

# MASTERS OF THE FORGE

## Narrative Campaign

### Fall of Damnos

Please help us by playtesting these rules and messaging us on Facebook or at [mastersoftheforge@gmail.com](mailto:mastersoftheforge@gmail.com).

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# Scenario #1: Sieze Ground Ambush

Like gruesome marionettes jerking to horrific un-life, the necron 'flayed ones' sprang from their ambushade. They'd been buried just beneath the surface of the earth, poised to attack the Ultramarines as they charged. A minefield of sorts, but one littered with an animate and deadly enemy rather than mere explosives.

Throughout the battle on Damnos, the Ultramarines are beset upon by packs of Flayed Ones which have hidden themselves beneath the ground. Of course, the wily Tigurius cannot be fooled by their treacherous ways.

## The Armies

This scenario assumes there is a clear Attacker and a clear Defender. While this Scenario is built from engagements with the Ultramarines as an attacker and Necrons (with Flayed Ones) as the defender, there is no reason for players to feel they must use those armies.

## Game Play

The Attacker automatically goes first and the Defender may not attempt to seize the initiative. This scenario uses Variable Game Length.

## The Battlefield:

This scenario is played on a standard 6'x4' battlefield. Players are encouraged to use some kind of narrative focus when placing terrain. Woods, ruins, and water features are encouraged for regular play. To simulate the conditions on Damnos, the use of ruins and ice features are most encouraged along with the use of the Fog Bank terrain described in the Terrain and Environmental Rules supplement.



Note: for these missions, we suggest the use of the Alpine F.A.T. Mat from Tablewar.

Using the **Vanguard Strike** Deployment type, the **Defender** deploys first in the normal way with one exception being the deployment of Ambushers. The Defender may select up to three units with which to place in Reserve as an **Ambush** (described under Special Mission Rules). Independent Characters attached to an Ambushing unit does not count towards the maximum of three Ambushing units. The Defender will secretly write down on his army list the area terrain within which their Ambushing units are hidden. It may be helpful to add a numbered token next to each piece of area terrain to make this easier. Only one Ambushing unit may be assigned per piece of terrain and the terrain pieces may be anywhere on the board, including their opponent's deployment zone. The Ambushers are not

revealed quite yet. For games of more than 2000 points, it is suggested that you add an additional unit to the Ambush for every 500 additional points you play.

**The Attacker** deploys in the normal way on the other side of the Battlefield.

## Scoring and Victory Conditions

Players earn Victory Points by holding area terrain as objectives. A scoring unit holds a piece of terrain by having all of the models of that unit in the terrain. A denial unit may contest a piece of terrain by having all of the models of that unit in the terrain. Each piece of area terrain held is worth 3 Victory points. First Blood and Slay the Warlord are worth 1 point each while Linebreaker is worth an additional 3 points for this scenario.

## Special Mission Rules

### Night Fighting, Mysterious Objectives, Reserves

**Fog Bank Terrain:** See the Masters of the Forge supplement detailing Terrain and Environmental rules for information on Fog Banks.

**Ambush:** Units hidden in terrain may reveal themselves at any time during the Defending player's turn. All models must be placed in their corresponding terrain if possible. If the Attacker has any models on the terrain, then the Defender may place their own models in base contact with the Attacker's models. In this case, they count as being engaged in an ongoing combat during successive Assault Phases. Otherwise, the Defender may elect not to shoot with newly-revealed units. Units which are revealed in this manner may assault the turn they are revealed as long as they did not shoot that turn.

**Flush Out:** The Attackers' warlord possesses either a special piece of wargear, biomorph, or other special power which allows them to detect enemy units hidden in terrain. After the Warlord's unit has moved, measure from the Warlord (or the hull of the Warlord's transport). Any terrain features within 6" must reveal their hidden models. If the Attacker has models in the terrain, the Defender may place their models in base contact with those models as described in "Ambush" above, but, of course, the Defender may not choose to assault with their revealed units during the Attacker's turn.

## Scenario #2: Advance and Execute

'Take and hold the ground.' Those had been his orders during the mission briefing. Thirty Ultramarines to keep a simple esplanade from the enemy. It had seemed like overkill; now, Iulus Fennion wasn't so sure.

In a great many conflicts, it's up to the trooper to do two things and do it well. One of those things is to destroy the enemy and the other is to take ground from the enemy. A great deal of this kind of warfare is seen throughout portions of Fall of Damnos. This mission seeks to duplicate these objectives.

### The Armies

While this scenario is designed for the use of any army, if you wish to re-create the battles in Part II of Fall of Damnos, then you may select any Necron forces you desire for one side of the conflict. For the Imperium, select Ultramarines Infantry or Dreadnoughts accompanied by Imperial Guard to represent the Damnosian defense forces and/or any number of units of Death World Conscripts.

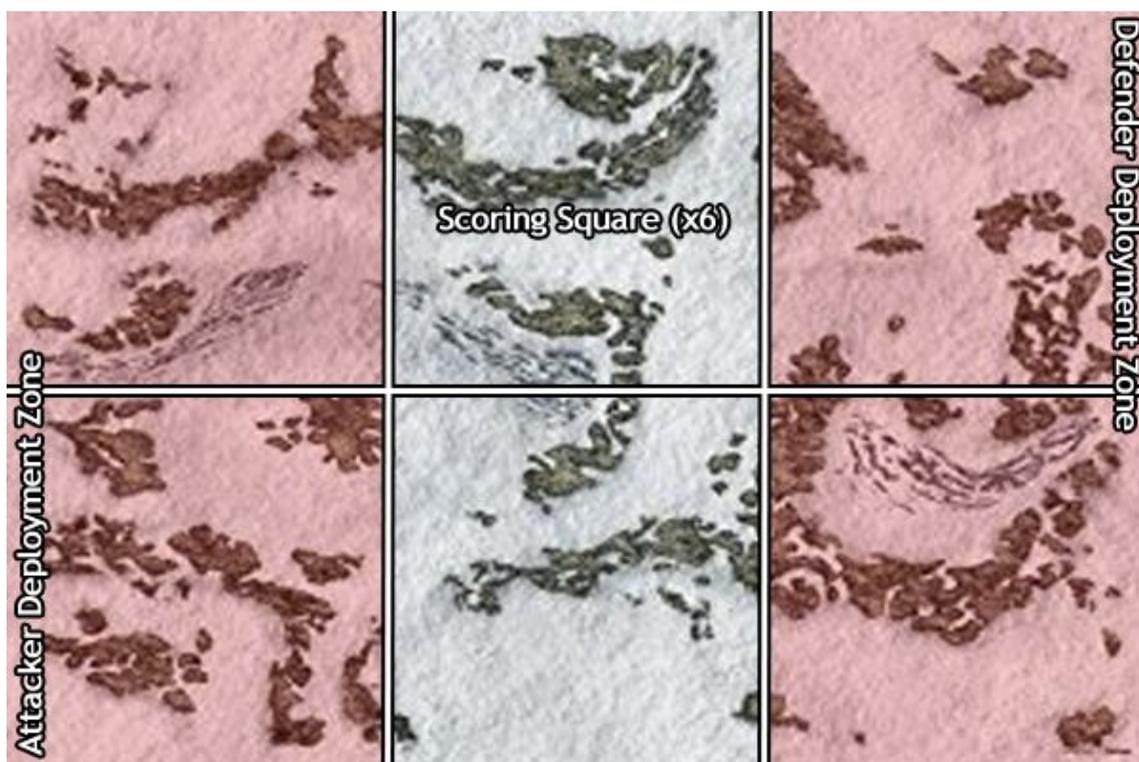
### Game Play

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

As with Scenario 1, this scenario is played on a standard 6'x4' board. Players are encouraged to use the old 6th Edition random terrain placement described in the Warhammer 40,000 rulebook and also to try to use some kind of narrative focus when choosing their pieces. To simulate the conditions on Damnos, the use of ruins and ice features are most encouraged along with the use of the Fog Bank terrain described in this supplement.

**Deployment:** Hammer & Anvil to represent the need to advance and hold territory.



## Special Mission Rules

### Night Fighting, Reserves

### Scoring and Victory Conditions

Players score points in two ways. First, the table is divided into 2' squares as described for terrain placement (see the map below). For each table square you dominate, you score 3 Victory Points. You dominate a table square by having more units in the square than your opponent. Scoring Units count double. For example, if you have a Tactical Squad (a Scoring Unit) and a Dreadnought in a table square while your opponent has three units of Scarabs in the same square, you will tie in that square and no one will score it. If the enemy had a squad of Warriors (a Scoring Unit) instead of one of those squads of Scarabs, they would score 3 Victory Points for holding that square.

Additionally, during this mission, players score 1 Victory Point for each enemy unit slain.

If you are re-creating the battles in the novel, Fall of Damnos, then if the forces of the Imperium score Slay the Warlord, they receive 4 additional Victory Points for the feat instead of just 1. Similarly, if the Necrons are able to hold their ground, they receive additional points; if the forces of the Imperium fail to score Linebreaker, the Necron forces receive 3 additional Victory Points. Secondary mission objectives are in play as normal.

## Scenario #3: Sabotage

Jynn breathed deeply, trying to master her terror, and achieved a small amount of calm. It was just enough to remove the explosive payload from the pack, arm it, and attach the whole thing to the pylon. She wanted to detonate it immediately, but the resulting firestorm would kill her if she didn't get clear. Instead, she pulled out her pistol and made for the next artillery piece.

This scenario attempts to simulate an attacking force whose job it is to sabotage enemy targets while the defending force attempts to thwart their attackers.

### 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.

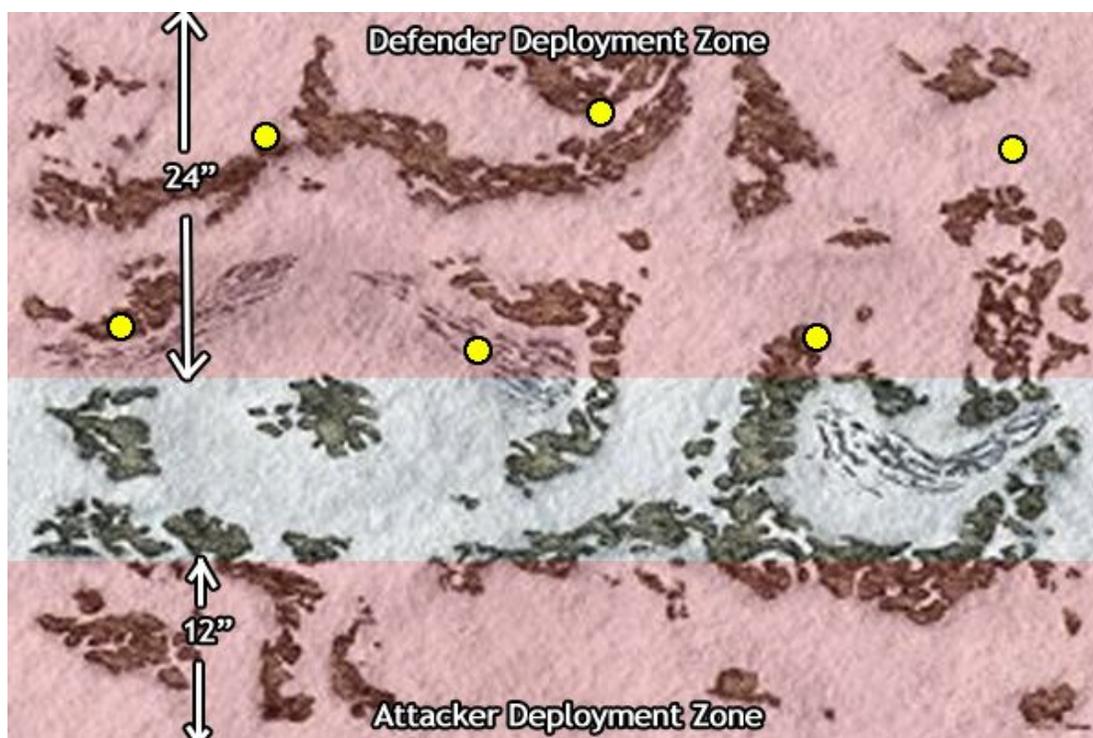
### The Armies

This scenario assumes there is a clear Attacker and a clear Defender. While this Scenario is built from engagements with the Ultramarines accompanied by Conscriptors as the attackers and Necrons as the defender, there is no reason for players to feel they must use those armies.

Note that it might be more fun to know ahead of time whether a player is the attacker or the defender before building lists for this scenario.

### The Battlefield

This scenario is played on a standard 6'x4' board. Players are encouraged to use the random terrain placement described in the old Warhammer 40,000 rulebook and also to try to use some kind of narrative focus when choosing their pieces. To simulate the conditions on Damnos, the use of ruins and ice features are most encouraged along with the use of the Fog Bank terrain described in this supplement.



**Deployment:** The **defender** may deploy a full 24" from their long table edge while the **attacker** may deploy 12" from their long table edge.

**Objectives:** There are six objective markers used in this game. Three are placed by the attacker and three are placed by the defender. All Objective Markers must be placed within the defender's deployment zone.

## Special Mission Rules

**Night Fighting, Mysterious Objectives, Reserves**

## Scoring and Victory Conditions:

If an Attacker's scoring unit is holding an objective at the end of their turn, remove it from play. For each Objective removed from play at the end of the game, the Attacker scores 3 Victory Points. For each Objective remaining in play at the end of the game, the Defender scores 3 Victory Points.

First Blood, Linebreaker, and Slay the Warlord are in play as normal.

## Alternative Rules

**More Interesting Objectives:** It might be more interesting to select different Battlefield Debris or even include one Archaeotech Artifact as the Objectives in this mission. Of course, if these Objectives would pose too great a benefit to the Defending Player, work out a points value for these benefits before the start of the game.

**Timed explosives:** Instead of destroying the Objectives right away, if you are holding the Objective at the end of your turn, place a Sabotaged Token on it. For each turn the Defender is holding an Objective, remove a Sabotaged Token from it. There is no limit on the number of Sabotaged Tokens an Objective may have on it. Just before the game ends, each sabotaged token explodes, destroying the Objective with it. In addition, deal Str 8 AP 2 Barrage blast hits out from the center of the marker to a distance of 2d6" for each sabotaged Objective. This method is preferred if you are trying to re-create the Damnos story.

## Scenario #4: The Storm on the Battlefield

The final battle in the Fall of Damnos is extremely straightforward. For Scenario 4, friends should simply plan a huge battle pitting as many Ultramarines as possible versus as many Necrons as possible. Cato Sicarius should be the Warlord for the Ultramarines.