

MASTERS OF THE FORGE

On Your Tabletop #9:

Those Left Behind Vol. 1

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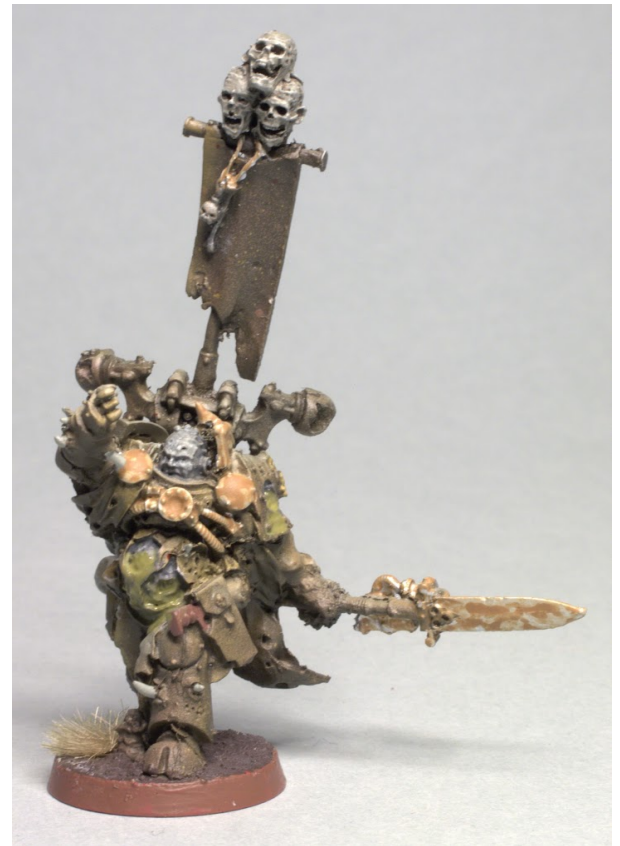
While we have playtested these rules to a point, we are not professional game designers and we both warmly and thankfully welcome any and all feedback regarding this supplement. Please drop us a line with your comments either at our Facebook page or via the contact form on our website.

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New Units

Imperial Commando - 25pts



An Imperial Commando is an elite warrior who works alone in the field, serving a similar purpose to a member of the Officio Assassinorum, but without an Assassin's grueling training or wild fanaticism. Commandos are quite different in their mindset. An Imperial Commando is an independent loner with an ever-unfulfilled grudge or even a deathwish. Imperial Commandos are usually from Death Worlds or are one of a handful of survivors from a catastrophic mission. Commandos are haunted by the experiences of their troubled past.

	WS	BS	S	T	W	I	A	LD	SV
Imperial Commando	5	5	3	3	1	3	2 (3)	9	5+
Sly Marbo	5	6	4	4	3	4	3 (4)	10	5+

Wargear:

- Laspistol
- Lasgun
- Close combat weapon
- Frag Grenades
- Krak Grenades

Special Rules:

- Character
- Stealth
- I Work Alone
- Deepstrike
- Ambush
- Fade Away
- Worst Nightmare (Marbo only)

Options:

- May take one of the following
 - Demolition Charge - 15pts
- May replace their Lasgun with one of the following:
 - Sniper Rifle - 10pts
 - Stalker Pattern Bolter - 15pts
- May replace the close combat weapon with one of the following:
 - Power weapon - 15pts
 - Power fist - 25pts
 - Heirloom weapon - 30pts
- Upgrade to Sly Marbo for 60pts

- Demolition Charge
- Replace laspistol with Ripper Pistol
- Replace close combat weapon with Envenomed Blade

I Work Alone:

This character can neither join nor be joined by a unit, including an Independent Character

Ambush:

This character does not scatter nor takes any dangerous terrain tests when it Deepstrikes. They also may only be hit on a natural roll of “6” in any phase of the first or second turn. Note that this does mean that templates, blasts, and other attacks which automatically hit still affect the unit as normal. In addition, this character enjoys a +2 initiative on their first turn of a close combat (including initiative tests for Sweeping Advance).

Fade Away:

If, at the end of the controlling player’s turn, this character is not engaged in Close Combat and is within 3” of a piece of terrain (including fortifications and wrecked vehicles), then they may be removed from the table and placed into ongoing reserves, deepstriking on the controlling player’s next turn.

Worst Nightmare:

Marbo has the Fear special rule. If an opponent is immune to the Fear effect, they are still affected, but instead of reducing their skills *to* 1, they are instead reduced *by* 2.

Ripper Pistol:

Str X, AP 2, Sniper, Pistol.

Envenomed Blade:

Str User, AP 2, Poisoned 2+ (4+ for gargantuan monstrous creatures).

Heirloom Weapon:

This is a power weapon which has been with the Commando for as long as he can remember. It is a treasure from the Commando’s past, likely a weapon which once belonged to a beloved family member or looted from the world of a dread enemy. This weapon grants the wielder Hatred.

Grand Master Mordrak - 230pts

Original request/idea by Arti Ashley



	WS	BS	S	T	W	I	A	LD	SV
Grand Master Mordrak	6	5	4	4	3	5	4	10	2+

Unit type: Infantry

Unit composition: 1 Grand Master Mordrak

Wargear:

- Terminator Armor
- Storm bolter
- Master-crafted Nemesis Daemon Hammer
- Frag grenades
- Krak grenades
- Psyk-out grenades
- Iron halo

Special Rules:

- The Aegis
- And They Shall Know No Fear
- Independent Character
- Preferred Enemy (Daemons)
- Psyker (Mastery Level 2)
- Purity of Spirit
- Ghost Knights of Mortain

Warlord Trait:

- First Into the Fray

Psyker

Grand Master Mordrak generates his powers from the Daemonology (Sanctic), Divination, Pyromancy, Telekinesis and Telepathy disciplines.

Grand Master Mordrak also knows the power “**Summon the Fallen of Mortain**” which is a Warp Charge 2 power that adds 1d3 Grey Knight Terminators with no upgrades to a unit of Ghost Knights. These new models must be placed within unit cohesion of a model in the unit which was not summoned this turn.

Ghost Knights of Mortain:

When building your army list, if your army includes Grand Master Mordrak, you may select one unit of Grey Knight Terminators in the same detachment and designate them as the Ghost Knights of Mortain. This unit has no battlefield role and does not use up a force organization slot (and therefore

will likely not enjoy the Objective Secured rule). This unit of Terminators may take upgrades as normal but may not purchase a dedicated transport.

The Ghost Knights of Mortain begin the game off the table. At the end of the controlling player's psychic phase, Mordrak may summon forth the Ghost Knights of Mortain as if they were deepstriking with no scatter. The Ghost Knights must be summoned within **12"** of Mordrak. If they are summoned within **2"** of Mordrak, he immediately leaves any unit he is in and joins the Ghost Knights' unit instead. This does not count as a psychic power and thus does not use Warp Charges and may not be denied.

Veteran Sergeant Lysander - 40pts

A single Tactical Squad that is part of an Imperial Fists detachment can upgrade its Sergeant to Veteran-Sergeant Lysander for 40 points. Captain Darnath Lysander can not be part of an army featuring Veteran-Sergeant Lysander.



	WS	BS	S	T	W	I	A	LD	SV
Lysander	4	4	4	4	1	4	2	10	3+

Unit type: Infantry

Wargear:

- Power Armor
- Chainsword
- Bolter
- Bolt Pistol
- Frag Grenades
- Krak Grenades
- Teleport Homer

Special Rules:

- And They Shall Know No Fear
- Chapter Tactics (Imperial Fists)
- Combat Squads
- Fortify (Codex: Space Marines p. 92)
- Special Issue Ammunition (Codex: Space Marines p. 125)
- Perfected Bolter Drill

Perfected Bolter Drill:

When making use of the Imperial Fists Chapter Tactics rule "bolter drill", Lysander and his squad re-roll all failed to-hit rolls, not just results of 1.

Necron Pariah - 136pts



	WS	BS	S	T	W	I	A	LD	SV
Pariah	4	4	5	5	1	3	1	10	3+

Unit type: Infantry

Unit composition: 4 Necron Pariah

Upgrades: May purchase up to six additional Pariah for 34 points each

Wargear:

- Warscythe

Special rules:

- Soulless
- Psychic Horror
- Warp Void

Warscythe: A heavy close-combat weapon, much like a halberd, with a built-in Gauss Flayer. The blade vibrates in and out of phase with reality, completely ignoring armour-related saves in close combat (dodge-like invulnerable saves stand). Attacks against vehicles are made at 2d6+Strength.

Soulless: The sight of these very human-looking robots is very unnerving to any real human, and an abomination in the eyes of the God Emperor. Any unit within 12" of a Necron Pariah, that contains humanoids in some form (Imperium forces, Chaos Space Marines, (Dark) Eldar, Tau etc.) have their Leadership reduced to 7. If their Leadership was 7 or lower to begin with, nothing happens. Orks are not affected, as they don't care about looks as long as there's krumpin' to be done.

Psychic Horror: Any Psyker that begins their turn within 6" of a Necron Pariah must take a Morale test. If they fail, the psyker, and any squad they are in, flee. In squads of multiple Psykers, half the number of psykers (rounded up) must take the test.

Warp Void: At the start of every Psychic Phase, for every five Pariahs on the table (regardless of what squad they are in, or if they are fleeing) the controlling player adds one dispel-die. If you have three full squads of 10 Pariah you get six dice. If you have a squad of four and a squad of five (for a total of nine) with one Pariah fleeing you still have two dice (total of ten Pariah on the table).

MoFo Mission

Stop The Ritual

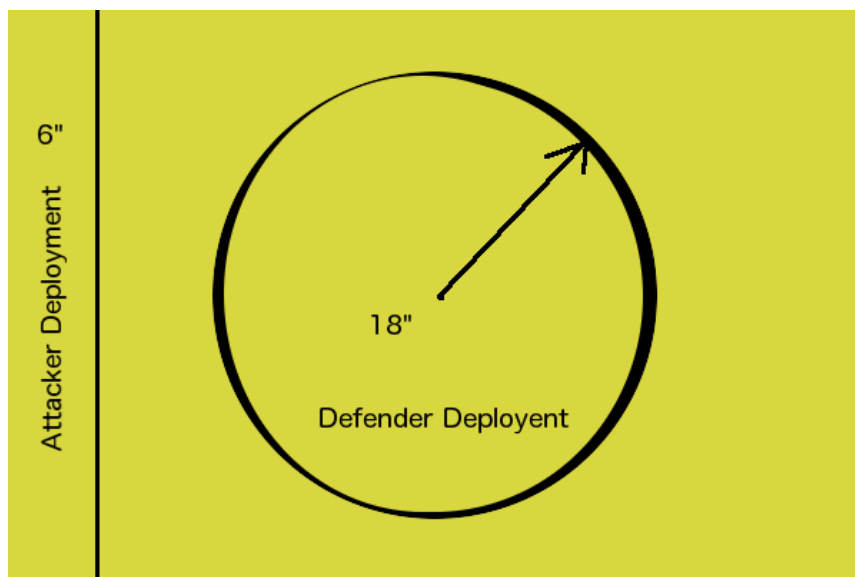
The Grey Knights have responded just in the nick of time to a grave threat to the region. A force of Chaos followers have found several relics which can be used to summon forth a great host of Daemons and throw the balance of power in disarray.

The Armies:

The forces of Chaos (defender) are allowed to bring 25% more points than the Imperium player (attacker).

The Battlefield:

The Chaos player places an ancient ruin directly in the center of the table and three other pieces of ancient ruins terrain within 3" of that ruin. Woods and archaic ruins are recommended for the rest of the board, but this is left to the players' discretion.



Deployment:

The defender first deploys within 18" of the center of the table. They may deploy any of their units in a Summoning Ring (see below). For each Summoning Ring the defender deploys, place an Objective in its center. This is not a Mysterious Objective.

The Imperium player then deploys within 6" of any one short table edge. This table edge becomes the Attacker's Table Edge and the opposite side is considered the Defender's Table Edge.

Mission Special Rule - Summoning Ring:

A Summoning Ring is simply a unit of models which have been arranged in a circular formation. The Summoning Ring may not move, shoot, or use psychic powers in any way unless forced to do so by the enemy or the environment (morale, being assaulted, etc.). Note that Overwatch is an elected action and may not be taken by models in a Summoning Ring.

No unit may join a Summoning Ring, nor may a unit create a Summoning Ring during the game. All Summoning Rings are obscured by the coruscating energies surrounding them, so they enjoy the Shrouded special rule. Units in a Summoning Ring do not generate Warp Charges and may not manifest Psychic Powers. A Summoning Ring which is reduced to less than 5 models is considered broken as is a Summoning Ring which is forced to move in any way (morale, etc.). A Summoning Ring which is broken may act normally as if they were not in a Summoning Ring.

First Turn:

Roll randomly to determine who will go first.

Game Length:

This mission uses standard random game length.

Primary Objectives:

The defender receives 5 Victory Points for each non-broken Summoning Ring; if the Summoning Ring contains psykers, receive 7 Victory Points instead. The attacker receives 1 Victory Point for each slain enemy unit.

Secondary Objective:

Either defender or attacker receives 1 Victory Point for each held Objective.

Tertiary Objective:

Slay the Warlord, First Blood, and Linebreaker are each worth 1 Victory Point