

MASTERS OF THE FORGE

On Your Tabletop #30:

The Death Spectres

This copy of “On Your Tabletop” is **Version Beta**. Please help us by playtesting these rules.

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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.

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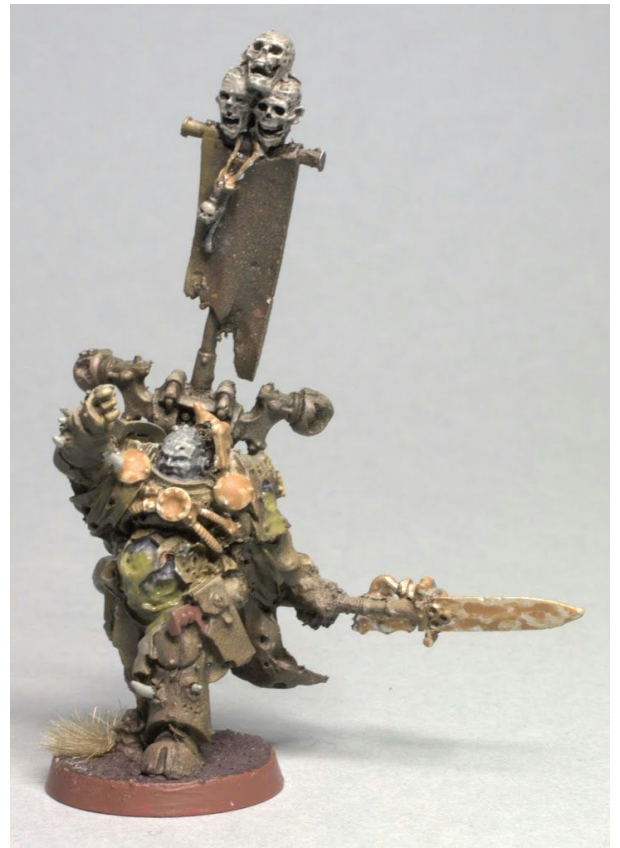
While we have playtested these rules to a point, we are not professional game designers and we both warmly and thankfully welcome any and all feedback regarding this supplement. Please drop us a line with your comments either at our Facebook page or via the contact form on our website.

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Death Spectres: The Rules

Chapter Tactics

The Death Spectres are treated as being Ravenguard for all purposes including Chapter Tactics and availability of any special Ravenguard Detachments and Formations. The Death Spectres may not, however, select special Ravenguard Relics. In addition, the Death Spectres may use some additional benefits and restrictions.

Masters of Time: The Death Spectres are especially adept at the Divination Discipline. After selecting Psychic Powers, a Death Spectres Librarian may select a single power of the Divination discipline as his “Specialization”. He may harness the warp 3+ instead of a 4+ when manifesting that power. In addition, you may Deny the Witch against Divination powers on a 5+ instead of a 6+ whether that power was targeted or not. If your opponent attempts to manifest your Specialization power, you Deny the Witch on a 4+ instead.

Legacy of Vern IV: Death Spectres may not deploy Predator Tanks in their battles as they were all destroyed by the Kabal of the Envenomed Thorn on Vern IV.

The Eye That Pierces: The Death Spectres may not deploy a Chapter Master in their battles.

Incredulity: If your opponent successfully Seizes the Initiative, then all friendly Death Spectres models are Ballistic Skill 2 and Weapon Skill 2 during the first game turn.

New Units

Mesazar

One Detachment using the Death Spectres Chapter tactics may upgrade one Librarian to a the position of Mesazar for 105 points. The Mesazar gains an Iron Halo, +1 Wound, and increases their Mastery Level to 3. In addition to other Librarian upgrades, the Mesazar may select replace their Power Armor with Artificer Armor for 20 points.

Terrorblade

Although no information exists on how the Terrorblade is represented in the Chapter’s background, it is usually found as part of a Command Squad acting in a similar role as the Chapter Champion. You may use the following rules if you are so inclined:

One Detachment using the Death Spectres Chapter tactics may upgrade one model in one of their Command Squads to a Terrorblade for 40 points. This grants the Veteran the “Character” rule and replaces the model’s Bolt Pistol and Chainsword with a pair of Force Lightning Claws. The Terrorblade counts as a Level 1 Psyker who may only select powers from the Divination Discipline. The Terrorblade may only select a Jet Pack and/or Meltabombs as upgrades. If the Terrorblade is in the same unit as another Psyker, it may re-roll failed Glorious Intervention rolls. In addition, while the Terrorblade’s unit is

affected by the Force Psychic Power, the Terrorblade gains a 4+ invulnerable save against wounds caused while it is engaged in close combat.

Chapter Relics

Arquemann: is the Force Sword which was laid at the feet of the Emperor by the Chapter's first Megir. Although the sword is usually carried into battle by the Mesazar, either he or one single Death Spectres Librarian may replace their Force Weapon with Arquemann for 10 points. Arquemann is a normal Force Sword except that its wounds are resolved at AP 2.

Torch of the Vigil: is a Master-Crafted Heavy Flamer which has seen a great deal of action with the Kill Teams of the Jericho Reach. It was awarded to the Deathwatch after they risked their lives to secure the geneseed of a fallen Death Spectres Sergeant. The Torch of the Vigil is a Master-Crafted Heavy Flamer which grants Preferred Enemy: Xenos to its bearer. For 20 points, this wargear is available to one Space Marine with the Death Spectres Chapter Tactics who would normally be able to take a Heavy Flamer. You may also take this Wargear for an Adeptus Astartes Deathwatch member if you are using the Deathwatch rules.

Death Spectres Altar of War:

Suffer Not the Alien, Let the Alien Suffer

A Xenos force threatens to penetrate the outer defenses of the Imperium. It is up to the Death Spectres to launch a pre-emptive strike against this foe and decimate its ability to wage war.

Game Play: Variable game length is in play. The player going second may attempt to seize the initiative.

The Armies: For this mission, the factions will be the Death Spectres versus any Xenos faction.

The Battlefield: Allow for several choke-points throughout the battlefield with impassible or dangerous terrain.

Objective Markers: Place 6 Objective Markers numbered 1-6, but placed upside-down so that neither player knows what number they are before deployment. For this mission, you may only place one Objective in your own deployment zone.

Deployment: Players roll off to determine who chooses to deploy first. After that has been determined, flip the Objective Markers over to reveal their numbers. The Xenos player must deploy their units completely within 6" of any odd numbered Objective, even Infiltrators. Except for Infiltrators, the Death Spectres must Deploy their units within 6" of any even numbered Objective Marker. The Death Spectres player, then deploys their Infiltrating models. The player who deployed first also goes first.

Mission Rules: Maelstrom of War, Night Fighting, Reserves.

Quick retreat, fast reinforcements: When falling back, the board edge closest to the unit is considered that player's home edge. When arriving from reserves, roll a die to determine which table edge they arrive from.

Foresight: If a charge is declared against a unit with the Death Spectres Chapter Tactics in the first game turn, the targeted unit may immediately before charge distance is rolled, move as if using the Hit & Run Special rule, except that if the unit moves off the board edge using this rule, it is destroyed.

Maelstrom of War: The Death Spectres player removes the No Prisoners Tactical Objective from the deck. They place it in front of them as if having drawn it. When they score this mission, they must leave it in play instead of discarding it. The Xenos player does the same except they use the Ascendancy Tactical Objective.

Victory Conditions:

Achieve as many Tactical Objectives as possible. If, at the start of a player's turn, they have fewer than 3 Active Tactical Objectives, they must generate a number of new Tactical Objectives until they have 3. In addition, score 1 point each for Slay the Warlord and Big Game Hunter. Also, the player with the most units within 6" of the center of the table at the end of the game scores 1 Victory Point.

