

MASTERS OF THE FORGE

Narrative Campaign

Skitarius

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

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Contents

[Scenario 1: Take Back What is the Ommissiah's](#)

[Scenario 2: Losing Ground](#)

[Part 1](#)

[Part 2](#)

[Scenario 3: Fire Rhino](#)

[Scenario 4: Boarding Actions](#)

Scenario 1: Take Back What is the Omnissiah's

The forces of the Omnissiah have made their beach-head and are now swarming across the vile landscape of the fallen Forge World. They must take as much of this territory as possible to extend their presence in the field.

The Armies

For a full narrative version of this mission, select units from only Codex Skitarii versus Dark Mechanicum. This mission may be played with any forces, however.

Game Play

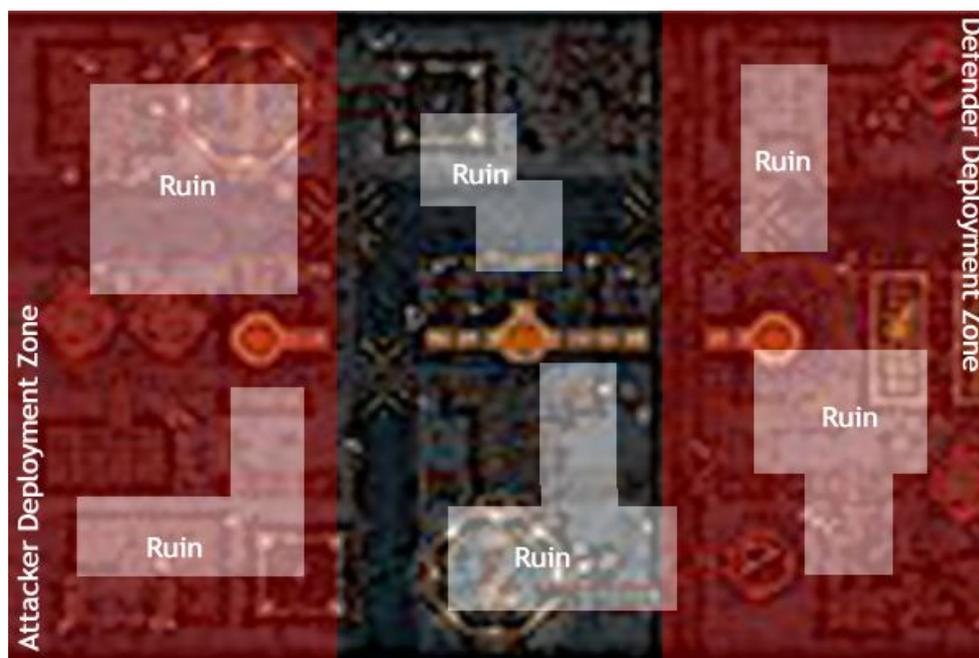
Both players roll off to see who decides to deploy first. The player deploying first also goes first unless their opponent can seize the initiative. This game uses variable game length.

The Battlefield

Place a large ruin at the center of every 2' square of the battlefield. Scatter other debris as you see fit; at least four pieces.

Deployment: Hammer & Anvil

Objectives: Each ruin is considered an Objective for the purposes of this game, except that units must have at least one model in the terrain in order to score or deny it.



Note: for these missions, we suggest the use of the Industrial and/or Underforge F.A.T. Mats from Tablewar.

Special Mission Rules

Mechanicus Narrative Objectives, Reserves, Night Fighting

See our Narrative Objectives supplement for rules on Mechanicus Narrative Objectives. This supplement is available on the Masters of the Forge website.

Scoring and Victory Conditions

The player holding the most Objectives at the end of the game wins. They receive a +1 to the roll to go first and to seize the initiative for the rest of the campaign. In the event of a tie, neither player wins.

Scenario 2: Losing Ground

In a series of unfortunate events, the forces of the Ommissiah must escape a crashing Ark Cruiser by running through their foes and get to relative safety.

The Armies

For a full narrative version of this mission, select units from only Codex Skitarii versus Dark Mechanicum. This mission may be played with any forces, however. Fliers may comprise of only up to 15% of your points.

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.

The game ends before either of the last two sections of the battlefield are removed.

Special Mission Rules

Lose Ground: In both parts of this mission, pieces of the battlefield will fall away. When this happens, all models partially within the 2x2' section of the battlefield are removed from play. This does not trigger Morale Checks. Models may not move into this section for the rest of the game. They may, however, move diagonally or use jump movement if that's the only way to reach the other side, but a dangerous terrain check is required for any model attempting this.

Scoring and Victory Conditions

In both parts of this mission, the player with the most points worth in remaining units wins the mission and receives a +1 to the roll for choosing to go first and also seize the initiative rolls for the rest of the campaign. Units which are either immobilized or below half strength in numbers are counted for half points. Monstrous Creatures with only one wound left and Vehicles with only one hull point left are also counted for half.

Part 1

An Ark Cruiser is falling at a shallow angle and crashing to the tainted earth. Its momentum is dragging it across the landscape, forcing both friend and foe alike to run for their miserable lives.

The Battlefield

Place any low, rough terrain you wish to scatter about to look like the blasted waste of a ruined Forge World

Deployment: Hammer & Anvil

Special Mission Rules

At the end of turn 4, the two 2x2' sections touching the Dark Mechanicus board edge are removed from play. At the end of turn 5, the next two are removed.

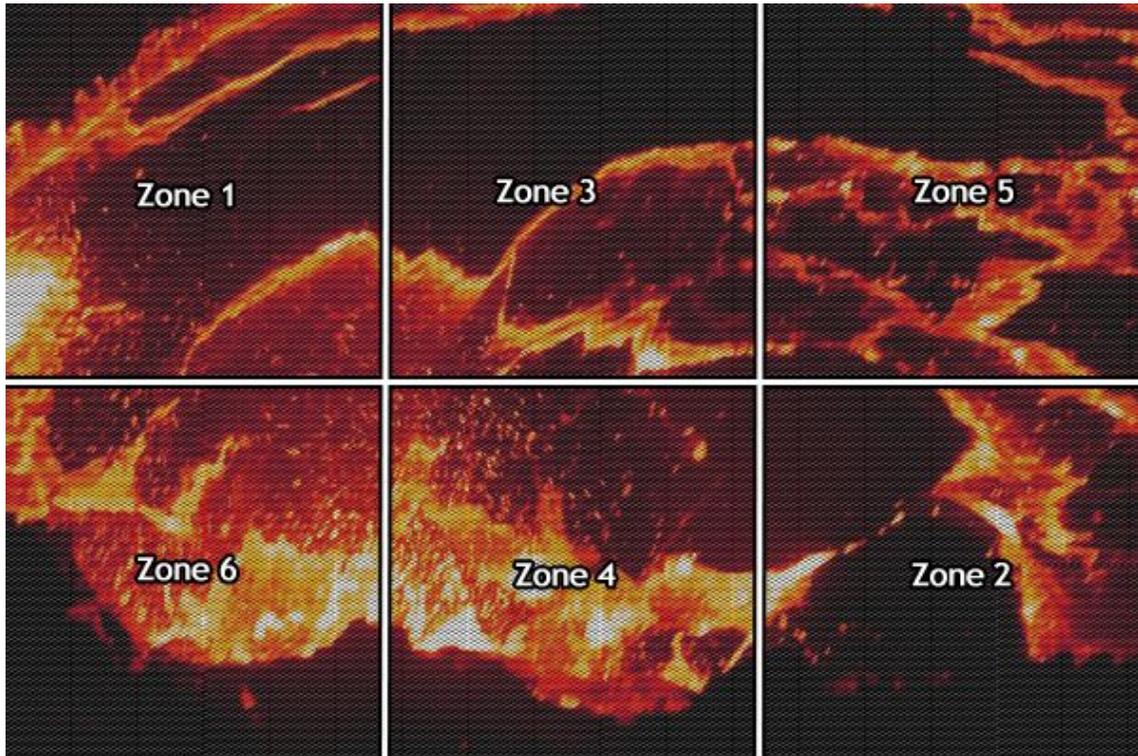
Part 2

What remains of your command jump over the edge of a great chasm and land with relative safety on a mining platform. The debris from the crashed Ark cruiser sail over the brink and smash into the enemy ships drydocked here. Unfortunately, enemy units await you on the platform!

The Battlefield

This battle is fought on a sparse grate suspended over the core of a Forge World.

Deployment: Players section off the table in 2x2' sections, numbering each one 1-6. Then, starting with the player going first, they take it in turn deploying units one at a time. Every time they deploy a unit, roll a die. The unit must be deployed completely within that 2x2' section.



Special Mission Rules

At the end of every turn, roll a die. That 2'x2' section is removed. If you roll a number that has already been called, no sections are removed. All units are Fearless in this mission.

Scenario 3: Fire Rhino

The enemy has tainted venerated Rhino transports to be piloted by cursed servitors and filled with deadly explosives designed to sap friendly defenses.

The Armies

For a full narrative version of this mission, one player selects units from the Adeptus Mechanicus Codexes while another selects theirs from Chaos Space Marines allied with Dark Mechanicus. This mission may be played with any forces, however. This is a large battle and we suggest about 2500 to 3000 points of models per side and that the Chaos player bring along at least 10 Rhinos or other transports in order to serve the narrative.

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 variable game length.

The Battlefield

This battle is fought on trench terrain with minimal amounts of other scatter terrain.

Deployment: Dawn of War. All Chaos Space Marines units and any transports must enter the game from Reserves.

Objectives: Place an Objective at the center of each table quarter.

Special Mission Rules

Night Fighting, Reserves

Boobytrapped Transports: Any Chaos transport may be Boobytrapped for an additional 15 points. Secretly mark any boobytrapped transports before the game begins. These transports may not carry models into battle... they're packed with explosives. The Chaos player may choose to detonate any Boobytrapped transport at the end of their turn, even if it tank shocked or turbo boosted that turn. These transports explode as normal, except out to a radius of $d6+6"$ instead of $d6"$.

Scoring and Victory Conditions

The Chaos player scores 1 point for each infantry unit 12" from the Mechanicus board edge. The Mechanicus player scores 1 point for each of their units left alive at the end of the game. Both players can score 2 Victory Points for Slay the Warlord. Both players also score 1 Victory Point for each Objective they are holding at the end of the game.

Scenario 4: Boarding Actions

The enemy has come along-side our ship and is threatening to taker her over or take her out. We cannot allow this infestation aboard our Ommissiah-blessed home!

The Armies

For a full narrative version of this mission, one player selects units from the Adeptus Mechanicus Codexes while another selects theirs from Chaos Space Marines allied with Dark Mechanicus. This mission may be played with any forces, however.

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 variable game length.

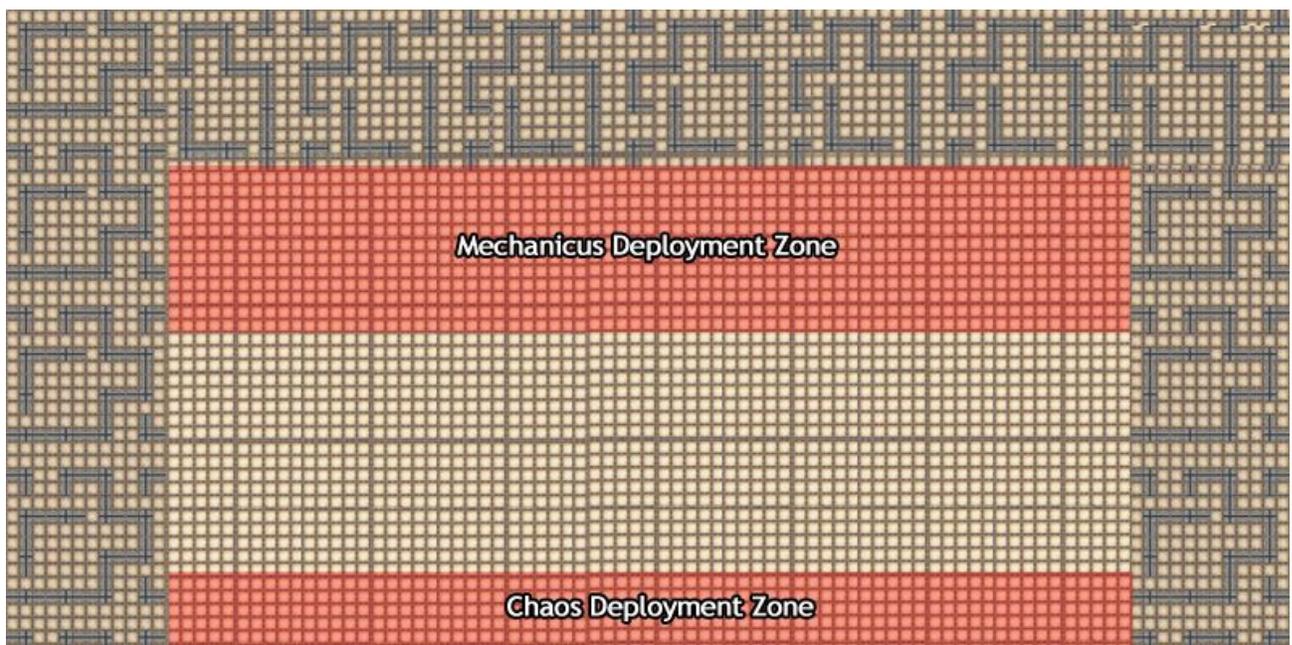
The Battlefield

For the full narrative effect, this battle is fought on a starship gundeck. Place ruins along one long board edge to simulate the crippled hull of the ship. This is the Chaos Table Edge. On the opposite table edge, try to place terrain to simulate the magazine alcoves, perhaps regularly spaced bunkers, bastions, walls, or other intact buildings. This is the Adeptus Mechanicus Table Edge. Alternatively, may even wish to use a 4' x 8' table and ring the 2 short sides and 1 long side with 12"-square Zone Mortalis pieces to represent undamaged ship sections..

After this, litter the battlefield with representations of broken small craft, gun emplacements, and boarding torpedoes. If you have any fliers, drop pods, and other broken wreckage, this will work perfectly.

Deployment: The Adeptus Mechancius must deploy 24" from the enemy table edge and 12" from any other table edge or side. The Chaos player may deploy within 12" of their table edge, except not within 12" of a table side. Any Obliterators must be placed in Deep Strike Reserve.

Objectives: Place 1 objective marker for each 250 points played per side. For example, if each player brings 1500 points of models, place 6 objectives. If you place more than 6 objectives and do not increase the size of the play area, then they may be placed within 8" of each other instead of 12".



Special Mission Rules

Mechanicus Narrative Objectives, Reserves, Night Fighting

See our Narrative Objectives supplement for rules on Mechanicus Narrative Objectives. This supplement is available on the Masters of the Forge website.

Obliterati Attack: On their first turn, the Chaos player is allowed to deepstrike their Obliterators. As long as they are deployed within 6" of the Mechanicus Board Edge, these models do not scatter thanks to precise scans and foresight on the part of the Iron Warriors.

Flight Deck: No unit, including flyers or jump infantry, may pass over the table sides or the Mechanicus table edge. They may also not move over any Zone Mortalis tiles or buildings along those edges.

Scoring and Victory Conditions

Players score 1 Victory Point for each destroyed enemy unit. Additionally, you score points for holding ground; score 3 Victory Points for each Objective held at the end of the game.