

MASTERS OF THE FORGE

Narrative Campaign

Death of Antagonis

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

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New Rules

Emperor, curse thy servants that we might feel Thy shaping hand. Forge them fire and bone that we shall evermore mightily defend Thee. Mould them, O Emperor, our Father and Saviour of man and for the glory of Thy Name deliver Thy enemies unto us (O Emperor, hear our prayer) and let the cry of our rage come unto the heretic. Bless the curse!

New Unit: Dragon's Claws

Points: 150

Faction: Space Marines (Black Dragons)

The Dragon's Claws are a special unit only available to a Black Dragons detachment. These warriors appear almost engorged with their genetic blessings. They also brandish powerful, Adamantium-covered Bone Blades which can spring from their forearms in close combat. Even their armor is specially-designed to make room for this ability.

	WS	BS	S	T	W	I	A	Ld	Sv
Dragon's Claws Assault Marine	4	4	4	4	1	4	1	8	3+
Dragon's Claws Sergeant	4	4	4	4	1	4	2	8	3+
Dragon's Claws Veteran Sergeant	4	4	4	4	1	4	2	9	3+

Unit Type:

- Jump Infantry. Sergeant and Veteran Sergeant are Jump Infantry (Character).

Unit Composition:

- 4 Dragon's Claws Assault Marines
- 1 Dragon's Claws Sergeant

Wargear:

- Power armor
- Bolter
- Bolt Pistol
- Bone Blades
- Frag grenades
- Krak grenades
- Jump pack

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Chapter Tactics: Black Dragons (See the On Your Tabletop - Adeptus Astartes Rules supplement)
- Feel no Pain
- Rage
- Fear

Options:

- May include up to five additional Dragon's Claws Assault Marines - 30 pts/model
- Any four Dragon's Claws may replace their bolt pistols and chainswords with a flamer
- May upgrade the Dragon's Claws Sergeant to a Veteran Sergeant - 10 pts
- The Dragon's Claws Sergeant or Veteran Sergeant may replace his bolt pistol with one of the following:
 - Infernus-pistol - 15pts

- Plasma pistol
- The Dragon's Claws Sergeant or Veteran Sergeant may take items from the Melee Weapons list.
- The Dragon's Claws Sergeant or Veteran Sergeant may take Melta bombs
- The entire squad may remove their jump packs, changing their unit type to Infantry. The Dragon's Claws Sergeant or Veteran Sergeant changes his unit type to Infantry (Character) instead. They may then take a Drop Pod for free as a Dedicated Transport.

Bone Blades: The Space Marine has a pair of bony protuberances which jut from his forearms which he uses like a pair of blades. For some, they are retractable, but in others they are not. They are always covered in tough Adamantium. These blades count as a pair of close combat weapons with the following profile:

	Range	S	AP	Type
Bone Blades	-	User	4	Melee

Other close combat weapons do not count for additional attacks for a model with Bone Blades. The Dragon's Claws' Bone Blades are immune to any special rule which would be described as disarming them such as the Eldar ability, "Disarming Strike".

New Characters

	Pts	WS	BS	S	T	W	I	A	Ld	Sv
Sergeant Toharan	+12	4	4	4	4	2	4	2	8	3+
Captain Toharan		90	5	4	4	4	3	4	3	9
3+/4++										
Sergeant Volos	+40	5	4	4	4	3	4	2	9	3+
Captain Volos	135	5	4	4	4	4	4	3	10	3+
Canoness Setheno	150	4	4	3	3	3	4	3	10	3+/4++
Inquisitor Lettinger	30	4	4	3	3	3	4	3	10	4+

Toharan

'Because I have a vision for our Chapter. I have duties to perform that extend far beyond winning the next battle.' The truths, each more simple and pure than the last, kept thundering in on him and his hearts expanded with hope and joy. And hunger.

A clean-faced Sergeant and, later, Captain of the Black Dragons' 2nd Company. As the story of the Death of Antagonis progresses, he proves himself to be prone to manipulation and delusions of grandeur. His courage and intelligence make him a prime choice for Chapter leadership, but his insecurities and arrogance make him a poor Captain. Volos later hints that these insecurities may have been a product of a class society within the Black Dragons favoring those who are "Blessed". This bred resentment and a lust for power and a desire for control over his own destiny which eventually corrupted Toharan.

Note: use Sergeant Toharan for scenarios 1-3 and Captain Toharan from scenario 4 and on.

Special Rules:

- Chapter Tactics: Black Dragons
- And They Shall Know No Fear

Wargear:

- Power armor
- Bolter
- Bolt Pistol
- Chainsword

- Frag grenades
- Krak grenades
- Iron Halo (after scenario 3)

Volos

'I am not tainted,' he whispered. 'I am *not* tainted,' he repeated, praying now. 'The Emperor is my light, and my arm is eternally and solely at his service, until death releases me.' For a flashing moment, he found himself wishing Setheno were here. But her words came to him: *You are the Emperor's monsters. And you are necessary.* They were a dark comfort.

A reluctant and overly modest leader, Volos is a monster of an Astartes. He towers over many of his Battle Brothers. He is loyal to his contemporaries, but he does not suffer from the blindness that sometimes comes from such loyalty. In many ways he is much wiser than most of his comrades. Wise enough to question himself and seek the advice of others. He is also wise enough not take too much for granted... insofar as much as a Space Marine is capable, at any rate.

Note: use Sergeant Volos for scenarios 1-4 and Captain Volos from scenario 5 and on.

Special Rules:

- And They Shall Know No Fear
- Combat Squads
- Chapter Tactics: Black Dragons
- Feel no Pain
- Rage
- Fear

Wargear:

- Power armor
- Bolter
- Bolt Pistol
- Bone Blades (Scenarios 1-2)
- Changed Bone Blades (after Scenario 2)
- Frag grenades
- Krak grenades
- Jump pack

Changed Bone Blades: Volos's Bone Blades have been altered by Tzeench's touch. They strike at AP 2 and have Armorbane.

Canoness Setheno

'Oh faithless of Aighe Mortis,' proclaimed the cold saint. 'You have abandoned your God-Emperor, turned your face from his light, and made covenants with the archenemy. And behold.' She raised her arms, and her hands appeared to grasp the convulsing heavens. 'The Emperor sends his judgement with fury. You are vile, you are doomed, and you will know such agony that the world will crack with your screams.'

This Adepta Astartes Canoness is a cold and calculating figure who is sometimes referred to as "The Gorgon". Her devotion to the Emperor is absolute. She will, without a second thought, forsake all else in his name. Setheno may be cold, but she's not inhuman. She simply possesses a perfect clarity of purpose that most people never know, let alone pursue.

Special Rules:

- Fearless
- Aegis
- Act of Faith
- Shield of Faith
- Confedant
- Perfect Clarity
- Anchor of Reality

Wargear:

- Power armor
- Bolt Pistol
- Skarprattar
- Frag grenades
- Krak grenades

Confedant: The Canoness sees something in Volos and his men which must, ultimately, cleanse the Black Dragons of the dark forces at work in their midst. For the purpose of the scenarios presented in this supplement, Canoness Setheno is a Battle Brother to any unit of Dragon's Claws.

Necessary: Setheno knows what must be done to serve the Emperor and forward his mission. She lets nothing distract her. Not only that, but by merely being in the presence of "The Gorgon", her allies are reminded of the importance of their grim loyalty to the emperor. Setheno and all friendly units within 12" of her may re-roll any and all Leadership checks.

Perfect Clarity: Setheno is not easily tricked by the works of Chaos. Not only that, but she is a witch's bane. Setheno may re-roll all Deny the Witch rolls. In addition, Setheno may, at the beginning of her shooting phase, remove a single Blessing or Malediction from a unit within 12". She need simply pass a Leadership check and the Blessing or Malediction is dispelled.

Skarprattar: Setheno wields a mighty and ancient weapon once belonging to Saint Demetria which devours daemons, sorcerers, and witches with equal glee. It also has the rare ability to deflect incoming fire whether it be Bolter shells or Warp Blasts. Skarprattar grants Setheno a 4+ invulnerable save. When striking Daemons, Skarprattar ignores invulnerable saves. Otherwise, it has the following profile:

	Range	S	AP	Type
Skarprattar	-	+1	3	Melee

Inquisitor Lettinger

It was wrong. Part of him knew this, the part that still held to the credo of Mondominance, and it clamped down on him with iron ferocity, filling him with the most profound guilt. But the guilt was its own narcotic, leaving him tingling with the visceral reminder of his own fundamental morality.

Much like Toharan (and, indeed, most of the characters in this book), Inquisitor Lettinger is a prime example of how the line between savior and monster are often blurred in the 41st Millennium. He is supposed to represent the greater interests of the Imperium in all matters, yet he carries it too far and becomes that which he hunts, all in the name of personal ambition, a need to be in control, to change and shape things to *his* design, and to experience that great design in all its *wrongness*.

Special Rules:

- Independent Character
- Stubborn

Wargear:

- Carapace Armor
- Auto Laspistol
- Frag grenades
- Krak grenades

Auto Las Pistol: This is a master-crafted Laspistol.

A Note on Missions With a Game Master

The first two scenarios of this Supplement involve the direction of a Game Master. The reason for this is that these missions are extremely non-standard and it may be necessary to have an objective individual whose only goal is to ensure the other player(s) have a fun game. If this does not sound enjoyable for any of the players, we suggest skipping these scenarios. This role is similar to the Master of Disaster in Apocalypse. See Jervis Johnson's article on Game Mastered games in White Dwarf Issues #400 and #401.

Scenario #1: The Fight to Lexica Keep

'If we stop,' Kervold yelled over the roar of the inferno cannon's spray of ignited promethium, 'we'll be finished.' Ahead of them, the dead looked like a solid mass.

'Then don't stop,' Toharan replied. 'Not for any reason...'

In the Fight to Lexica Keep, Squad Pythios of the Black Dragons Space Marines 2nd Company and elements of the 4th and 25th Companies of the Imperial Guard's Mortisian Regiment are trying to make their way through waves of zombie-like humans. This would be almost bearable if it were not for the fact that they must also protect their charges: several civilians along with Lord Danton and his family.

In this battle, one or two players take control of the Space Marines, the Imperial Guard, and the civilians. A Game Master takes control of the zombies.

This is a Gauntlet-style mission. The individual challenges for the Players will not be overly difficult. Instead, they will be whittled down a little at a time as they try desperately to keep the civilians alive. The GM's job is to make sure the scenario is fun for everyone and to bring in the reserves at just the right moment.

The Armies

Throughout this scenario, the GM will use eight **Zombie Tokens**. These are provided on the back of this packet for you to print. All you need to do, then, is cut them out along the solid lines and fold them along the dotted lines and you have your tokens!

These Zombie Tokens represent the millions of undead in the city - each is a pair of 4"-long stand-ups. Imagine, as they move towards the Players, they the leading edge of a mass of zombies that extend beyond their vision. This is not a perfectly accurate representation, but it should do well in the abstract.

Each pair of Zombie Tokens has the following profile:

		WS	BS	S	T	W	I	A	Ld	Sv
Zombie Tokens	3	0	3	3	-	3	8	7	-	

Unit Type:

- Infantry

Unit Composition:

- 1 pair of Zombie Tokens

Special Rules:

- Infinite wave
- They're everywhere!
- Infected
- One Goal
- Slow to React

Infinite Wave: Both Zombie Tokens in a pair must always be touching in some way. They do not have wounds. Instead of losing wounds, whenever they are dealt a wound, they are pushed 1" away from the unit of civilians, including on overwatch. When Zombie Tokens pile in, they may do so against a unit they are not currently engaged with, if possible. When a Zombie Token is pushed off the table by damage, it returns at the same point of the table edge on the next turn.

Note that, in close combat, Zombies are only moved back after all Close Combat has been resolved.

They're everywhere!: Templates deal 3d6 hits to a Token, large blasts deal 2d6 hits to a token, and small blasts deal 1d6 hits to a token. Even if a blast does not touch a token, the nearest Zombie Token is hit. This, of course, does not protect a friendly unit from a hit which accidentally scatters on them.

Infected: When an Imperial Guardsman is killed in close combat by a Zombie Token, it is now counted as part of the undead horde which killed them. For all intents and purposes, the Zombie Guardsman is now in a unit with the Zombie token which killed it. It must remain in unit cohesion with that Token, and may have wounds allocated to them by the player any time the template is wounded instead of moving the Token back. It is best to keep the Zombie Token between the Imperial players and any Zombie Guardsmen during the battle just to avoid confusion.

The Guardsman has the exact same stats and wargear as it had when it was a Guardsman except that it becomes quite poor at shooting its ranged weapons, so therefore reduces its Ballistics Skill down to 1. Note that neither Survivors nor Space Marines become Zombies when they are killed.

One Goal: The zombies' goal is always to kill as many civilians as possible.

Slow to React: Zombies may not execute a sweeping advance.

The Black Dragons Space Marines in this scenario are represented by a squad of ten tactical marines with Bolters led by Sergeant Toharan who is represented by a Veteran Sergeant.

When the GM deems the time is right, likely on Turn 5 or 6, Tactical Squad Pythos will be joined by the Dragon's Claws. These reinforcements include ten Dragon's Claws (detailed earlier in this supplement) led by Sergeant Volos. For options, give the Dragon's Claws four flamers.

The Black Dragons gain the following special rules:

Death Machine: Black Dragons Space Marines have two wounds each for this scenario. In addition, they are not impeded by Zombie Tokens. They are allowed to move through them, pushing the Tokens aside as they move. To represent this, actually push the Zombie Token out of the way as you move your model. This means that it is actually possible for two or more Marines to actually push back Zombie Tokens.

Additionally, the Black Dragons may pile in any number of inches whenever a Zombie token is pushed back by their damage in close combat.

Independent Character: Each Black Dragons Space Marine is an Independent Character for this scenario and may break away from their unit or join with another one at any time.

It Will Not Die: Each marine has this special rule.

Protector of Humanity: Black Dragons Space Marines may Look Out, Sir! for any model within 4" at any time.

Thunderhawk Insertion: The Dragon's Claws are inserted into the combat from the *Battle Pyre*, their Thunderhawk gunship and, therefore, deepstrike without scattering when they arrive.

The **Mortisan Guard** are represented by sixty regular guardsmen in three squads of twenty, each with two sergeants. No upgrades are purchased for the Imperial Guard. These Infantry are accompanied by three Hellhounds with Heavy Bolters. One of these Hellhounds is Colonel Kervold's command vehicle. This Hellhound is capable of giving orders as if it were a Company Commander.

The Zombie tokens may attack the Hellhounds. When they do so, they do not deal hull points. Instead, they throw

themselves into the treads. For every “6” Zombies roll to penetrate the armor of a Hellhound, it gains a “Bogged Token”. There is no limit to the number of Bogged Tokens a Hellhound may have.

For every Bogged Token the Hellhound has, it reduces all movement by 3”. This means that a Hellhound with two Bogged Tokens moves 0” at combat speed and 6” at cruising speed. A Hellhound may choose to not move at all for the duration of a turn to clear the Zombie parts out of their treads and remove all Bogged Tokens.

There are also twenty-six **survivors**. They move as a unit and have the following profile:

		WS	BS	S	T	W	I	A	Ld	Sv
Survivor	2	2	3	3	1	3	1	6	-	

Game Play

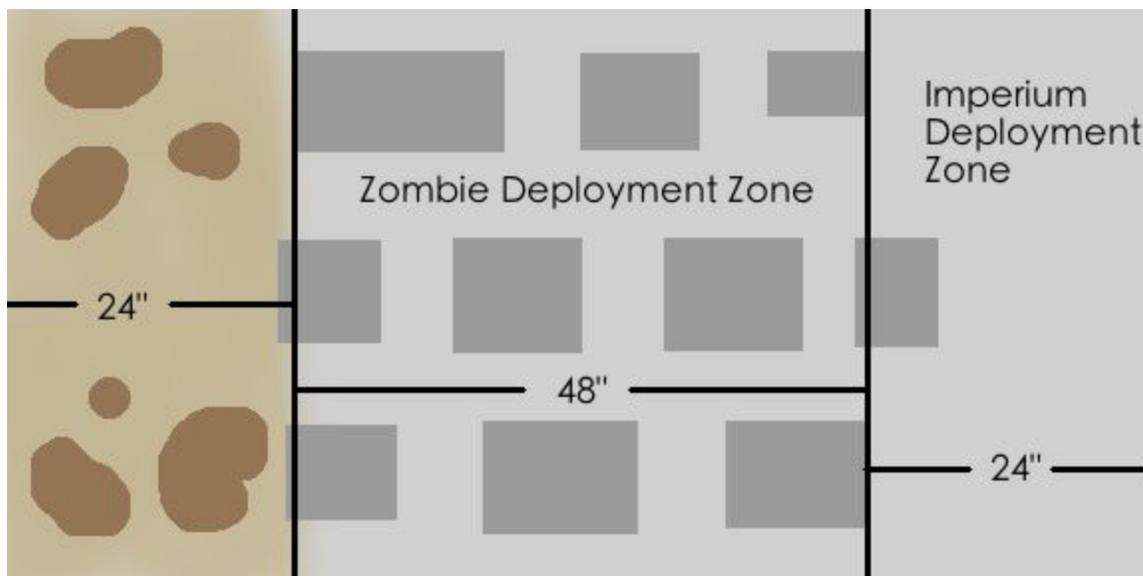
The game starts when the Zombies suddenly become violent and attack! Both players roll off to see who decides to deploy first. The Imperial units may not seize the initiative. The game ends immediately if all Survivors have been killed or if there are no Imperial models remaining on the table.

The Battlefield

This game is played on an 8’x4’ table. One short end of the table is an open space which is also the Deployment Zone. The center 4’x4’ section of the table is a tightly-packed city with 6”-wide roads running the length of the table and 4”-wide roads running the width of the table. The opposite side of the table, beyond the city, is the survivors’ salvation, a canyon which is best represented by hills on either flank. The 4’ section on that side of the table is the Exit Board Edge.

Note that the Zombie Tokens will not fit two abreast down the roads. Feel free to swing the Tokens around and move them at whatever angle you please in order to fit them where they need to go.

Deployment: The Zombies are deployed first, followed by the forces of the Imperium. No Warlord Traits are rolled for this mission.



Special Mission Rules

Individual Activation: There is no movement phase for this scenario. Instead, players move their units and shoot with them one at a time in any order, including any gained from Orders. Additionally, players may make a normal move in their assault phase instead of assaulting. Units which normally would not be allowed to assault (such as

due to using a rapid fire weapon) may still make this assault move if they so choose.

Salvation on Wings of Flame: The game progresses as normal for some time until the GM feels the forces of the Imperium have been overwhelmed. At a time when the GM feels it is appropriate, and all seems lost (probably around Turns 3 or 4), Volos and the Dragon's Claws should arrive on the wings of the *Battle Pyre*. First, the area is ravaged with missile and heavy bolter fire from the Battle Pyre. Its strafing run is represented by d3 Str 7 AP 4 Hellstorm Template. After the strafing run, ten Dragon's Claws led by Volos (as the 10th Marine and Sergeant) deep strike into the fray.

Reaching the Home Stretch: Once the Survivors come within 2' of the Exit Board Edge, they immediately break and run in that movement phase. It is also at this point at which any surviving Imperial Guard become Zombies. Models may leave the board by the Exit Board Edge. Models which leave the board in this fashion are not considered destroyed, but have, instead, been saved. Survivors do not leave the board as a unit, but as individual models, giving stragglers the opportunity of being killed by Zombies even when some of the others have fled to safety.

Scoring and Victory Conditions

If all the Survivors have been killed, the Imperium has lost this battle. The Imperium scores a victory if any Survivors have been saved. The Imperium scores a major victory if more than half of the Survivors and Space Marines have been saved.

Scenario #2: Wormsign!

All trace of human was gone now, replaced by a giant, pulsating flesh sack. And still, covering its surface, the eyes that became mouths that became eyes that became mouths, watching and hungering, hating and screaming.

It soon becomes clear that the survivors which they saved are, in reality, the playthings of Tzeench! Several battles break out in the Keep and outside its walls where the Space Marines have been drawn out by what seem like pockets of survivors fighting for their lives. Instead, the survivors turn into horrible perversions of Chaos!

In this battle, the Imperium must fight for its life long enough to be rescued by the Black Dragons' Thunderhawk gunships.

The Armies

In this battle, one player (a Game Master) controls one or more Doubtworms and Zombie Tokens while another controls the forces of the Imperium. How large these forces are is up to those involved, however they are limited to increments of 400 points.

For every 400 points, the **Forces of Chaos** gain four 4" Zombie Tokens. These are much like the Zombie Tokens from the first scenario, but instead of two halves per Token, there is only one. The Zombie Tokens' main goal is to merge with a Doubtworm, but they may assault Imperial units if they find it difficult to move around them. Zombie tokens may NOT run in this scenario. When a Zombie Token is dealt damage, it moves directly away from the nearest Doubtworm at a right angle from it.

Also for every 400 points, they may take one Doubtworm with the following profile:

	WS	BS	S	T	W	I	A	Ld	Sv
Doubtworm	3	0	3	3	35	3	6	3	-

Special Rules:

- Monstrous Creature
- Chomp
- Hungry
- Enormous
- Endless
- Eternal Warrior

Chomp: Instead of flailing about or slamming its opponent with **Smash** attacks, the Doubtworm may lash out at a single opponent with a mighty bite attack. The Doubtworm may forego all of its attacks to make one Strength 10 attack at Weapon Skill 5.

Hungry: Whenever a Zombie Token and a Doubtworm are in base contact, the Zombie Token is removed from the board the Doubtworm gains 2 Wounds. Whenever two Doubtworms are in base contact, the Doubtworm with the lowest Wounds between them is removed from the board and the other Doubtworm gains its wounds and permanently gains +1 Strength and +1 Toughness.

The turn after any Zombie Tokens are absorbed by a Doubtworm, all those tokens are placed along a board edge. Roll a die. On a 1-3, the Imperium places the Token; on a 4-6, the forces of Chaos places the token.

Enormous: The Doubtworm may be targeted with shooting even if it is engaged in close combat. Additionally, at the beginning of the Assault phase, a Doubtworm which is engaged in close combat may choose to charge an enemy with which it is not engaged. Both the enemy it is already engaged with and the enemy it is charging may fire

Overwatch if it does this. The enemy unit(s) it was previously engaged with must make an immediate pile-in move towards the Doubtworm. If they fail to reach base contact with the Doubtworm, they consolidate and are no longer engaged.

Endless: The Doubtworm has no maximum wounds value. It also is never truly slain. A Doubtworm which is reduced to 0 wounds may take no actions until it has been restored by Zombie Tokens.

Modeling the Doubtworm: This creature could be represented by many different models or toys. Many models, however, are a bit too small to represent the kind of danger the Doubtworm represents. Of course, any Tyranid on the Large Oval Base would probably be fine, but wouldn't really reflect the true nature of the Doubtworm.

A fun project might be making your own out of a plaster-covered sock! You make the plaster out of flour and water (3:2) or flour and American-style white craft glue (2:1). Get a ratty, old sock and fill in the inside with whatever you like... paper towels, plastic shopping bags, or foam are all fine. Just be sure to leave a little gap wherever you might want to bend the worm and don't fill it in tight; you want it to be lumpy and icky, not a long, tight tube. You may want to use a glass gaming counter or marble for its central eye and spread baking sprinkles along its length for all the weird mouth-eyes. When it dries, hit it with a good, heavy spraypaint base, then just paint it with gross browns, greens, and yellows. This could be a fun project and does a great job of representing the Doubtworms from the novel.

The Imperium's only army detachment is of **Black Dragons Space Marines** using the Chapter Tactics described earlier in this supplement. You may use the Characters presented there as well, though keep in mind that some characters are allowed only before or after certain scenarios. Note that Imperial Guard are not allowed in this scenario as they are almost instantly taken over by the Doubtworms.

During this game, all Forces of the Imperium may fall back in any direction they choose when they fall back, choosing after the roll has been made.

In addition, for Independent Characters, you may only use the following for this scenario: Captain Vritras, Canoness Setheno, Chaplain Massorus and/or Inquisitor Lettinger.

As for the rest of the units, only Tactical Squads, Devastator Squads, and Dragon's Claws may be taken in this scenario.

Warlord Traits are not rolled for this mission.

Game Play

The forces of Chaos deploy first and go first. Their opponent may not seize the initiative. This game ends when either all of the Doubtworms or all of the Space Marines have been eliminated.

The Battlefield

This game is played on a single 2' square for each 400 points you play. For example, a 1600-point game will consist of four 2' squares. The Game Master chooses what layout to use for the 2' squares.

There are two locations for this battle, on the open canyon floor at the foot of Lexica Keep or in the Keep itself. Only one of your 2' sections should represent the Keep and it should be separated from the rest of the board by a high wall of some kind. For this battle, any Independent Characters will start at Lexica Keep.

Realistically, the canyon floor should not have any dominant terrain features, though you may wish to add a few low hills, craters, or other such pieces in order to break up the monotony.

Deployment: Four Zombie Tokens are deployed in each 2' section. Imperium forces are then deployed engaged in

close combat with these tokens. Each Imperial unit must be engaged with a separate Zombie Token. If, somehow, there are more Imperial units than Zombie Tokens, then allocate them evenly.

800pts	1200pts	2000pts
400pts ← 2' →	1600pts	2200pts

Special Mission Rules

During the first game turn, the Imperium is trying to fight back the enemy when, suddenly, at the start of Chaos turn 2, some of the Survivors suddenly turn into hideous Doubtworms! Chaos places a Doubtworm model in each 2' section, or as best they can if it is crowded. the Doubtworms may attack this turn if they wish.

Scoring and Victory Conditions

If any Doubtworm has been reduced to 0 Wounds when the game ends, then the Imperium scores a victory as the Thunderhawks swoop in to pick up survivors. If all Doubtworms have been reduced to 0 wounds when the game ends, then it is a crushing victory for the Imperium. If no Doubtworms have been reduced to 0 wounds when the game ends or all Imperial forces have been slain, then Chaos has, sadly, beaten the Black Dragons.

Scenario #3: The Ziggurat

Vritras looked at his four squads. 'Brothers,' he announced, 'before us lies madness and death. Let it be the enemy's madness brought on by the fear we bring, and let it be his death.' He raised his chainsword high. 'Fire and bone!' he roared, and his men shouted their answer.

In this scenario, a small number of Black Dragons find themselves trapped inside an ancient, xenos Ziggurat on the planet Flebis with their arch-enemies, the Swords of Epiphany Chaos Space Marines. This battle is a desperate and bloody affair. Either one side will be wiped out or the other will.

This is a game of Special Operations: Killzone, available in the downloads section of our website.

There are not a whole lot of special rules for this mission as it is meant to get folks used to Killzone. The Masters of the Forge will be using these rules for their future skirmish-level scenarios.

Note that this scenario would also make excellent use of the Zone Mortalis rules if you are so inclined.

The Armies

This is a battle between the **Black Dragons Space Marines** and the **Swords of Epiphany Chaos Space Marines**. Each side gets 250 points to spend on their models using the rules in the Codex Operatives document for Special Operations: Killzone. An Aspiring Sorcerer, Standard Chaos Space Marines, and Possessed are recommended for the Chaos side. Tactical Marines and Dragon's Claws are recommended for the Black Dragons. Bikes of any kind are not really appropriate for this scenario.

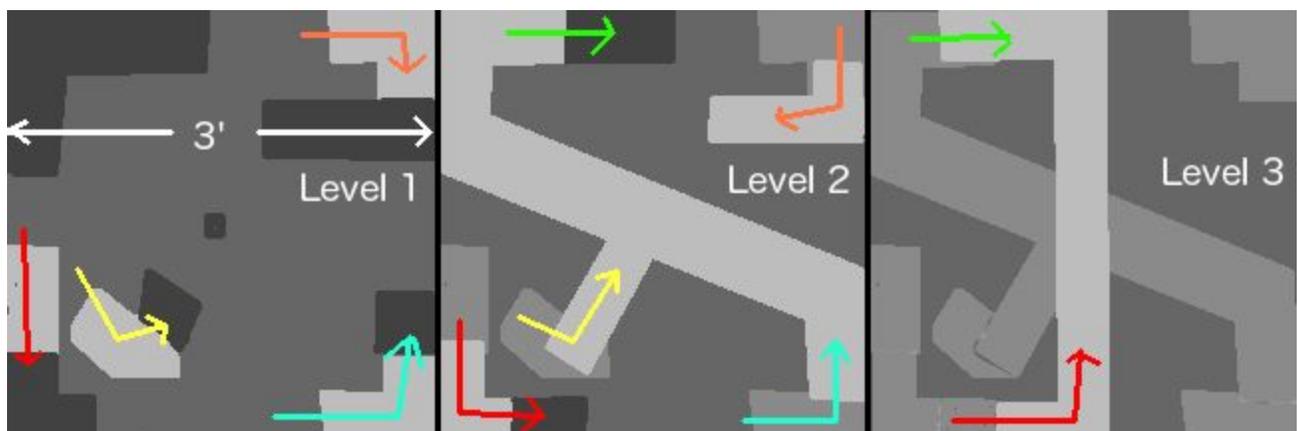
Game Play

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 the usual Killzone game length.

The Battlefield

The interior of this section of the Ziggurat is largely open, but crisscrossed with scaffolding and pipes. Any of the old Necromunda terrain, Deadzone terrain, or Terraclips terrain would be good for this battle. There are also some very good laser-cut options for scaffolding if you plan on doing battles like this often enough to make the investment. You could even use a set of wooden blocks or the plastic interlocking blocks of your choice. If you have any means of creating multiple levels of scaffolding, this would best represent the interior of the Ziggurat.

Deployment: Use the Quarters deployment for this mission. Additionally, the **Chaos** player may **Infiltrate** d3 of their models even if they do not have that special rule, counting as units which have been placed in Reserve.



Special Mission Rules

Leap: Models without Jump movement may leap from scaffolding to scaffolding or scaffolding to floor as long as the model travels only 4". Otherwise, the model must walk around, up, and/or down.

Scoring and Victory Conditions

The Primary Mission for this scenario is Kill Points. Draw Secondary and Tertiary Missions as normal. See the Killzone rules for details.

Scenario #4: The Streets of Aighe Mortis

Aighe Mortis was a dying star of a hive world. The civilization on this planet was like a sun going red and huge before its final collapse. It had swollen to a final, absolute extremity of population density. The growth was so unsustainable that it could only be the precursor to a terminal, lights-out plunge into the wreckage of barbarism.

This scenario represents the harrowing street-fighting between the forces of Chaos and the combined forces of the Black Dragons Space Marines chapter and Imperial Guard on Aighe Mortis. This Scenario, along with the next one, is meant to be played by several friends all getting together to play a lot of 40k.

The Armies

Each player builds a 2000-point army. There should be an equal number of Chaos players and an equal number of Imperial players. These players will pair off and fight one another. Due to the close-quarters nature of the terrain setup, it's best if the players keep this in mind when developing their lists.

The Forces of Chaos: The Chaos players must select from Codex: Chaos Space Marines and Codex: Imperial Guard (those traitorous dogs!). The Chaos Space Marines players are encouraged to use many Cultists in this scenario. The only Lords of War allowed in this scenario are Baneblades.

The Forces of the Imperium: Imperial players must select from Codex: Space Marines (using the Black Dragons Chapter Tactics), Codex: Imperial Guard, and the new units presented in this supplement for their armies. The Black Dragons should not take any vehicles other than drop pods in their lists, though the Imperial Guard are more than welcome to do so. The only Lords of War allowed in this scenario are Baneblades and Thunderhawks.

The Battlefield

This scenario is played on a 6'x4' board covered with urban terrain, the bigger and meaner the better. Each pair of opponents should get their own Battlefield. Suffice to say that for many players, this scenario is best played at their friendly local game store. Any and all water features are Industrial Ooze (see the Mysterious Rivers rules in the Warhammer 40,000 main rulebook). Be sure to have as many actual buildings as possible. We actually strongly suggest simply using ruins or even mundane objects as stand-ins for buildings if you don't have enough.

Special Mission Rules

Every game is played by rolling a random mission and deployment out of the Warhammer 40,000 rulebook. If you wish, you may use the Cities of Death rules for this scenario. The only exception being that Night Fight is not rolled for and any Warlord Trait having to do with Night Fight is re-rolled.

In addition, keep track of Kill Points, although they have no bearing on each individual mission except, of course, in Purge the Alien.

Nowhere to Hide: During this scenario, buildings may be targeted for shooting and assaults even if they are unoccupied. Also, due to the close nature of the terrain and the enormity of the buildings, the blast radius of a Detonation is increased to 1d6+6" and models take Str 5 hits instead of Str 4.

Boobytrapped Buildings: Both sides of the conflict have sabotaged the neighborhood! Starting on turn 3 and every Imperial player turn thereafter, the Imperial player may destroy a single building of their choice as if it had suffered a Detonation effect. Starting on turn 4 and every Chaos player turn thereafter, the Chaos player must Detonate a **random** building.

Ruined Buildings: Contrary to the rules, when a building is destroyed, it becomes a ruin. If the ruin is bigger than the original building, that's fine as it will do a good job of representing the rubble collapsing into the streets and hampering movement.

Scoring and Victory Conditions

The team with the most wins gains a distinct advantage in Scenario 5. If there is a tie for wins, then use total Kill Points for both teams as a tiebreaker.

Scenario #5: Concordat Hill

The Furies had descended upon Aighe Mortis, and none would stand before them. On the ground, the furies first came as a light. It was a ripple, solar bright, that swept across the sky. In its wake, the clouds boiled. They became rage. Lightning exploded over the entire firmament, arcing from cloud to cloud to ground. It was electric judgement come to condemn all. Thunder and wind were the same god-throat roar, so loud there was no room left in the world for the screams of the judged.

This scenario is a large Apocalypse battle for the strategically important position of Concordat Hill. This structure is a colossal manufactorum standing atop the world's most dominant feature... the peak of an enormous mountain. Granted, most of the mountain is covered with aeons of construction, but it is still a very dominant feature on the planet. This position must be taken at any cost!

The Armies

Players each bring 2000-3000 points with a goal of playing with about 6000 to 12000 points per side. As with Scenario #4, in this scenario, there should be an equal number of Imperial and Chaos players.

The **Chaos** players must select from Codex: Chaos Space Marines and any of the Chaos Renegades lists from Forge World. The Chaos Space Marines players are encouraged to use many Cultists in this scenario. The only Superheavies allowed in this scenario are Baneblades.

Imperial players must select from Codex: Space Marines (using the Black Dragons Chapter Tactics), Codex: Imperial Guard, and the new units presented in this supplement for their armies. The Black Dragons should not take any vehicles other than drop pods in their lists, though the Imperial Guard are more than welcome to do so. Canoness Setheno and Captain Volos are provided as free models for this scenario.

The winner of the fourth Scenario receives additional support from the **people of Aighe Mortis**. Two units of fifty conscripts begin the game under the control of that faction. If they are not under the control of the Imperium on the turn Setheno arrives from reserve, the Canoness' words begin to sway them. On Turn 3 their weapon and ballistic skills are reduced to 1 as long as the Canoness lives. On turn 4, if the Canoness still lives, any remaining enemy Population of Aighe Mortis turn back to the emperor. If they had been joined by an enemy character, they are considered engaged in close combat with that character. These models may not start the game in reserve.

That's a Lot of Models! Yeah, that certainly is a lot of models. That's a total of one hundred and fifty conscripts to feed into the meat grinder of war. I suggest finding a buddy with an Ork collection if you're hard pressed to find another Guard player with that many models.

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 (see below). This game uses variable game length.

The Death Throes of The In Excelsis: The plasma freighter, In Excelsis explodes at the edge of the atmosphere above Aighe Mortis at the beginning of the battle. After deployment is over, the equivalent of a 16'-diameter blast template is placed over the center of Concordat Hill. This blast is so huge it even hits units that are in reserve (the owning player allocates wounds as they see fit for these units). The template has the following profile:

		Range	S	AP	Type
Death Throes of the <i>In Excelsis</i>	n/a	3	-	16'	Blast, Barrage, Ignores Cover

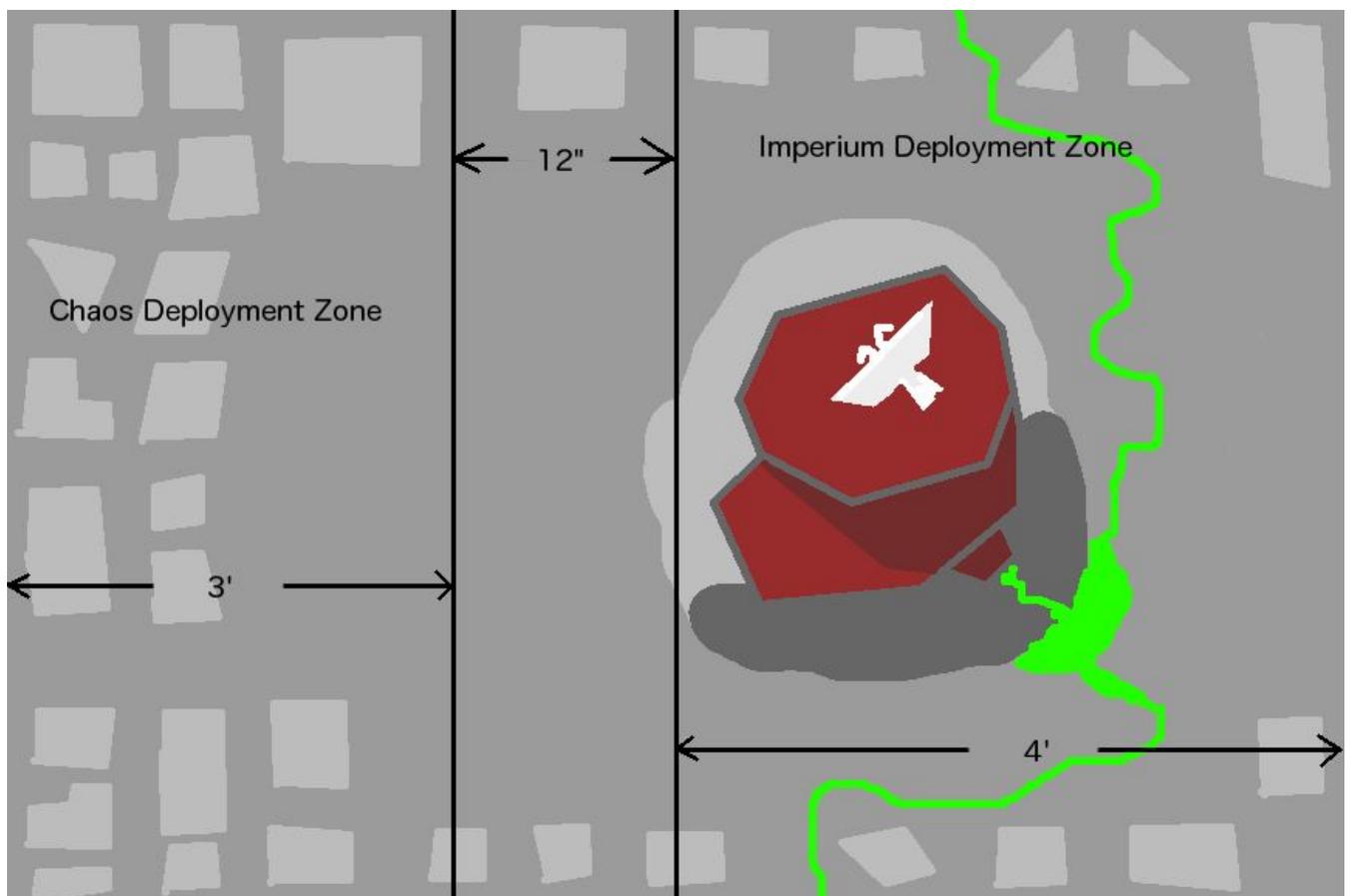
The player who loses the least number of models immediately seizes the initiative if they are not going first already.

The Battlefield:

This scenario is best played on four 4'x6' tables pushed together to make a single 8'x12' table. The edges of the tables should be lined with ruins and buildings, as should the space 3' in from one of the short table edges. Just off the other short table edge should stand an enormous hill topped with an imperial building and a Skyshield Landing Pad.

A little river should run from the base of the hill towards both of the long table edges. This of this river is the Industrial Ooze (see the Mysterious Rivers rules in the Warhammer 40,000 main rulebook). Also, fill any open space with a smattering of craters and other rough terrain. Of course, this scale is much smaller than the true battlefield at Concordat Hill, but this should do for the likes of us!

Deployment: The players on the side of the Imperium should start 4' in from the board edge which boasts Concordat Hill. The Chaos players are deployed among the buildings of the opposite table edge, up to 3' from that edge. Note that the Imperium player should not start ON Concordat Hill. They are rushing for it at the beginning of the battle. It is best to consider the building on the hill completely impassible for the duration of the scenario.



Special Mission Rules

Beset on All Sides! The Forces of Chaos may arrive from reserve from their own table edge and either of the two table sides.

Necessary Command: On Turn 2, a squad of 50 Conscript along with Canoness Setheno and Captain Volos arrive from reserve from any table edge or side that the Imperial players desire. This unit is provided at no additional cost to that side of the battle. They may assault on the turn they arrive from reserve, though they do so as a Disordered Charge.. At the beginning of every Imperial Player turn, any unit of conscripts Canoness Setheno has

joined will gain an additional 2d6 Conscripts placed within 2" of any model which was in the unit at the start of the turn.

Spiritual Frenzy: Setheno and any unit she joins has the Crusader and Zealot special rules during this scenario.

Scoring and Victory Conditions

The faction with the greatest number of models within 12" of the base of Concordat Hill at the end of the game wins the battle.

Scenario #6: The War of Redemption

There was an instinctive resistance that Volos had to fight through, a moment of horror at shooting figures in the armor of the Black Dragons. But he knew what was necessary, and the rage at betrayal gave him strength.”

Finally, the treachery of Toharan and his followers comes to a head and those still loyal to the emperor must stop them and their Chaos allies from their plot to use a machine of devastating power against the neighboring star systems, including Aighe Mortis. The Black Dragons streak in on wings of flame to destroy these traitors and save countless worlds from certain destruction.

The Armies

In this scenario there are only the Black Dragons versus the Chaos Space Marines and the Traitors following Toharan. You are welcome to play this scenario at any point level. We suggest around 2000 to 2250 points.

The Swords of Epiphany **Chaos Space Marines** have a distinct Tzeench feel to them and the Chaos player would not be remiss for using as many sorcerers as possible or even using the rules for the Thousand Sons for their models. Additionally, at least one squad of Raptors and/or Warp Talons should join the forces of Chaos. As an allied detachment (Battle Brothers for the purposes of this scenario), they are joined by several Tactical Squads of traitorous Black Dragons, now calling themselves the Disciples and Captain Toharan himself. Lettinger is not present at this battle. We also suggest leaving this one to the Astartes as Cultists do not make an appearance at this battle.

Led by Captain Volos, the Forces of the **Imperium** are comprised mainly of Tactical Squads, Devastator Squads, and Dragon’s Claws. Setheno is not present at this battle. Bringing a Thunderhawk as a Lord of War would fit the storyline here, but we only recommend doing this if you’re playing a very big game.

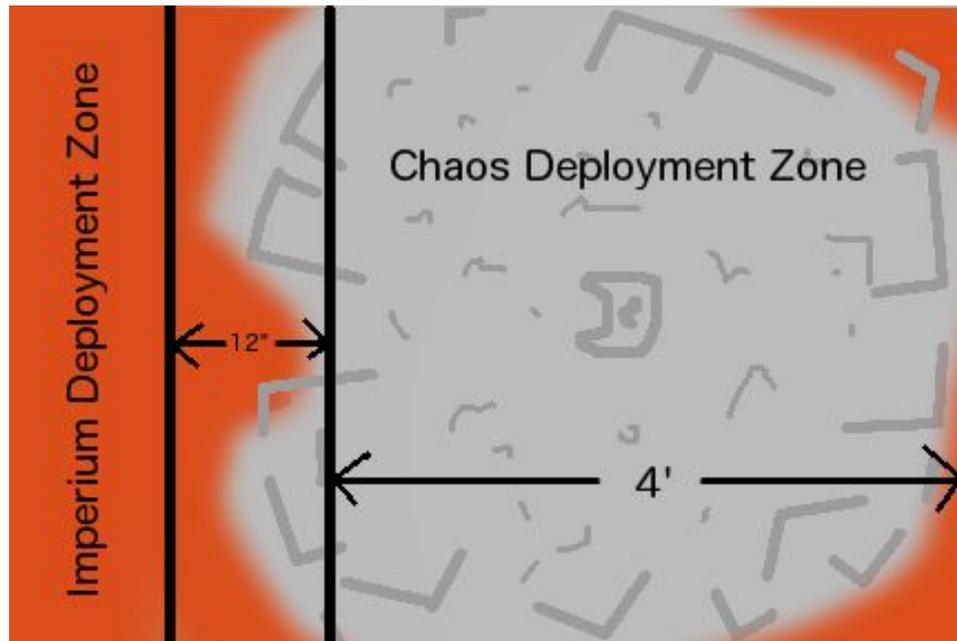
Game Play

The Chaos player may decide which side takes the first player turn as they lie in wait within the wreckage of the temple, ready to strike anyone who enters the ruin. The player deploying first also goes first unless their opponent can seize the initiative. The game is over when either all of the loyal Black Dragons are slain or Nessun and Toharan are both slain.

The Battlefield

Play this battle on whatever sized board the players feel the most comfortable, though a standard 4’x6’ table is recommended. A 4’-wide ring of ruins should be placed off center and filled with wreckage and other debris to represent the outer walls of the ruined temple. The center of the temple is dominated by Nessun at the skeletal organ, directing the path of the grinder towards Aighe Mortis.

Deployment: The Swords and the traitors deploy within 4’ of their short table edge first, then the Loyalist Black Dragons Space Marines deploy within 12” of their short table edge.



Special Mission Rules

Night Fighting, Reserves

Nessun, the Herald: Nessun is represented by an objective marker at the center of the Chaos deployment zone. For each turn the Loyal Black Dragons hold or contest this objective, a unit may forego their shooting phase and all attacks in the assault phase in order to add a damage token to the Objective. When the Objective has three damage tokens on it, Nessun has been killed.

Toharan, Monster of Tzeench: When Nessun is slain, he directs a final, indignant bolt of Change at Toharan (or his corpse) who promptly begins a horrible transformation. He immediately becomes a Daemon Prince of Tzeench with 6 wounds, power armor, and no psyker levels. Every turn until he is slain, he gains an additional d3 wounds, +1 Strength, and +1 Toughness.

Scoring and Victory Conditions

If all the loyal Black Dragons are slain before they can stop Nessun, Chaos wins a crushing victory. If Chaos can destroy Aighe Mortis before Nessun is slain, then Chaos scores a minor victory. If the Black Dragons can stop Nessun before he destroys Aighe Mortis, but are then killed in the process, then the Imperium scores a minor victory. If the loyalist Black Dragons are able to not only stop Nessun, but kill Toharan, then they win a crushing victory.