively, confident he will get the first turn. After John deploys, Kyle begins setting up his units in a defensive block, positioned for a second round strike from cover.*

### **Scoring**

In 5<sup>th</sup> edition only Non-Vehicle Troops choices can claim objectives. This is also true in Mayhem. Any loot counters, table quarters... whatever your objective may be, may only be taken by troops. You would be well advised to include some in your army, or else the best you can hope for is a tie.

## Army Selection

Building a Mayhem 40k army list is a lot like building an Apocalypse list. There is a lot more freedom than when building a tournament force. Focusing on the theme of the army is far more important but there are restrictions that are not in place in Apocalypse, however.

### **Force organization Chart**

The force organization chart is used as normal, but there are no mandatory troop or HQ choices. Super Heavy Vehicles take 2 Heavy Support Slots. Fliers take 2 Fast Attack Slots. The rules from Apocalypse should be used for these units. While Imperial Armor units are certainly available, they use Apocalypse rules and statistics whenever the two conflict.

### **Formations**

Any Apocalypse Datasheet formation can be used. The additional cost for the formation is deducted from the "Special Tactics" points, not the army point totals. This will lower the point a player has available to bid on stratagems, so choose wisely. Formations still take up the required slots on the force organization chart. If a formation would require more slots than are available on the empty Force Organization table, the player may still field it. All slot types used by the formation are taken up by the formation.

*Paul wants to field an Emperor's Fist Tank Company in a 2000 point game. He has the points for the unit but not the heavy support force organization slots. All his Heavy Support slots are therefore filled up by the Tank Company. He pays 50 points out of this Formation pool, leaving him with fewer points to bid on Stratagems later. He cannot field any other Heavy Support options.*

I am constantly affronted by the sheer number of chaos spawned abominations we must face. Regardless of their deity, the vast number of mutants, warp birthed creatures and cultists will with the Emperor's blessing never cease to offend my senses.

Guardsmen who have no outward corruption are often seen employing ravenous daemons. Obviously their inner tainted self would blind an astropath. Their rituals bring malevolent shifting atrocities, fiends wielding swords of bone and worse! All supported by the shelling of Battle Cannons.

The forces of the fallen are equally varied. Be they the remains of mortal men or more of the maelstrom regurgitated beasts the sheer number of monsters in their employ knows purely theoretical bounds. The chapter claiming the title "Word Bearers" seems particularly adept at brining about daemonic incursions.

The radical forces do not stop there, however. I have heard tale of Guardsmen facing the horrors of Abbadon's forces enlisting mercenaries. Tau, Eldar and even Orks! Surely this heresy must be dealt with quickly by the Commissariate.

-Junior Inquisitor Raife Widowmaker

## Stratagems

Many (if not all) of the Cities of Death stratagems and Apocalypse formations are used in Mayhem 40k. For balance purposes many (if not all) of the stratagems have been changed. No two players may select the same Stratagem. Only the Stratagems presented below may be used in Mayhem games, this prevents overlapping from the different 40k supplement books.

### Alternate Route

The owning player places 6 “deployment tokens” anywhere on the board outside his opponent’s deployment zone. Each of these tokens are the size of a standard troop base. Any Infantry units held in reserve may elect to come from these tokens instead. If an enemy unit is within 1” of the token it may not be used. Units mounted in transports may not emerge from the token nor may vehicles of any kind. This can be used to represent sewer rats, Eldar webgates or any number of alternate routes for getting troops into position. Units emerging from an alternate route may shoot and charge as normal.

### Ambush:

Once per turn the player may hit any unit that comes from reserve with D6 Sniper shots. These shots automatically hit and wound on a 4+ with an AP of “-“. They are considered to have the Sniper special rule.

### Ammunition Store:

One unit in the owning player’s deployment zone may re-roll failed to hit rolls once per turn, or may re-roll the scatter dice once per turn.

### Barricades:

The owning player gains 6 Pieces of Barricade to be place anywhere on the table outside of his opponent’s deployment zone. These pieces of Barricade are each 6” long and no more than 2” high. They provide a 4+ cover save when being fired through and count as difficult terrain.

### Booby Traps:

Once per turn the owning player may resolve a single shooting attack against a single enemy unit within his deployment zone. This attack is BS 3, Strength 8 AP 1 and ignores cover saves.

### Careful Planning:

The owning player may add +1 to his reserve rolls.

### Combat Engineers:

Any troop choice that moves through an opponent’s Barricade or Razor-wire destroys it.

### Command Center:

Once per turn a single unit inside the owning player’s deployment zone may re-roll a failed leadership test or ignore any negative modifiers applied to a leadership test.

### Concealment:

The owning player begins the game with his infantry in concealment. Until the end of his opponent’s first turn, any unit firing at them must roll for range like night fight.

**Dangerous Weather:**

Charged particles in the air, lightning or perhaps a small cyclone whirling about, whatever it may be, fighting in dangerous weather is just that, dangerous! At the start of the game the owning player places a Dangerous Weather marker anywhere within 1 foot of the center of the table. At the beginning of each players shooting phase roll a scatter die and 2D6. Move the marker the distance shown. On a hit move it half the distance shown on the dice in the direction of the small arrow on the scatter. The unit closest to the marker (no matter how far it is from the marker) takes D6 Strength 6 Ap - Hits. If the closest unit is a vehicle use the markers current location to decide which armor side is struck.

**Demolition:**

Note a single piece of terrain on the table and write it down in secret along with a turn. At the beginning of the owning players selected turn the demolition goes off. The piece of terrain becomes Dangerous Terrain and every unit is hit by a Strength 4 AP – hit on a roll of 4+.

**Disrupted Communication:**

Any enemy unit that suffers a deep strike mishap is automatically destroyed. Any scout or infiltrator held in reserve must enter play from the player's table edge rather than rolling to flank.

**Escalation:**

The owning player may choose to force all non-infantry units into reserve before deployment. This affects both sides. Units with infiltrate or deep strike may still do so.

**Focused Fire:**

One of the owning players units per shooting phase may give up half its shooting attacks (rounding down) to add 1 to the strength of their weapons.

**Flank March:**

The owning player's reserves with the infiltrate or scout special rule may enter from any board edge as long as they do not enter from a point within 6" of an enemy unit. Has no effect if opponent has "Disrupted Communications".

**Forced Honor:**

Any independent characters in an assault must direct all its attacks against other independent characters if they can. If no independent characters are available to strike then they resolve attacks as normal. Independent Characters attacking other Independent characters ignore retinues for the purpose of wound allocation.

**Fortifications:**

All terrain in the owning player's deployment zone grants a +1 to the cover save of any unit inside the terrain. This does not help units behind or obscured by the terrain, only those units inside it.

**Fuel Dump:**

Once per turn a single unit within the owning player's deployment zone gains +1 Strength and -1 AP to all template (flamer template only) weapons fired that turn.

**Hold At All Costs:** One non-troop non-vehicle unit counts as scoring. This selection is made after deployment but before the first turn is taken.

**Master Snipers:**

All of the owning player's sniper weapons ignore cover saves.

**Monstrous Strength:**

Any monstrous creature controlled by the owning player that destroys a vehicle during the assault phase may immediately resolve a Str 6 AP 4 Large Blast shooting attack on any single unit within 12". Use the vehicle as the blast template instead of the large blast template. The vehicle is then removed from the table. There is no hole on the vehicle template; any unit hit by the thrown vehicle suffers a ramming attack as if the vehicle moved 12 inches and hit with its rear armor.

**Medical Facility:**

A single unit in the owning player's deployment zone may be granted Feel No Pain once per turn. This may be used in both players' turns. The declaration of this stratagem's use must be done before To Hit rolls are made (but after a unit's shooting is declared).

**Minefields:**

Any of the opponent's units moving through the owning player's deployment zone must make a dangerous terrain test. This does not slow enemy movement (there is no difficult terrain test).

**Night Fight:**

The owning player may choose whether or not the game will be fought at night.

**Observation Point:**

One unit in the owning player's deployment zone gains Acute Senses once per turn.

**Orbital Strikes:**

The owning player deploys a single Orbital Strike counter anywhere on the table not within his opponent's deployment zone. At the start of the owning player's shooting phase roll a scatter die and 2D6. Move the marker the distance shown by the roll. On a hit the controlling player chooses the direction the marker moves, but it must move the full distance shown. Place a Str 8 AP 1 large blast marker on that spot and resolve the hits as normal. Should the marker move off the table it is forever lost (the cruiser no longer has appropriate orbit).

**Power Generator:**

Once per turn a single unit within the owning player's deployment zone may re-roll to wound rolls from shooting attacks.

**Precision Strike:**

During the owning player's shooting phase he may nominate one enemy unit on the table. All units firing at that unit gain +1 to their ballistic skill to a maximum of 4.

**Preliminary Bombardment:**

At the beginning of the game, after deployment and deployment of infiltrators but before any scout moves and the first turn is taken, resolve D6 Str 5 Ap – attacks on all enemy troop units on the table.

**Protracted Engagement:**

The owning player may choose to Add 1 to the die rolled to determine random game length, this means the game cannot end on turn 4 and never requires more than a 5+ to continue. He may make this choice every turn after the die is rolled.

**Rain/Snow:**

The ground is heavy with snow or wet with rain. All movement outside of terrain is labored; any infantry (but not jump units or bikes) must roll 3D6 and take the highest number to determine the distance they can move. Also, if a unit "goes to ground" in this type of terrain, then the unit receives an additional +1 to their cover save.

**Razor Wire:**

The owning player may place 6 pieces of razor wire any place not within the enemy deployment zone. These pieces of razor wire are each 6" long and are no more than 2" high. They provide a 6+ cover save and are treated as dangerous terrain for any non-vehicle moving through them. They are destroyed if a vehicle moves through them.

**Recon:**

One of the owning players units per turn may ignore difficult or dangerous terrain for the purposes of moving.

**Sacred Ground:**

All units in the owning player's deployment zone are stubborn.

**Shield Generator:**

The owning player places a single "shield generator" token on the table. Any of the owning players units within 12" of the shield generator's center add +1 to their cover saves or gain a 6+ cover save if they do not already have one.

**Strategic Redeployment:**

One unit per turn that is not within 12" of an opponent's unit may be removed from the table and placed in reserve. If a unit is mounted in a vehicle the vehicle and the unit move into reserve together. This is done at the beginning of the owning players movement phase.