

MASTERS OF THE FORGE

Narrative Campaign

Battle of the Fang

Please help us by playtesting these rules and messaging us on Facebook or at mastersoftheforge@gmail.com.

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New Heroic Psyker Rules: The Wyrd of Fenris

On the world of Fenris, the world rages against interlopers and the Rune Priests harness this immense power of the Wyrd against their enemies.

Defender of the Fang: Any Psyker may purchase the ability to harness the Wyrd of Fenris for 150 points.

Heroic Psychic Powers: These powers may be used by a Psyker to boost one or more of the powers they know. During a game, they may choose to use either the standard version of the power or the Heroic version. These powers may boast a Warp Charge greater than 3, but may still be harnessed by any Psyker. The Wyrd is also very enticing; a Psyker which suffers a Perils of the Warp while channeling a Heroic Psychic Power ignores all other Perils of the Warp results for the remainder of the game turn. These massive powers may never be channeled while the psyker is embarked on a vehicle as the massive force of casting would rip apart even the mightiest of war machines.

Plumbing the Ley: One psyker on Fenris may channel power directly from the world itself, adding three dice to his Warp Charge pool at any time during each Psychic Phase.

Living Lightning: When this power is manifested Heroically, the range is unlimited and increases to Assault 5. In addition, the shots gain the Haywire special rule.

Storm Caller: When this power is manifested Heroically, no roll is necessary; it automatically takes effect as if the Psyker had scored 10 successes on his Psychic roll. In addition, he may target one other unit within 12" to also benefit from the power.

Tempest's Wrath... Warp Charge 2: When this power is manifested Heroically, the range is unlimited and may be manifested multiple times in the same round by the same Psyker unit.

Thunderclap... Warp Charge 3: When this power is manifested Heroically, the number of shots is doubled.

Murderous Hurricane... Warp Charge 4: When this power is manifested Heroically, it is Assault 3 instead of Assault 1 and the range is unlimited. Also, the power may be manifested multiple times in the same round by the same Psyker Unit.

Fury of the Wolf Spirits... Warp Charge 3: When this power is manifested Heroically, the range is unlimited". Also, the Fury of Freki is Assault 6 and the Fury of Geri is Assault 3.

Jaws of the World Wolf... Warp Charge 3: When this power is manifested Heroically, place a small blast template over the affected model. Each individual model under the template is affected instead of just one model.

Scenario 1: Guerilla Strike

When an enemy invades your home, you will use whatever resources you have at your disposal to show them how grave a mistake this is.

The Armies

This mission is best used with smaller games. The players are representing small forces of Defenders ambushing elements of an enemy interloper. We suggest the Defender build 750 point lists while the Attackers build 1000 point lists. You may even wish to use the Killzone rules.

Game Play

Both players roll off to see who decides to deploy first. The player deploying first also goes first unless their opponent can seize the initiative. This game uses random game length.

The Battlefield

A 4x4 table laden with terrain is best suited for this scenario.

Objectives: Players take turns setting up 4 Objective Markers.

Deployment: Dawn of War

Special Mission Rules

Home Field: All of the Defender's units receive the Stealth and Move Through Cover Special Rules. If the unit has the Infiltrate Special Rule, they enjoy the Shrouded special rule instead. In addition, the Defending player enjoys one additional Warp Charge Dice in each Psychic Phase.

Scoring and Victory Conditions

The Defender receives 2 Victory Points for each destroyed enemy unit. The Attacker receives 3 Victory Points for each held objective at the end of the game. 4 Objectives are placed for this mission. Slay the Warlord, First Blood, and Linebreaker are each worth 1 Victory Point for the Defender.

Scenario 2: Hide & Seek (Zone Mortalis)

The enemy is all around you, but you're really only looking for one individual.

The Armies

You may play with any sized Zone Mortalis force. As with the other scenarios, you must determine an Attacker and a Defender. The Attacker possesses a numerical disadvantage, having invaded the Defender's ship with a small contingent. The Attacker builds their list with 25% less points than the attacker.

Game Play

Both players roll off to see who decides to deploy first. The player deploying first also goes first unless their opponent can seize the initiative. This game uses random game length, but modified. On turns 1-6, the game continues. At the end of game turn 7, the game continues on a 3+. At the end of game turn 8, the game continues on a 4+. The game automatically ends at the end of game turn 9.

Battlefield:

Your Zone Mortalis board should contain as many locked rooms as possible. Also,

Special Mission Rules

Night Fighting, Reserves, Zone Mortalis

Ambush: The Attacker may hold units in reserve for Ambush and that player MUST hold their Warlord as an Ambusher. Ambushing units do not arrive from reserves as normal. Instead, whenever the Defender opens a door, roll a die.

On a 1-3, the room is on fire and presents a hazard to anyone nearby. The revealed room is considered Dangerous Terrain and space within 4" of the door suffers from the Cold Void & Poisoned Air rules. Place a single Plasma Fire marker (about 40mm diameter) in the center of the room; this marker is Deadly Terrain.

On a 4-6, the room contains one of the Attacker's reserved units, determined randomly. The unit revealed in this way may not be assaulted this turn.

At the end of turn 5, any doors that were left closed are immediately opened, revealing their contents.

After all rooms have been opened, if there are any remaining Ambushing units, they immediately arrive from reserve from any valid entrance or exit point as normal.

Scoring and Victory Conditions

The main goal of this scenario is for both sides to annihilate each other, mimicking the Search and Destroy mission from the Zone Mortalis supplement. Score 1 Victory Point for each killed enemy unit. Somewhat mimicking the Sabotage mission, the Defender may attempt to extinguish any Plasma Fire marker. They may do so by moving any three of their models onto the marker, the troopers giving their lives to save the ship. When this happens, the marker is removed and all negative effects in that room and the hallway outside are ended.

For each Plasma Fire extinguished, the Defender scores 2 Victory Points. For each Plasma Fire left burning, the Attacker scores 1 Victory Point.

Additionally, Slay the Warlord scores 3 Victory Points.

Scenario 3: Switchback

The Attacking force is attempting to take as much ground in the Defender's underground complex as possible in a series of dramatic pushes and they're soon wading in the blood of the fallen.

We recommend playing this scenario only if you have an entire day to kill.

The Armies

Again, the Attacker is blessed with extra forces. They make two 2000 point lists. The second list must contain at least one Lord of War. The Defender may only take a single 2000 point list and may not select a Lord of war, however, they may purchase 1000 points in Fortifications. If playing this game narratively, a Primarch may be added to the Attacker's 2nd wave of forces. Fliers may not be taken in this scenario.

Game Play

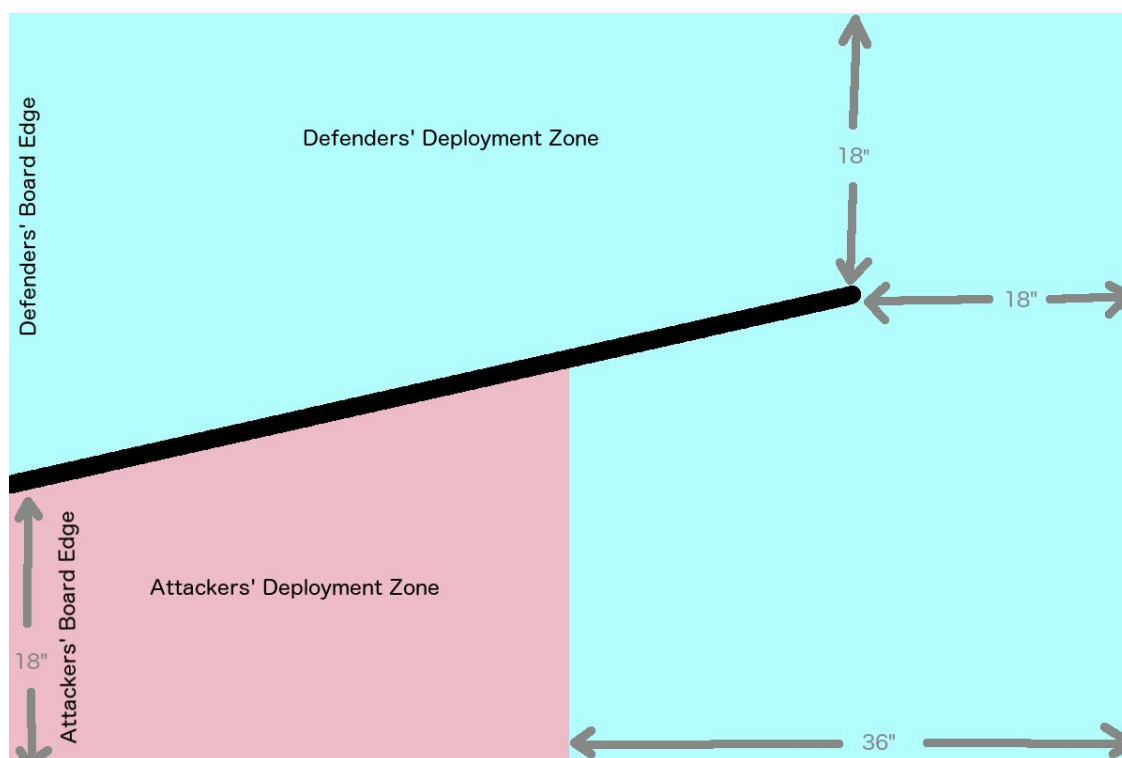
In this scenario, the Defender always deploys first while the Attacker always goes first.

This game uses modified random game length. On turns 1-8, the game continues. At the end of game turn 9, the game continues on a 3+. At the end of game turn 10, the game continues on a 4+. The game automatically ends at the end of game turn 11.

Battlefield

This game is played on a standard 4' x 6' board, but the only terrain placed should be the Fortifications placed by the Defender. Additionally, a wall runs 4' down the length of the center of the board at a pitched angle. No line-of-sight may be traced through the wall and no units may pass through it, even those with jump movement. In lieu of anything else, a strip of masking tape can work fine for this feature.

Deployment: The Attacker's deployment Zone is 36" up the board from the narrow end of the switchback to the middle of the battlefield. The Defender may set up anywhere else.



Special Mission Rules

Night Fighting

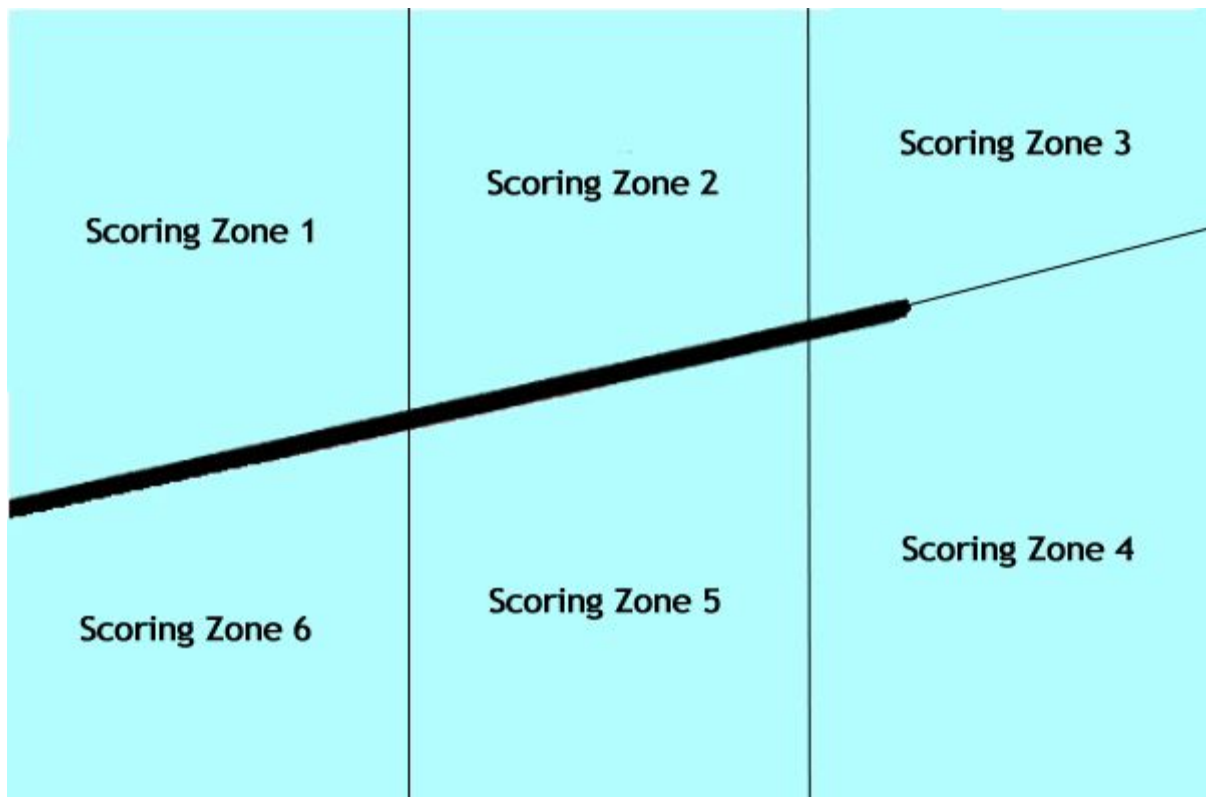
Indoors: Barrage weapons may not be used during this scenario.

Superior Position: Attacking forces do not enjoy cover saves from the Fortifications, though the Fortifications may still block Line of Sight.

Staggered Deployment: Units may not be held in reserve. The Attacker deploys their first list and when the units from that list have been exhausted, their entire second list arrives from reserve. If any models cannot arrive from reserve due to space issues, then they go into Ongoing Reserves.

Scoring and Victory Conditions

Divide the table into 2' bands along the long table edge. The center wall bisects these bands so that we have 6 different regions of the table.



The Attacker scores 3 Victory Points for each region which contains no Defending units. The Defender scores 1 Victory Point for each region which contains a Defending unit. Note that Buildings held by the Defender count as a Defending unit. The Defender scores 3 Victory Points if they still have a unit in the region along their own Board Edge.

Players also score 1 Victory Point for each enemy unit destroyed.

First Blood, Linebreaker, and Slay the Warlord are in play for 1 point each except that the Defender scores 4 Victory Points for Slay the Warlord instead of 1.