

TinyHammer 40K

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About TinyHammer 40K

TinyHammer 40k is a homebrew version of Epic. "Epic", as I understand it, is a commonly used catch-all term to discuss the game *Space Marine* and associated games which have been known collectively as *Epic 40,000*. I never got around to playing Epic and really missed the boat. I've always been interested in it and eventually GW quit making the models, or at least I've not seen them sold anywhere except online auction sites. Getting into 3D printing, I was able to find some 6mm proxy models and printed up a Space Marine force. I have also obtained files for an Ork force that I will eventually print/paint/use.

Much like my Smallhammer 40k Rules (a homebrew version of *Killteam*), I am really making this very easy to use. All you need to do is know how to play your favorite version of Warhammer 40,000. Then take what you know from those rules and adapt them here. My version of choice is WH40k Third Edition plus my own home rules.

In essence, Tinyhammer 40k is simply WH40k played on a smaller scale. My goal is to simply take what I know about WH40k, adapt it to this scale, and just play! Super simple, no learning more rules and strategies, just fun.

Core Rules

Before we start, a lot will be left out of this text and is assumed you will know how to play Warhammer 40,000. What is left out? Well pretty much all of my 3rd edition + homebrew rules. Don't worry. If anything deviates from core rules and they will, I will fully explain here. Feel free to use whatever core edition and homebrew rules you like. The beauty is that you are not locked into a ruleset. Think of this as a guide to make your own TinyHammer game.

Certain rules will have to be reviewed/reworked/or ignored from your favorite WH40K core rules. An example is 3rd Edition's consolidation rules after a close combat. There's no way to really do that with five little figures glued to the same base. So come up with something. Other than that, you can still essentially play your version of 40k at this scale.

Scale

Before we start, we should discuss scale. I will list my initial thought on Tinyhammer scale and then what I settled on. Feel free to use either of the two ideas below or come up with your own. The spirit of this ruleset is to simply guide you on using your own homebrew version of this game.

My initial thoughts: Out of the gate, I wanted to have some extremely large scale fighting such as hundreds of tanks and thousands of infantry. To do that, I was considering placing a 1d10 die next to a tank model to have that single tank model represent ten tanks. When a tank is destroyed, rotate the die to have the nine showing on top to indicate nine tanks remain. Something to this effect has merit and I want to try it, but even with my massive dice collection, I don't believe I have enough d10s.

I settled upon: Each tank/vehicle is a wysiwyg. One Rhino is one Rhino. One Thunderhawk is one Thunderhawk. The only shift in numbers is the infantry. The 3D models I printed have a five man base. So for each Rhino, I have a five man base to represent a ten man tactical squad. Which according to third edition WH40k, a Rhino can transport ten Space Marines. So some method of tracking wounds will need to occur such as a 1d10 next to each squad marker to count the remaining marines or to count wounds. However you do it. For me, a 1d10 with a four showing will indicate that squad contains four marines.

Range

This one is easy! Just $\frac{1}{2}$ everything. Something that can move 12" moves 12" but on the table it is moving 6". If a weapon can fire 48". It still can. Nothing changes in the rules. But to represent that on this smaller scale, cut it in half to 24". 6" movement (most infantry), moves 3". Easy!

Set Up

Set Up is very easy and you can really do ANYTHING you want here. Simply set up as you would a normal game of Warhammer 40,000.

The Objective

Your game objective will be based on your chosen scenario. Please look in your core WH40k rule book. Choose a scenario and follow those rules and objectives. Feel free to make your own objectives and scenarios.

The Turn

Sounding like a broken record, do what you want. This is how I play an entire turn of TinyHammer. I use a very modified 3rd Edition. The turn phases are: Maintenance, Psychic, Move, Shoot, Close Combat, and Clean Up.

Maintenance: The maintenance turn is here to handle anything such as a Necron “We’ll be back” roll or any other maintenance style mechanic. If your models have such a mechanic, this is the turn phase. If you’re like me, you’ve probably made one or two very special rules for each of your armies. These are great for making them more “in character” than the official rules. Some of your homebrew rules might fall into this Maintenance phase. One example I have is the World Eaters (pre-heresy but still chaos). I have them roll similar to old school fantasy Orcs animosity rule. 1d6 for each unit in this phase. 1 means they attack the nearest friendly unit, 2~5 they can charge twice the normal distance (12”), 6 means their close combat attacks are treated as power weapon attacks. Those are great examples of homebrew rules that fall into this turn phase.

Psychic: I added this in because I know nothing about 8th edition, but I suspect there might be a psychic phase and that it is somewhere in the beginning. I bought new codexes and they are geared for 8th so obviously, much of it makes no sense to me being a 3rd edition player. That’s why home rules work so well! This is the phase where you launch your psychic powers, fire mind bolts, boil blood, summon things, Foot of Gork, whatever.

Move: Move your models according to your chosen rule set.

Shoot: Allow your models to shoot according to your chosen rule set.

Close Combat: Charge your models into and resolve combat according to your chosen rule set.

Clean Up: This is merely a placeholder turn phase. I can foresee the need for a clean up phase, but currently have no use for it. I envision this phase to be similar to the Maintenance phase, but one that is conducted at the end of the turn.

Special Rules

These special rules are listed here to provide a more themed and realistic feel to the gameplay. I've borrowed from my personal stash of homebrew rules and from my experience with Dungeons and Dragons mechanics. A reminder, these are also from my 3rd edition experience. If later versions of Warhammer core rules do something better for you or you have a homebrew rule you like then please use those rules instead.

Heavy Weapons: This is one of my homebrew rules. In 3rd edition, heavy weapons models cannot fire if they have moved. A typical Space Marine unit might have a sergeant and nine troopers. One of which might be upgraded to a heavy weapon. If you ever want to fire that weapon, you have to have your entire squad remain stationary. Or you can move that squad, but the heavy weapon model may not fire. I've changed that to make the action more dynamic. Heavy weapon model may fire even if they have moved. However, if they move then they fire at a -1 ballistic skill. This represents the hastily set up and aiming that might be required.

Still in Range: One of the things that really bothered me about 3rd edition is how it handles range. If you take a model with a pistol and its target is 12" away, that is the maximum range of that pistol. If that model is 13" away or more suddenly you can't hit it. If you extrapolate that 28mm mini to a 6ft. tall or taller model, you'll find that it is very easy to shoot that target even if it is double the extrapolated range. I spend a lot of time at ranges and can tell you this is so. To represent this using the above example, within the 12" the model shoots as normal. 12"~24" a -1 ballistic skill penalty is added. 24"~36" another -1 ballistic is added stacking so that means a total of -2 ballistic if your target is within 24"~36" away with a pistol. This stacks until the model is so far away that it is impossible to hit it. A 24" range weapon would be normal ballistic up to 24". Each 12" bracket past that is a -1 ballistic and so on. Therefore, the 12" range for a pistol, or a 36" range for a Lascannon are now called "Base Range". The range where the ballistic penalties becomes a 6+ to hit becomes your model's "Maximum Effective Range". A Space Marine (BS +3) with a pistol would have a Maximum Effective Range of 48". Anything beyond that, it is impossible to hit. 48" seems like a lot and it is, but note that it takes a Space Marine rolling a 6 to achieve that hit. This might appear obscure in text so I'll add a quick ascii graphic.

SM(pistol)---+3 Ballistic---(12")-----+4ballistic---(24")-----+5ballistic---(36")-----+6ballistic---(48")—impossible--->

Cover: This is in respect to ballistic skill actions only (shooting). Psychic attacks that mimic shooting such as Doombolt are immune to ballistic skill and either connects or doesn't, but of course must have some form of line of sight even if it is only $\frac{1}{4}$ of the model visible. Cover is very simple, and I really like the incentive this provides to players. Players should be more likely to make use of cover and make the battle seem a little bit more realistic. I know that sounds funny when saying realistic when talking about super human soldiers and chaos demons. I borrowed this concept from my experience playing Dungeons and Dragons. I think D&D's use of cover makes more sense than WH40k's cover saves when inside buildings/bunkers/trees/etc.

Line of sight for cover is to be determined by the base of the model. This is represented by some ascii art below.

1/4 Cover: A model is in 1/4 cover if any portion of the model's base up to 1/4 is obscured. If a model is in 1/4 total cover, the model taking the shot suffers a -1 ballistic skill modifier. This is cumulative/stacks with any other ballistic skill penalties such as moving with a heavy weapon or for ranges beyond base range.

| _____ OBJECT _____ | -----base-----\ (at least 3/4 of the model is visible) (-1 ballistic skill)

1/2 Cover: A model is in 1/2 cover if any portion of the model's base between 1/4 and 1/2 is obscured. If a model is in 1/2 total cover, the model taking the shot suffers a -2 ballistic skill modifier. This is cumulative/stacks with any other ballistic skill penalties such as moving with a heavy weapon or for ranges beyond base range.

| _____ OBJECT _____ | -base---\ (at least 1/2 of the model is visible) (-2 ballistic skill)

3/4 Cover: A model is in 3/4 cover if any portion of the model's base between 1/2 and 3/4 is obscured. If a model is in 3/4 total cover, the model taking the shot suffers a -3 ballistic skill modifier. This is cumulative/stacks with any other ballistic skill penalties such as moving with a heavy weapon or for ranges beyond base range.

| _____ OBJECT _____ | base\ (at least 3/4 of the model is visible) (-3 ballistic skill)

Total Cover: A model is in total cover if line of sight is entirely broken. If a model is in total cover, line of sight is broken and can't be targeted for shooting.

| _____ OBJECT _____ | (model is hidden behind this object and is in total cover)

Stealth: I have several ideas for stealth. Take a look at these ideas to inspire you to make your own. How and when you employ a stealth rule is up to you. In D&D a character would declare he/she/it is sneaking and the DM would have that character roll a d20 and if the check passes, he/she/it is sneaking. I'm avoiding the use of d20 dice in Smallhammer. So I have a few ideas that might inspire you and will pick one that I will call official (for my use at least).

Stealth Idea 1: This one puts the onus on the model attempting the sneak and is the method I intend to use in my Smallhammer games. Simply roll a 1d6. A 1, 2, or 3 is a failure. A 4, 5, or 6 is a success. Add modifiers to this base roll such as a -1 to the check if the model attempting to sneak is within 12" of an enemy model. Add a -2 to the check if this range is 6".

Stealth Idea 2: This is the same as the first idea except this puts the onus on the opponent's model. Can that model detect the stealthy intruder? I personally might shy away from this one as then every opponent model would have to make that check. Though I leave the idea here as it might come in handy as inspiration for another fork of this theme or anything else that might enhance your game.

Stealth Idea 3: You could actually run d20 in your game for this concept. Come up with a passing number for your entire squad/army or a stealth value for each of your models. You can then roll 1d20 to verify if your models is sneaking.

Nightfighting: I will use the 3rd edition WH40k core rules for this. Purchase that book for this info. I think the pure vanilla 3rd edition night fighting rules work well here. If your scenario is at night simply utilize these rules. I can sort of outline them here, but don't want to get too specific so I don't infringe upon Games Workshop. Nightfighting 3rd edition rules typically means you select a unit you control and a potential target. You roll to determine if your unit can see the target or not. Work out whatever rules you like for this effect. Again, can't get too specific. At least this gives you an idea of how to look up the official rules or make your own version. If your scenario is not at night or vision is not obscured by heavy fog, battlefield smoke, or similar vision inhibiting issues then you can ignore this rule completely.

Movement/Actions: Having not really played SpaceHulk, but sort of get the idea and also combining some bits of Dungeons and Dragons, I've put this special rule here. I've been using dry erase grid panels readily found in gaming supplies for SmallHammer. You don't have to, but if you do you might draw a door that is closed, an object to interact with, or some other thing that requires some sort of action. I like in D&D that you can move, attack something, then move again until you exhaust your movement. I also like the "Action Points" allocated to characters in SpaceHulk. Marrying the ideas into SmallHammer can make the game pretty fun and dynamic. Example: Say you have a pure vanilla Space Marine. It has

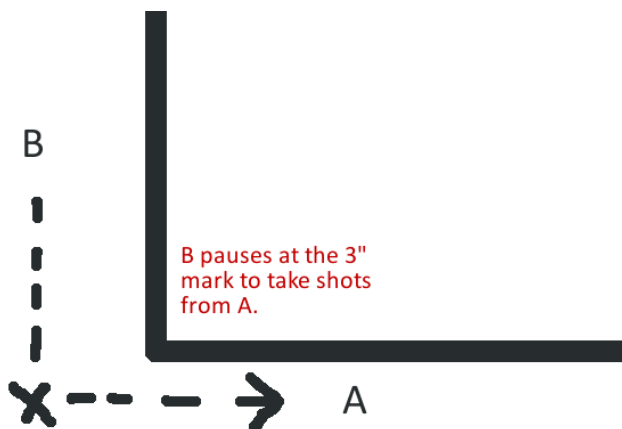
a movement of 6". That marine will have 6AP. Interacting with objects will occur during the movement phase to make this easier. You are 3" away from a closed door and have to pick up and carry a package that sits on the other side of that door. Using this rule you might 1. Move the 3" to the door. 2. Open the door taking one of your movement points. 3. Move 1" past the door. 4. Pick up the box exhaust the last of the 6 action points.

Or

You might move the marine 4" (leaving 2 points left), then go into Overwatch for 1 point. Ending your turn throwing away that 6th point as you didn't need it. You are possibly in cover and on overwatch.

Why move that last 1"?

Overwatch: This takes us right into overwatch. A lot of GW (GamesWorkshop) games have such a mechanic or at least I think I saw them somewhere. It might have been SpaceHulk, again something I have never really played. Overwatch is a way to "be ready to fire" when the enemy presents itself. Dungeons and Dragons doesn't really have overwatch, but has something similar where a player can ready a weapon or spell to use as a reaction. The spirit is the same. See image below. In this example, Space Marine A went into overwatch. It is now Space Marine B's turn and has 6" movement speed. Space Marine B intends on rounding the corner, shooting, then assaulting A. Since A is in overwatch, B's movement is halted just as it is in view/range. A takes it's overwatch shot. Then remove the marker or whatever you use to indicate overwatch as it is expended (can't dakka dakka forever on overwatch!). B can then complete it's turn by finishing the move, shoot, then assault. This is a very dynamic action to add to a game. One can only go into overwatch if the model does not shoot or assault that turn.



Summary of Rules / Cheat Sheet

Set Up

Set up according to your favorite edition of WH40k and/or to the scenario.

The Turn

Maintenance: (Necron "We'll be back" roll or any other maintenance style mechanic.)

Psychic: This is the phase where you launch your psychic powers.

Shoot: Allow your models to shoot according to your chosen rule set.

Close Combat: Charge your models into and resolve combat according to your chosen rule set.

Clean Up: This is a placeholder phase, possibly a need for it similar to the Maintenance phase.

Special Rules

Heavy Weapons: may fire even if they have moved but take -1 ballistic penalty. This penalty can stack.

Still in Range: Every 12" bracket past the base range suffers a -1 ballistic penalty. This stacks.

Cover: 1/4 Cover: -1 / 1/2 Cover: -2 / 3/4 Cover: -3 / Total Cover: impossible

Stealth: Roll a 1d6. A 1, 2, or 3 is a failure. A 4, 5, or 6 is a success. -1 modifier if in 12" / -2 if in 6".

Nightfighting: I will use the 3rd edition WH40k core rules for this. Purchase that book for this info.

Movement/Actions: The model's movement range in inches translates to total action points spent in the movement phase: moving, opening doors, interacting with switches, picking up things, etc.

Overwatch: End your turn spending a movement action point to go into overwatch preparing to shoot/surprise an enemy unit when they get into range and visible.