

# MASTERS OF THE FORGE

## On Your Tabletop

### Miscellaneous Rules

Please help us by playtesting these rules and messaging us on Facebook or at [mastersoftheforge@gmail.com](mailto:mastersoftheforge@gmail.com).

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# Expanded City Fight Rules

**Large Models and Levels:** Large models may assault units they can “reach” that are on higher levels without actually moving up levels. If a Monstrous Creature or Walker is tall enough that 25% of their height is above the level of an enemy unit, they are considered to be in base contact with that unit as long as the model (not just its base) is within 3” of a model in the target unit.

**Transports and Ruins or Battlements:** If a Transport is open-topped or its top hatch is at the same height as a level in a ruin or a battlement, and the vehicle is within 1” of the ruin level or battlement, then models may disembark onto that level without paying the vertical movement cost to access that level. To do this, the models must make a Move Through Cover roll. If the roll isn’t significant enough to fit all the models on the level or battlement, simply deploy the rest of the models on the ground level.

**Jump Limitations:** Units with jump or jetbike movement may only jump on levels 12” vertically from their current level.

**Scaling Buildings:** You may scale tall building walls by adding all Move Through Cover and Run moves over the course of consecutive turns until you reach the top. You may not shoot while climbing.

**Jumping Down:** Non-jump units may jump from a height. Instead of moving as normal, units whose models are within 6” of the edge of a level may jump down. Each model takes a Dangerous Terrain check. The chance of causing a wound goes up by 1 and the AP of the wound goes down by 1 for every 3” the model jumps beyond the first 3”. For the purposes of Instant Death, the wound’s strength is equal to the number of inches the model jumps down (maximum 10). This means that if you fall 18”, you automatically take the wound and that wound is resolved as if it were Strength 10 at AP 1, effectively suicide for any model with no Invulnerable Save and Toughness less than 6.

**Objectives and Building Detonation:** When an Objective Building Detonates, the building is still removed, but the Objective remains in the same location. The crater left behind is treated as the building only for mission rules purposes.

**Units and Building Detonation:** Models on the battlements of a building suffering a Detonation result that would have been otherwise destroyed instead take falling damage as if having jumped down. After the building is removed, place surviving models in the crater within unit coherency of any models which had already safely moved (if any).

## Greater Destiny Special Rule

A unit with this special ability is destined for greater things than to die now. Their final end will come one day on a battlefield more pivotal than this one. This is a mere stepping stone to their final acts of greatness. When a unit with this Special Rule loses their last wound, replace their model with an Objective Marker. At the start of your next turn, roll a d6. On a 5+, the Character is placed back on the battlefield as close to that Objective Marker as possible with one wound remaining, then remove that Objective Marker. If the Objective Marker is still in play at the end of the game and any mission that uses Victory Points, then it is worth an additional 1 Victory Point to whichever player is holding it.

# 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".

## Formation: Swift Strike Cavalry

In many cases, a fast and mobile cavalry is required for both reconnaissance and striking at flanks. This type of force also excels at chasing down routing enemies.

### Formation:

- 3-5 skimmers and/or flyers capable of skimmer mode, including Infantry units with Vehicles such as these as Dedicated Transports.

### Special Rules:

**Fake:** At the end of their movement phase, you may swap the positions of two Vehicles in this formation as long as they are within 18" of each other. You may only do this once per Formation per turn.

**Juke:** In the assault phase, all Vehicles in this formation which have not been immobilized may move 2d6" in any direction, but may not pivot as they do so.

