

# Spearpoint Platform (Sledgehammer) (Ageis Pattern)



Ageis Forgeworld is a fairly new forgeworld built by the Mechanicus. Intended to be a Bastion against flare ups from the Eye of Terror, the forgeworld has proven to be a bit of headache for the adepts of Mars. The leading Magos of Ageis is a controversial radical known as Adolphus Wogicus who has claimed to find various new meanings in existing STC data that more conservative elements are still treating as controversial at best and downright heretical at worst. While the priests of Mars debate the question of the machine god's involvement in the weapons design, there is no one who can doubt their effectiveness.

The Spearpoint platform or "sledgehammer" as those who use them tend to refer to them is the Ageis Forgeworld spearpoint antitank gun mounted on a towable platform. The platform mount allows for a number of benefits for the gun and has allowed it to be upgraded to carry various options over its vehicle mounted counterpart.

Imperial Spearpoint platform					
	Points	BS	Armor		
			front	side	rear
Platform	240	3	11	10	10

**Substitution:** A spearpoint platform may be taken anywhere that an earthshaker platform may be taken.

**Type:** Immobile, Open-Topped

**Structure:** None

**Crew:** Imperial Guard

**Transport:** None

**Fire Points:** None

**Access Points:** None

**Options:** The Spearpoint platform may take any upgrades available to the earthshaker platform.

**Weapons:**

Spearpoint Anti-tank gun (with Carriage Mount)

**Modeling:** The spearpoint is a 1/35 WWII german 88mm flak gun on a towed carriage.

#### SPECIAL RULES

**Spearpoint Anti tank gun:** The spearpoint antitank gun is a redesign of the earthshaker cannon removed from its standard mounting and with the bore size decreased. Further, traditional earthshaker high explosive rounds are replaced with solid adamantium slugs. The result is a gun with a fearsome armor penetration. Unfortunately with the explosive warhead removed, the weapon is limited in its ability to detonate enemy tanks, but has proven very effective at rendering them inoperable.

Range	Str	AP	Special
72"	10	1	Titan Killer (D2), Heavy 1, No HE

The spearpoint's warhead is not explosive and therefore while it can kill tanks very effectively by shattering components as it generally passes through the hull, it will rarely cause them to explode. Therefore if the spearpoint gets a result of 4+ on a penetrating hit or on the war machine catastrophic damage table, only apply the results as if a 4 had been rolled.

**Carriage Mount:** The carriage mount of the spearpoint allows it to act in a number of capacities not available to its tank mounted version. In the first instance, a large balst shield is added to improve the front armor. The carriage mount also grants access to siegeshells, and gives the mount a limited anti air capability.

**Siegeshells:** Cost no additional points and trade a little bit of the gun's range by making a shell that can deform on impact, while still maintaining the original hitting power desired. These shells can cause horrific damage to walls and other constructions as their slightly more spread effect weakens foundations and cracks concrete and steel. At the same time, siegeshells are totally ineffective against enemy armor, generally bouncing harmlessly off. A spearpoint platform may only be armed with one or the other type of shell, unless it has a trojan supply vehicle as an upgrade.

Spearpoint with Siege Shells

Range	Str	AP	Special
54"	10	1	Heavy 1*

If firing siege shells at a structure, the resultant damage roll on the structure damage table is increased by +2, against a vehicle, the resultant roll is decreased by -2.

**Limited AA:** The Carriage mount grants the spearpoint platform a limited elevational mount. While not a true AA mount, it does make the gun slightly more effective. The spearpoint platform only needs a 5+ to hit aircraft.