

# MASTERS OF THE FORGE

On Your Tabletop #7:

## Spear of Macragge

This copy of “On Your Tabletop: Spear of Macragge” is **Version 1.0**.

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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.

This supplement is designed to assist players in recreating some of the units and battles featured in the novel, *Fall of Damnos*, by Nick Kyme. Of course, you may decide to pick and choose elements of the rules presented here for your own purposes. Anyone is free to use the content herein, but not to self-attribute the works as their own.

**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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# Battlefield-Specific Mysterious Objectives

## Ice World

- 1 Geothermal Vent
- 2 Climatic Inhibitor
- 3 Ancient Relic
- 4 Abandoned Medical Supplies
- 5 Abandoned Spare Parts
- 6 Grav Wave Generator

**Geothermal Vent:** This objective is important for the war effort, though can sometimes sputter with scalding hot mud and steam. Roll a die at the beginning of every player turn. On a “1” or a “6”, the Geothermal Vent produces a Fog Bank, placed by the controlling player within 3” of the Objective. On a “1”, before the Fog Bank is placed, models within d6” take Str3 AP3 hits as if from an exploding vehicle.

**Climatic Inhibitor:** The unit holding this objective are immune to whatever special rules are in play to simulate the cold environment.

**Ancient Relic:** This buried objective is worth an additional victory point.

**Abandoned Medical Supplies:** A non-vehicle unit holding this Objective enjoys a 6+ Feel no Pain special rule.

**Abandoned Spare Parts:** A vehicle unit holding this objective enjoys the It Will Not Die special rule.

## Necron Tomb World

- 1 Mindshackle Scarab Spawning Vent
- 2 Nothing of Note
- 3 Skyfire Nexus
- 4 Phase Inhibitor
- 5 Darknode
- 6 Reanimation Node

**Mindshackle Scarab Spawning Vent:** While it is important to capture and study this strange technology, it could prove dangerous to those holding the objective. If a non-Necron unit is holding the objective at the end of their Psychic Phase, roll a die. If the result is a “1”, then the unit must pass a Leadership check on 3d6. If this check is failed, then the player’s opponent gains control of the unit at the beginning of the owning player’s shooting and assault phases, treating all friendly units instead as enemy units. The effect continues in the controlling player’s turn, though the unit may only continue combat if they are still engaged, otherwise they may take no further actions. The effect ends at the beginning of the owning player’s next turn. Of course, if the unit is still holding that objective, they must check again.

**Phase Inhibitor:** The Imperium has seen fit to deepstrike a Phase Inhibitor on the field. If a Necron unit deepstrikes within 12" of the Phase Inhibitor, they automatically suffer a Deepstrike Mishap.

**Darknode:** Darkness permeates the ground near this Objective. The unit holding the Objective gain the Shrouded Special Rule. The maddening blackness, however, creeps into the minds of those nearby. A non-Necron unit holding the Objective suffers a -2 to their Leadership until they are no longer holding it.

**Reanimation Node:** A unit holding this Objective receives a +1 to their Reanimation Protocols.

## Terrain Features

As this novel features some very iconic characters indeed and needs very few special rules in order to bring it to life on the tabletop. Codex: Space Marines and Codex: Necrons are all the books you need to play most of the forces depicted in Fall of Damnos. However, below you will find a few interesting things to use during these missions.

### Fog Bank

The Fog Bank is a transparent, 6" long and 2" tall piece of flat terrain. Models which are partially obscured by three or more Fog Banks **can only be hit by ranged attacks with Snap Shots**. Models which are partially obscured by just two Fog Banks instead have the **shrouded** special rule. Models partially obscured by only one Fog Bank instead have the **stealth** special rule. Models which are partially obscured by a Fog Bank do not need to be obscured 25% to receive the bonus.

Fog Banks are deployed in groups of 4 as a single terrain selection during terrain setup. All four pieces must be placed within 4" of each other at the beginning of the game.

At the end of each game turn, the players roll off. The player who wins will scatter all of the Fog Banks. Roll a scatter die and a single regular die in the midst of the Fog Banks and scatter each one that number of inches. If a HIT is rolled, then the player may change the orientation of the Fog Banks before they scatter (use the built-in arrow on the HIT symbol to determine which direction they scatter). Fog Banks may overlap other pieces of terrain or each other. If a Fog Bank scatters to a point where it cannot be placed evenly on the table or a terrain piece, then reduce the amount scattered) until it can be placed evenly on the table or a terrain piece.

If a Fog Bank scatters off the table, it is removed from play.

Look to future On Your Tabletop supplements for rules on weapons which generate Fog Banks of differing varieties.

### "Mysterious" Fog Banks

You may also choose to use mysterious terrain for your fog banks, or simply choose to use alternatives for the narrative terrain setup you've got planned.

For any Fog Bank which causes a negative effect when passing through it or the Fog Bank passing over it, the effect is imposed for each token passing over it. This is to represent a thicker fog being more dangerous than one which has spread out.

- 1-2 - Whew! Normal Fog Bank!
- 3 - Smoke
- 4 - Incapacitating Gas
- 5 - Poisoned Gas
- 6 - Corrosive Gas

**Smoke:** Where there's smoke, there's fire. Do not scatter Smoke terrain. Instead, place a 30mm base in its midst to represent the source of the fire. This base is Dangerous Terrain. Otherwise, treat this as a normal Fog Bank.

**Incapacitating Gas:** This is a gas which is often used by planetary police forces for crowd control. If a non-vehicle model passes through Incapacitating Gas or is passed over by a scattered bank of Incapacitating Gas, the model's movement is reduced by 3" for the duration of the turn, including the shooting and assault phases. Models with a 3+ or better armor save are immune to this effect. Otherwise, treat this as a normal Fog Bank.

**Poisoned Gas:** This terrain feature represents a billowing mass of gas which can render casualties in a unit of infantry. If a model passes through Poisoned Gas or is passed over by a scattered bank of Poisoned Gas, it must make a Dangerous Terrain check. Abilities which grant a model protection from Dangerous Terrain (such as move through cover) do not work against Poisoned Gas. Models with a 3+ or better armor save are immune to this effect, as are models with the Mark of Nurgle or otherwise have Nurgle in their unit name. Otherwise, treat this as a normal Fog Bank.

**Corrosive Gas:** Corrosive Gas is a deadly mélange of substances designed to affect a myriad of materials. Any model passing through or passed over by a bank of Corrosive Gas must make a dangerous terrain check. Abilities which grant a model protection from Dangerous Terrain (such as **move through cover** and a **dozer blade**) do not work against Corrosive Gas. Otherwise, treat this as a normal Fog Bank.

### **Modeling Fog Banks:**

An acrylic fog bank terrain piece is in development in partnership with Burn In Designs (easily found with Google). However, these are easily represented with a good, fluffy, multi-ply bathroom tissue or paper towel cut into 6" long billowy-cloud shapes. It's just important to remember anything beyond the Fog Bank which is partially obscured by it receives the bonus regardless of whether it is obscured 25%, unless it's a flyer.

## **Fog Bank Node**

A Fog Bank Node is a terrain feature which generates fog. This could be something as simple as a river, something slightly exotic like a geyser, or even a steaming vat full of corrosives.

The Fog Bank Node starts with two Fog Banks of the appropriate type touching it. Throughout the game, the player whose turn it is to move Fog Banks rolls a die for each Fog Bank Node after existing

Fog Banks have been moved. If a 4+ is rolled, generate a new Fog Bank, placing it in contact with the Fog Bank Node.

## Spearhead for 7th Edition

The old Spearhead rules are, of course, perfectly serviceable in modern games of Warhammer 40k, if a little dated. With the advent of more Formations, different Detachments, and, of course Unbound armies, much of Spearhead seems a bit superfluous.

### Spearhead Formations and Missions

We recommend that you use the Spearhead formations as-is. They are flavorful and seem fairly-priced as far as points are concerned. We do not see any reason to go through these and adjust them too heavily for 7th Edition. Be sure to read them to make sure there are no loop-holes that could upset the balance of your game.

Also, while the Spearhead Missions are fairly interesting, but there's no reason you can't insert the following Spearhead Detachment as a part of your regular games of Warhammer 40,000.

### Spearhead Detachment

Instead of the special Force Organization Chart in the Spearhead Supplement, we suggest using the Spearhead Detachment. As with a Combined Arms Detachment, units in a Spearhead Detachment are selected from a single Faction. There are some differences, of course.

#### **Detachment:**

The Spearhead Detachment includes Spearhead Squadrons. A Spearhead Squadron is any Vehicle unit which can and has been taken as a unit of more than one model. A Spearhead Squadron also includes any recent Games Workshop Formation which includes one or more vehicles. Of course, a Spearhead Formation also counts as a Spearhead Squadron.

#### **Compulsory:**

- 1 Heavy, Elite, or Fast
- 1 Spearhead Squadron

#### **Optional:**

- 1 HQ
- 1 Troop
- 1 Elite
- 1 Fast
- 1 Heavy
- 4 Spearhead Squadrons
- 1 Lord of War or 1 Spearhead Squadron containing at least one Superheavy Vehicle

#### **Restrictions:**

None

### Command Benefits:

**Objective Secured:** all non-immobilized Tanks and Walkers in this Detachment enjoy the Objective Secured Special Rule.

**Iron Warlord:** A venerable machine of great honor and martial skill has taken command of this Detachment. Any Walker or Tank may be chosen as your Warlord. They receive a single Strategic Warlord Trait. Any unit within 2" (and any vehicle within 4") of the Iron Warlord may Look Out Sir for the Iron Warlord on a 4+; obviously, this must be attempted before any rolls to penetrate or wound are made.

**Sterner Stuff:** For an additional 15 points the Iron Warlord may gain either the It Will Not Die Special Rule or the Stealth Special Rule (chosen at Army Creation). It may also ignore hull point damage inflicted by Glancing Hits on a 4+. If the Warlord has a total Armor Value (Front+Side+Rear) exceeding 35 including all wargear benefits, the unit instead costs an additional 20 points. If the unit has a total Armor Value exceeding 38 including all wargear benefits, the unit instead costs an additional 30 points. For example, a Dreadnought would cost an additional 15 points ( $12+12+10=34$ ), and a Command Barge would cost an additional 20 points ( $13+13+11=37$ ).

**Overload:** For an additional 5 points, an Iron Warlord which is a Walker may be equipped with a special piece of equipment which acts like the machine equivalent of hyper-adrenaline. At the beginning of any assault phase, you may use the Overload. During this turn, the model's initiative increases by +3 and gains an additional d3 attacks. If the Iron Warlord is destroyed during this turn, it automatically explodes to a range of 1d6+6" instead of 1d6".