

# HIVE WARFARE

*Additional rules for mass combat in the hive cities of the 41<sup>st</sup> millennium.*

Fighting a large scale battle within the confines of a hive city presents very different challenges to that of warfare on an open plain. The rules suggested here will have adverse effects on some conventional play styles, all players should therefore be informed that hive rules will be used before army list selection. The terrain used to represent the hive environment will vary greatly from table to table, these rules should therefore be adapted in a mutually agreeable manner with your opponent before the game to meet the terrain available. Agree beforehand which pieces of terrain are elevators, which are doors, which are walkways etc where any ambiguity exists.

## DETERMINE HIVE AREA

Decide on the level and area of the hive in which the game will take place, or determine on the roll of a D10:

1	<b>Hive bottom</b>	<i>closed, dangers of the sump, metal fatigue</i>
2-3	<b>Underhive</b>	<i>closed, dangers of the sump</i>
4-5	<b>Outskirts</b>	<i>open, dangers of the sump</i>
6-7	<b>Central</b>	<i>closed</i>
8-9	<b>Upper</b>	<i>closed, perilous depths</i>
10	<b>Outer</b>	<i>open, perilous depths</i>

## AREA SPECIFIC RULES

### Closed

The closed rule represents an area of the hive completely shut off from the outside world, the sky is not visible and on all sides a jungle of steel and concrete stretches off as far as the eye can see. To represent this, no aircraft may be used, no units may enter play via planetfall and orbital bombardments and pin-point attacks may not be used. Units entering play via teleportation suffer a blast market on a 5+, rather than the usual 6+.

### Open

The Open rule represents areas of the hive which are open to the planetary atmosphere, these tend to be the very upper levels less on polluted worlds, or the sprawling hive outskirts which extend beyond the protection of the hive's enveloping cowl. Aircraft may be used, however, any unit which attempts to jink must roll an additional D6, on the roll of a 1 it is instantly destroyed, as it smashes into a

tower, mast, spire or similar part of the hive extending upwards. Flack must be able to draw LOS to some part of the aircraft unit's flight path, this prevents flack units being left on the lowest levels of a hive, under an overhang, being able to attack. Ground units totally hidden from view from above may likewise not be attack by aircraft. Any unit attempting to planet fall onto an open hive runs the risk of smashing into the towers of the hive itself, and must roll a D6 on entry, being destroyed on a 1.

**Dangers of The Sump**, or *"I'm sure I didn't have this many fingers five minutes ago."*

The lowest levels of the underhive are polluted by the effluent and detritus of the upper levels. Toxic chemicals mix with biological waste, plague zombies drift in search of brains and packs of feral, matter-channelling otters hide in the shadows. Moving across the lowest level of a hive board is therefore perilous and to represent this any formation left on the lowest level of the board after the Rally Phase must roll 1D6, taking a blast marker on the roll of a 1. Formations where more than half of the units (rounding down) have any of the following rules, or are war engines are unaffected: *Inspiring, Invulnerable Save, Fearless, Jump Packs, Reinforced Armour, Skimmer*.

### Metal Fatigue

The bottom of most hives is in a state of severe disrepair, many of the buildings are structurally unsound and run off from the sump above seeps down. *Dangers of the sump* applies to all levels of the board and units on the lowest level also now take a blast market on a 5+ rather than just a 6. In addition roll 2D6 for any walkway with three or more units or any bridge with ten or more units (count each DC as a unit) on it at the end of the Rally Phase, on a double 1 the walkway collapses, see the *Walkways, Bridges and Flyers* section.

### Perilous Depths

In those upper areas of a hive that are not walled off from the lower levels, the gaps between habitation towers can extend down many kilometres, broken only by the walkways and bridges spanning the gap. In such areas the lowest level of the board is treated as impassable terrain to all units, no units of any kind may end their move here and any non skimmer or jet pack units which enter are instantly destroyed as they fall into the bowels of the hive.

## MOVEMENT

### Movement Within Buildings

Any unit which could reasonably move through the door of a tower or spire may enter it, as long as there are no hostile units already inside. When a formation enters a tower or spire in this way it must immediately announce its destination (the level at which it wishes to exist), is removed from the board and becomes un-targetable by shooting, assaults or any other effects. Units inside automatically activate (but may not retain) and must march or double vertically up or down at half the speed of the slowest unit and must exit at their desired destination as swiftly as possible. You may not change your destination until you have exited from it. Units may end their move inside, make a note of their height within the building. These rules, while harsh, prevent formations from hiding or lurking inside. Vehicles and war engines may move in the ways described above, it is assumed that if the doors are large enough to let them in then the building possesses freight elevators that would be able to carry them.

### Skimmer and Jump pack

Units with the *skimmer* or *jump pack* special rule may move freely vertically, so long as they end their move on a clear, flat surface. They may freely move across any voids or gaps between towers, and may also move diagonally up or down.

### Scout and Infiltrator

Units with the *scout* or *infiltrator* rule may move at half speed up vertical surfaces (or surfaces so steeply included that they would normally be impassable), but must end their move on a clear, flat surface. This represents such elite, forward units being kited out with climbing equipment especially for reconnaissance duties within the hive environment.

### Ladders

Non-mounted infantry and infantry which are clearly not stands of artillery may move vertically on ladders at half speed. Units may end their move halfway up a ladder if you have suitable way to record their position, but may not shoot while on a ladder.

## WALKWAYS, BRIDGES AND FLYOVERS

The gaps between the spires and towers of the hive are spanned by a multitude of walkways, gantries bridges and flyovers to allow horizontal movement. They can be target by weapons and assaults and are classified in game terms as follows:

**Walkway** – DC2, 4+ armour save, reinforced armour, fearless, critical: destroyed. Up to 2cm wide. (a single, standard size, square base) can be used by Infantry and light vehicles and all skimmers only.

**Bridge** – DC5, 4+ armour save, Reinforced armour, fearless, critical: destroyed. Up to 6cm wide. Infantry, vehicles, war engines no larger than 2 DC (and a maximum of 2DC per 10cm edge to edge) and all skimmers.

**Flyover** – DC18, 4+ armour save, Reinforced armour, fearless, critical: suffer an additional D3 DC of damage. All other crossings wider than 6cm, all units allowed that have less than 14 DC. Models with more than 14 DC (e.g. Imperators, Warmongers and Mega-Gargants) may only move on flyovers 14cm or wider.

### Collapse:

When one of these structures is destroyed it collapses and all non skimmer or jump pack units are destroyed instantly. Skimmers and jump pack units take D6 blast markers and are moved to the nearest safe surface they can legally end a move on, if there is not enough room to place all units and retain cohesion, the units which would be out of cohesion are instantly lost. Any formations with units immediately under the collapsing structure, at any level take D3 blast markers for a walkway, D6 Disrupt hits (all saves allowed) for a bridge and 2D6 Disrupt, Macro-Weapon hits for a flyover.

## LEDGES, EDGES AND INVOLUNTARY SKYDIVING

The walkways, ledges and balconies of the hive mean there is always the risk of falling, especially when being pursued by a maniac with a chain-axe. While non *skimmer/jet pack* units may not voluntarily move off terrain edges into sheer drops, they can sometimes be pushed! Being forced off an edge is treated in the same way as being on a destroyed walkway or bridge, instant destruction except for skimmers or jet pack units, (see rules above).

Units maybe forged of edges in two ways:

- War engines may barge other units off, when making the charge move roll a D6 for any barged unit that was within 4cm of an edge, on a 4+ it is pushed off. Casualties sustain in this manner count towards combat resolution.
- Units in formations required to withdraw from an assault and which are within 4cm of an edge are automatically pushed off.