

# MASTERS OF THE FORGE

## Narrative Campaign

## The Raid on Pakeshi IV

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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# Introduction

When WAAGH! Drillteef's fringe factions began to devolve into in-fighting after a long series of losses in the Ultima Segmentum, the core fleet broke off and made off for greener pastures. A small armada of fifty Ork vessels remained of Doc Drillteef's forces. They were drawn to the Paekshi Sector where Drillteef's Weirdboys had scried the presence of a lost Warboss named Tuska. At Big Mek Skar 'Ead's suggestion, Drillteef parked his fleet not far above the Nadir point of Sol Quartus. Presumably, the star's radiation at that range and location would mask their presence. Heat and radiation were no concern to the grizzled warlord.

It wasn't long before Drillteef despatched a single, small transport to Pakeshi IV in search of the promised relics. Commanding the operation was his chief Weirdboy, Old Greg, and a trusted commander, Big Mek Dreadnutz. Old Greg would be in charge of the search for the Relic and Dreadnutz would command the bulk of the Ork forces meant to distract the Imperium from the Orks' true intentions.

Meanwhile, since the war in the neighboring Shatara system, the Blood Ravens have removed themselves from the pitched battle being waged there. Instead, their interests have been piqued on Pakeshi IV. During the Shatara campaign, the Blood Ravens uncovered information that secret inquisitorial libraries on Pakeshi IV contain information about their missing 5th Company. When the Blood Ravens requested access to these libraries, the Inquisition were rather surprised considering the ultra-secret nature of the libraries. The Blood Ravens have, so far, been denied access.

## Pakeshi IV

**Subsector:** laden

**Population:** 145,000

**Climate:** Temperate Ash Wastes

**Surface Features:** Grey and miserable with streaks of color where the chemicals have stained the rock.

**Settlements:** Inquisitorial Compound (unofficial), Pakeshi Rangers barracks, waste treatment facilities, and some glum hab blocks.

**Defenses:** A Company of Pakeshi Rangers, a small Inquisitorial retinue, as well as a few private defense troops for what remains of Pakeshi IV's industry which, now, centers on waste management for the nearby Hydrochloride operations..



## Campaign Special Rules

**Narrative Warlord Traits:** For Characters which normally roll their Warlord Trait(s), players may choose them instead, though they must be chosen at the beginning of the campaign and carry on throughout.

**Mobile Armory:** Imperial vehicles are not only simple transports, but mobile field bases. Whenever an Imperial unit exits or fires from a transport of the same faction, they may choose to swap out **ONE** of their Special Weapon(s) or Heavy Weapon(s) with a different one of the same cost or less as they originally purchased for that model. Additionally, while embarked, an Imperial unit's combi-weapons are recharged at the end of the game turn.

**Narrative Mysterious Objectives:** Use these in place of the usual Mysterious Objectives.

- 1) **Malfunctioning Atmospheric Scrubber:** Every once in a while, concentrated oxygen being pumped out of the scrubber ignites. Every player turn a unit holds this Objective, the opposing player rolls a die. If a "1" is rolled, that player may place a Template as if emitting from the center of the Objective marker in any direction they wish so long as the narrow end touches the center. The Template deals Strength 3 AP 5 hits.

- 2) **Atmospheric Scrubber:** no special effect
- 3) **Vox Relay:** Relay information to the defenders or confuse them! For Eternal War missions, Instead of scoring this Objective at the end of the game, score 1 Victory Point each Player Turn you hold it. For Maelstrom missions, this Objective scores double Victory Points when its "Score Objective" card is drawn.
- 4) **Hidden Knowledge:** A clue to the powers of Conjuring from the Warp has been found, perhaps in a discarded note or stashed away on a corpse or even in a civilian vehicle. This Objective is worth an additional 2 Victory Points for a total of 5 Victory Points in an Eternal War mission. In a Maelstrom mission, you score 2 Victory Points at the end of the game if you hold this objective.
- 5) **Transport:** Replace the Objective Marker with a vehicle. This vehicle has the stats of an Ork Trukk but is claimed by the player whose units embark upon it. This vehicle remains an Objective, even if it is a Wreck. If this Vehicle explodes, it is no longer an Objective.
- 6) **Supply Cache:** The controlling player of the unit holding this Objective may re-roll any one die per game turn. This re-roll may be used for any purpose or unit you desire.

## Campaign Participants

**Pakeshi IV Planetary Defense Forces:** Although the Death Korps of Krieg have the best rules and models to use for representing the Pakeshi IV PDF due to the toxic nature of the world's wilderness, any Astra Militarum derivative should be adequate.

**Blood Ravens:** Blood Ravens may use any Chapter Tactics in any of their games. A librarian of some kind should be your Warlord for this campaign considering the inquisitive nature of the mission.

**Orks:** Big Mek Dreadnutz is well-known for his ability to build Ork walkers; one should be included in every Orks list. Dreadnutz is accompanied by a Level 2 Weirdboy named Old Greg.

**Inquisition:** The Inquisitorial forces could be represented using the Inquisition and/or Astra Militarum codexes.

# Scenario 1: Planetfall

Big Mek Dreadnutz has managed to land his transport and break through the first lines of defense at the head of Candovar Valley. This deep valley is home to what now serves as the world's capital city. Atmospheric generators work hard here to keep the valley filled with somewhat breathable air for the stark Hab Blocks, miserable chem plants, and PDF barracks. The Rangers are able to meet the oncoming rush of Orks on the city's edge in the vast Chlorine leach fields.

## The Armies

Forces will be constructed with **2500 points** and include a large infantry contingent of Pakeshi PDF protecting the perimeter of what serves as the planet's capital city from the rampaging Orks.

## 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 when the Orks have no models left in the play area.

## The Battlefield

The terrain will consist of Mechanicum buildings, non-volatile chem storage containers, transmission pipes, and standing pools of chemicals.

**Deployment:** Hammer & Anvil. Since both forces are arriving in haste, the players take turns deploying **one unit at a time**, simultaneously declaring reserves, including Infiltrators. Players roll off to determine who places the first unit.

## Special Mission Rules

### Night Fight, Reserves, Narrative Warlord Traits, Mobile Armory

**Breakthrough:** The Attacking player may leave the play area through the Defender's deployment zone by moving one model in the unit off the board edge. If a fallen Character Objective is moved off the play area, it can be used in the third Scenario, otherwise it may not.

## Scoring and Victory Conditions

The Orks player scores 1 Victory Point for each unit which leaves the play area under the **breakthrough** rule, and for each unit they destroy. The PDF player scores 1 Victory Point for each unit they destroy. Units which leave the play area may be used in Scenario 3.

## Scenario 2: Knock! Knock!

Some of the Orks have pushed through the Pakeshi defenses to the inner city. As they rampage through the city, they meet stiff resistance from Blood Raven harriers. The Orks split up in order to divide the enemy forces and clear the way for Big Mek Dreadnutz and his vanguard.

### The Armies

The armies will be constructed with **400 to 500 points** per player. Lists will be constructed using the Combat Patrol rules. Neither Big Mek Dreadnutz nor Old Greg may appear in these missions as they are considered named characters for the purposes of this mission.

### 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. Variable game length is in effect, except that players begin rolling to end the game at the end of turn 4 instead of turn 5.

### The Battlefield

This scenario features guerilla skirmishes throughout the city. Set up dense urban terrain lined up diagonally on a 4'x4' battlefield.

**Deployment:** Dawn of War

**Objectives:** Players take turn placing 6 Objective markers using the standard method except that they may be placed as close as 9" from each other instead of 12".

### Special Mission Rules

**Night Fight, Reserves, Narrative Warlord Traits, Mobile Armory**

**Skirmishes:** This Scenario is played three times with three reasonably different lists.

**Close Quarters:** Units may hold more than one objective during this mission.

**Rescue the Commander!** Greta Falkes, the Imperial Commander of the Subsector needs to be extracted from this volatile region. She begins the game as an objective inside a ruin or building at the center of the board during a game of the Blood Ravens player's choosing. This Objective is treated like a Relic.

**Deff Dread Fred:** The Ork player must bring a Deff Dread to one of their games. This is Deff Dread Fred, formerly Ordo Xenos Inquisitor Fedriko Caphone. If Deff Dread Fred is destroyed and doesn't suffer an Explodes! result, the wreck becomes a special Objective in the mission.

### Scoring and Victory Conditions

Players use a random **Maelstrom** mission for determining the scoring parameters and victory conditions in playing this scenario. When this game is over, play two more times. The player who won the most games wins this scenario.

If the Blood Ravens player captures either Imperial Commander Greta Falkes or Inquisitor Fedriko Caphone, they may be used in the next game at no points cost.

## Scenario 3: The Archives

While hundreds of Orks have met their final end in the city proper, the remnants of the Ork force have been testing the defenses of a supposedly secret Inquisitorial compound. With intelligence assistance from Old Greg the Weird, Big Mek Dreadnutz and his boyz finally engage with the contingent of Blood Ravens, the remaining PDF, and an Inquisitorial retinue guarding the compound. They have learned that the compound contains a book called the Tome of Blood which must not be allowed to fall into Ork hands. Of course, Dreadnutz is oblivious to the true nature of the book, but Old Greg is under direct orders from Mad Doc Drillteef to find it.

With a raucous bellow, the Orks prod explosive-strapped Gretchen into the Imperial defenses where they are callously detonated. Greenskins begin pouring into the compound.

### The Armies

This team game involves two or three players running Blood Ravens, Inquisitorial, and Planetary Defense Forces (the Defender) versus a single Ork player (the Attacker). Both sides are running about **3000 to 4500 points**. The Warlord for the Imperial side must be a Blood Ravens unit. The Ork player must have a minimum of 150 models in their army.

### Game Play

The Imperium players deploy first, followed by the Ork player. The Ork player goes first. This scenario will run 8+1d6 player turns. After the 10th player turn, roll a die. The number indicated is the turn in which the Ork transport cruiser makes a daring low-altitude teleport pick-up of the surviving Ork characters.

### The Battlefield

This battle is fought in a walled compound with small library bunkers scattered throughout the area. The walls are badly chewed up by the fighting over the past few days. Line all sides of the 4'x8' battlefield with ruins. The center of the Ork deployment zone should be clear of ruins. They have blasted this part of the wall away in a massive assault at the wall's weakest point. Then, 5 small buildings are placed outside both deployment zones.

These buildings are hardened bunkers reinforced with adamantium. While small, they actually have extensive basements and boast a carrying capacity of 15. They do not have fire points, but do have ramparts. Neither player may attempt to destroy the buildings as they represent a resource of incalculable importance to either side.

Add a Woods terrain feature to any remaining large, open space.

**Deployment:** Dawn of War deployment will be used for this scenario.

### Special Mission Rules

#### Night Fight, Mobile Armory, Narrative Warlord Traits

Note that Reserves and Infiltrate are not listed as Special Rules in use for this scenario. This means any unit required to use Reserves are not allowed. Units with Infiltrate may be deployed as if they didn't have the rule. The surviving units from Scenario 1 are the exception to this rule.

**Tactical Advantage:** For each game won in Scenario 2, both players may choose to place a unit into **ongoing reserve** when it is destroyed. This unit may not be an Independent Character.

**Tactical Retreat:** Independent Characters may choose to leave the play area at any time **after Turn 3**. They may do so while attached to a unit and/or within a model with transport capacity.

**Building Invasion:** A unit of 15 models or less may choose to enter a building if it is occupied by the enemy. Close combat is fought during the Assault Phase, though it is fought as if it were an ongoing combat for all purposes. Rather than figuring out normal assault results, the losing side of the combat is ejected from the building by the normal disembarkation rules at the end of the phase. The unit may not assault the next turn unless they simply try to invade the same building again.

**Attack Waves:** Every turn starting on turn 2, the Ork player **must** generate 1d3 units of Ork Boyz. These units have 9+1d6 members. If the unit has 15 members, the player may replace a Boy with a Nob with whatever upgrades they are modeled with. These units may enter the battlefield anywhere at least 12" away from an enemy unit.

**Librarian Dreadnought Conclave:** The Blood Ravens player may select a unit of Dreadnoughts to be Psykers. Each is treated as a separate Psyker joined together, two level 1 and one level two. The Level two psyker may, during the Psychic Phase, expend 1 Warp Charge in order to protect its unit with a 4+ invulnerable save.

**Ordo Xenos Inquisitor Fedriko Caphone:** If the Imperium player succeeded at rescuing the Ordo Xenos Inquisitor in Scenario 2, then they get his assistance. He is still trapped in the metal monstrosity the Orks bound him in, but it has been sanctified and upgraded. He is an Independent Character with the following stats: Strength 6, Toughness 5, Weapon Skill 5, Ballistic Skill 4, Initiative 2, Wounds 3, Leadership 9, Save 3+. Fedriko Caphone also has the following special rules: Relentless, Fearless, Hatred (Orks), Preferred Enemy (Orks), and Rage. Fedriko's faith and rage also provide him a sanctified aura which grants him a 6+ invulnerable save. The Inquisitor also sports assault grenades, a Power Klaw, Heavy Flamer, and Tornado Bolter. The Tornado Bolter has two modes of fire. Up to 24", it may fire using the following profile: Strength 4, AP 5, Heavy 12. Within 12" it may use a different profile: Strength 4, AP 5, Heavy 1, Large Blast, Ignores Cover. The Inquisitor may fire both of his weapons when shooting..

**Imperial Commander Greta Falkes:** If rescued during the last scenario, Greta Falkes is represented by an Inquisitor with no upgrades. She is treated as a high-ranking Astra Militarum officer for the purposes of giving orders.

## Scoring and Victory Conditions

The Imperium scores 3 Victory Points each for destroying Old Greg or Big Mek Dreadnutz. The Orks score 3 Victory Points each for destroying Commander Greta Falkes or the Imperial Warlord.

If Caphone is slain, place an Objective Marker where he fell. This Objective is worth 3 Victory Points if held at the end of the game. If it is contested at the end of the game, the winning player scores an additional 3 Victory Points.

To represent their state of absolute fury, for every 20 Ork models destroyed by **PDF** units, the Imperium scores an additional Victory Point. The PDF player keeps track of the number of slain models.

The Ork player and Blood Ravens players score by occupying the buildings. For each Ork unit or Blood Ravens units occupying a building at the end of their player turn, the player scores 1 Victory Point. If that unit contains a Weirdboy or Librarian, they score 2 Victory Points instead. Note that the other Imperial forces may not score in this manner, though it is added to the total for the Imperial forces.

Keep a running tally of how many points are scored from holding buildings alone and check the points scored by holding buildings at the end of the game turn. When a player has scored 13 points, they have found the relic they have been searching for. The Orks will find the Tome of Blood and the Blood Ravens find the Locus of Kroll. If the Blood Ravens player wishes, they may twist fate on a die roll of 6+ and swap the relics found.

**The Tome Of Blood:** This relic can be used once per campaign to transform one of your own psykers into a Daemon Prince with the stats of Bel'akor. This is done at the start of the turn and also summons forth a unit of 3d6 Pink Horrors of Tzeentch with a Herald. Otherwise, this relic grants the bearer +1 Psyker level.

**The Locus of Kroll:** This relic can be used once per campaign to broadcast your location throughout time and space. Strange warriors from a bygone age arrive to assist your cause. At the start of your turn, add 2 units of Legion of the Damned to your army, equipped the way they are modeled. They may deepstrike at the start of that movement phase. Otherwise, this relic acts as a Locator Beacon and an Auspex combined.