

MASTERS OF THE FORGE

Narrative Campaign

Yarrick: Imperial Creed

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

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New Units

These new units are meant to be played with the scenarios for the Mistral Campaign.

Young Commissar Yarrick

45/50 points

Battlefiled Role: HQ

Faction: Astra Militarum

	WS	BS	S	T	W	I	A	Ld	Sv
Young Commissar Yarrick	4	4	3	3	2/3	3	2	9/10	5+

Unit Type: Infantry (Character)

Wargear:

- Flak armour
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

Special Rules:

- Stubborn
- Summary Execution
- Independent Character
- Greater Destiny (see the On Your Tabletop: Special Rules document)
- Inexperienced/Experienced

Inexperienced/Experienced: Numbers separated by slashes represent the difference between Commissar Yarrick in the missions previous to Scenario 4 and after Scenario 4 of the Mistral Campaign.

Sister Superior Setheno

65 points

Battlefiled Role: HQ

Faction: Adepta Sororitas

	WS	BS	S	T	W	I	A	Ld	Sv
Sister Superior Setheno	4	4	3	3	2	3	2	9	3+

Unit Type: Infantry (Character)

Wargear:

- Power armour
- Boltgun
- Bolt pistol
- Chainsword
- Frag grenades
- Krak grenades

Special Rules:

- Act of Faith
- Shield of Faith
- Greater Destiny (see the On Your Tabletop: Special Rules document)

Commissar Seroff

35 points

Commissar Seroff's Stats, wargear, and special rules are exactly the same as those of a regular Commissar with no upgrades except for the inclusion of the Greater Destiny Special Rule.

Inquisitor Hektor Krauss

45 points

Inquisitor Krauss is an Ordo Hereticus Inquisitor with a Plasma Pistol upgrade and the Greater Destiny Special Rule

Vercor

145 points

Vercor is best represented by simply using a Callidus Assassin.

Saultern's Command Squad

70/85 points

Battlefiled Role: HQ

Faction: Astra Militarum

	WS	BS	S	T	W	I	A	Ld	Sv
Company Commander Saultern	3/4	3/4	3	3	3	3	2/3	8/9	5+
Trooper Betzner	3/4	3/4	3	3	2	3	1/2	7/8	5+
Trooper Kortner	3/4	3/4	3	3	1	3	1	7/8	5+
Additional Troopers	3/4	3/4	3	3	1	3	1	7/8	5+

Unit Type: Infantry (Character)

Unit Composition: Company Commander Saultern, Trooper Betzner, Trooper Kortner, and 2 additional Troopers.

Wargear and special Rules: The same as for a standard Company Command Squad except where indicated below.

Trooper Betzner: Instead of a Lasgun, Trooper Betzner has a Missile Launcher. In addition, Trooper Betzner is a Level 1 Psyker. He allows any force containing Saultern's Command Squad to add a +1 to seize initiative. If they either may not or do not Seize the Initiative, then the unit may re-deploy after Infiltrators have been deployed. In Scenario 6, Betzner also has the Smite Psychic Power.

Trooper Kortner: In Zone Mortalis scenarios, while Trooper Kortner is alive, a unit rolls three dice and takes the highest for running when Saultern gives the order "Forwards, for the Emperor!" and they may also run *before* shooting rather than after if they so desire.

Beacon of the Creed: In Scenario 6 Saultern's command squad may add 3" to their movement if they are not already attached to Yarrick and as long as they move directly towards Young Commissar Yarrick.

Inexperienced/Experienced: Numbers separated by slashes represent the difference between Saultern's Command Squad in the missions previous to Scenario 4 and after Scenario 4 of the Mistral Campaign.

Scenario 1: The Golden Vales of Lom

The Mortisian 77th Infantry and 110th Armored make their way through the wind-blown landscape of Mistral. They avoid the screaming winds by traveling through the sheltered valleys of Lom where picturesque vineyards carpet the landscape. Sadly, this is all about to burn as the forces of the Baron of Lom ambush the Mortisians, taking the high ground on either side of the vale.

The Armies

Imperial Forces (Player 1): Any form of ground-based Astra Militarum forces are allowed for this battle, though it must include Young Commissar Yarrick and Saultern's Company Command Squad. For larger games, feel free to include a Tank Commander, a Commissar, and a Lord Commissar in your army to further represent some of the other characters at this battle.

Renegade Forces (Player 2): The Mistralian forces are best represented by an undisciplined assortment of Astra Militarum units, mainly infantry, though with mobile artillery support. If you have the Imperial Armor: The Siege of Vraks book or Imperial Armor 13: War Machines of the Lost and the Damned, then the force organizations in those books would be even more appropriate for this use.

Game Play

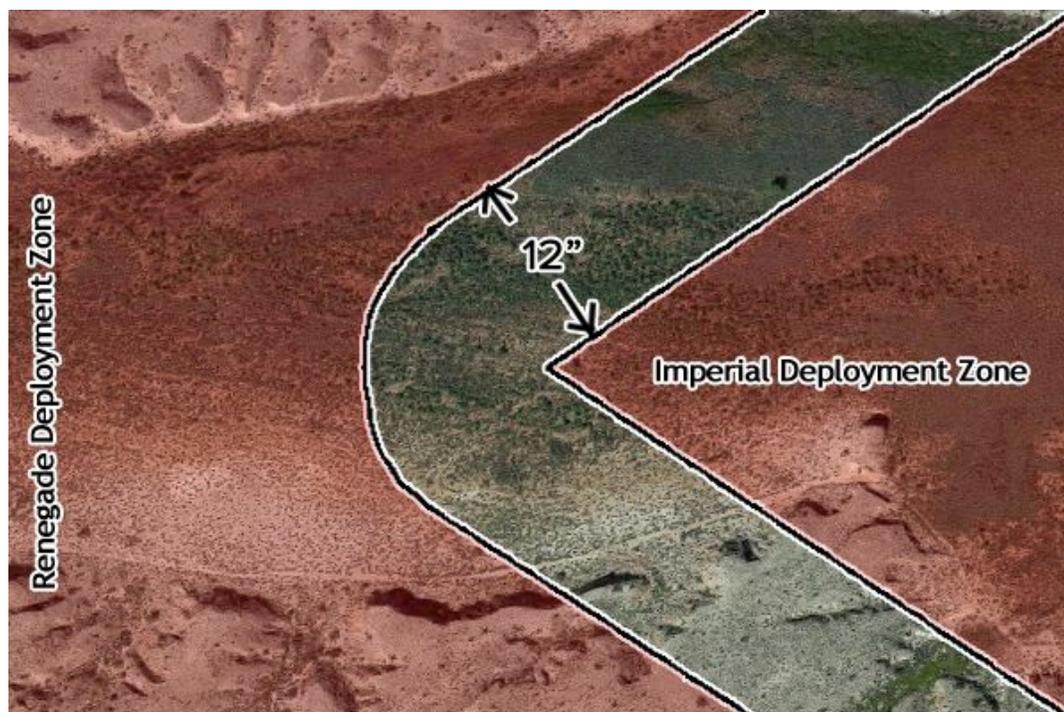
The Renegades may choose to go first or second. The player going first must deploy first. The mission uses Variable Game Length as described in Warhammer 40,000: The Rules.

The Battlefield

Set up the battlefield with hills along both long table edges to simulate the valley walls. You could also easily create proper valley walls with 2" construction foam stacked in two steps on either side.

Objective Markers: Players take turns placing three Objectives each in the usual way.

Deployment: The deployment for this scenario is "Wedge". The Wedge Deployment creates a triangle on one short table side with the sides extending from the corners of that side and meeting in the center of the board. Inside the triangle is the Imperium Deployment Zone. Anywhere outside of 12" from this line is the Renegade Deployment Zone. Obviously, the short table edges are the players' home edges.



Special Mission Rules

Night Fighting, Reserves

Nowhere to Hide: The Renegades know the terrain well. The forces of the imperium suffer a -1 to all cover saves.

Burning Fields: The falling artillery is setting the valley ablaze and as the battle progresses, less and less of this beautiful scene remains. All mobile artillery and all Flamer weapons have the Soulblaze special rule. The Soulblaze effect does not end as it normally does. Instead, the effect ends if the die roll is equal to or less than the turn number.

Scoring and Victory Conditions

Players score 3 Victory Points for each objective they hold at the end of the game. In addition, score 1 Victory Point for each destroyed enemy unit. First Blood, Linebreaker, and Slay the Warlord are all in play for 1 Victory Point each.

Scenario 2: The Siege of Tolosa

While the armies trade blows at the wall and the city is mercilessly bombarded, the Mortisians scour Tolosa for enemy forces who are using underground tunnels to literally undermine the Imperial forces. Your mission as the Imperial forces is to stop these incursions where you can and destroy the entrances so they may not be used again.

The Armies

Zone Mortalis armies are selected for this scenario. Please note that this is meant to be a very large game of Zone Mortalis and players are encouraged to run 1000 points each or even do a 4-player game of 750 points per player.

Imperial Forces: Astra Militarum Zone Mortalis Defender Force

Renegade Forces: Astra Militarum or Renegade Attacker Force

Game Play

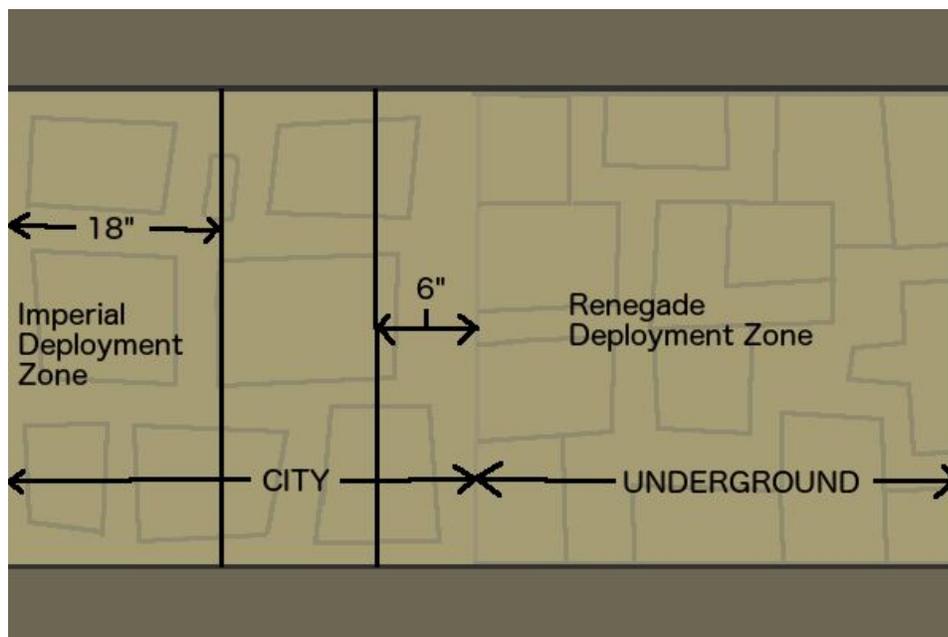
Both players roll off to see who decides to deploy first. The player deploying first also goes first unless their opponent can seize the initiative. The mission uses Variable Game Length as described in Warhammer 40,000: The Rules.

The Battlefield

On an 8' x 4' battlefield, set up two distinct 4'x4' zones. On one, set up corridors, rooms, and doors like a standard Underground Zone Mortalis layout, but with one door leading to the other half. On that part of the battlefield, place a heavy amount of urban terrain with narrow streets.

Objective Markers: Each player places one objective marker in the underground board. The room or corridor where these objectives are placed may not share a wall with the board edge. In addition, the door between the two boards counts as an objective.

Deployment: The Renegade Forces may deploy anywhere in the Underground table or within 6" of it. The Imperial Forces may deploy within 18" of their table edge.



Special Mission Rules

Night Fight, Reserves, Zone Mortalis

Sabotage: The two Objective Markers on the Underground table are Explosives meant to bring down an important building. These are Sabotage markers. Each has an Armour value of 11, and will be destroyed by any successful glancing hit or penetrating hit scored against them. Because their Attackers cannot be certain of destroying them properly at distance, these objectives count as having a 4+ invulnerable save against any shooting attack or blast damage they suffer, and cannot be harmed by events on the Catastrophic Damage table.in the third Scenario, otherwise it may not.

Scoring and Victory Conditions

Imperial Forces score 3 Victory Points for each each Objective Marker which is destroyed by the end of the game. If they remain in play at the end of the game, the Renegade forces score 3 Victory Points each. In addition, the player holding the door between the two battlefields scores 5 Victory Points at the end of the game. Lastly, score 1 Victory Point for each destroyed enemy unit.

Scenario 3: The Battle at the Breach

While the siege outside continues, there is a lull in the bombardment and a mass of enemy troops emerges from one of the wider breaches in the city. They are followed by a massive war machine which has no business existing in a sane world.

The Armies

Imperial Forces: Any form of infantry Astra Militarum forces are allowed for this battle, though it must include Young Commissar Yarrick, Saultern's Company Command Squad, Inquisitor Hektor Krauss, and Commissar Seroff. Weapons stronger than a missile launcher are discouraged.

Renegade Forces: The Mistralian forces are best represented by an undisciplined assortment of Astra Militarum Infantry units. If you have the Imperial Armor: The Seige of Vracks book or Imperial Armor 13: War Machines of the Lost and the Damned, then the force organizations in those books would be even more appropriate for this use.

Game Play

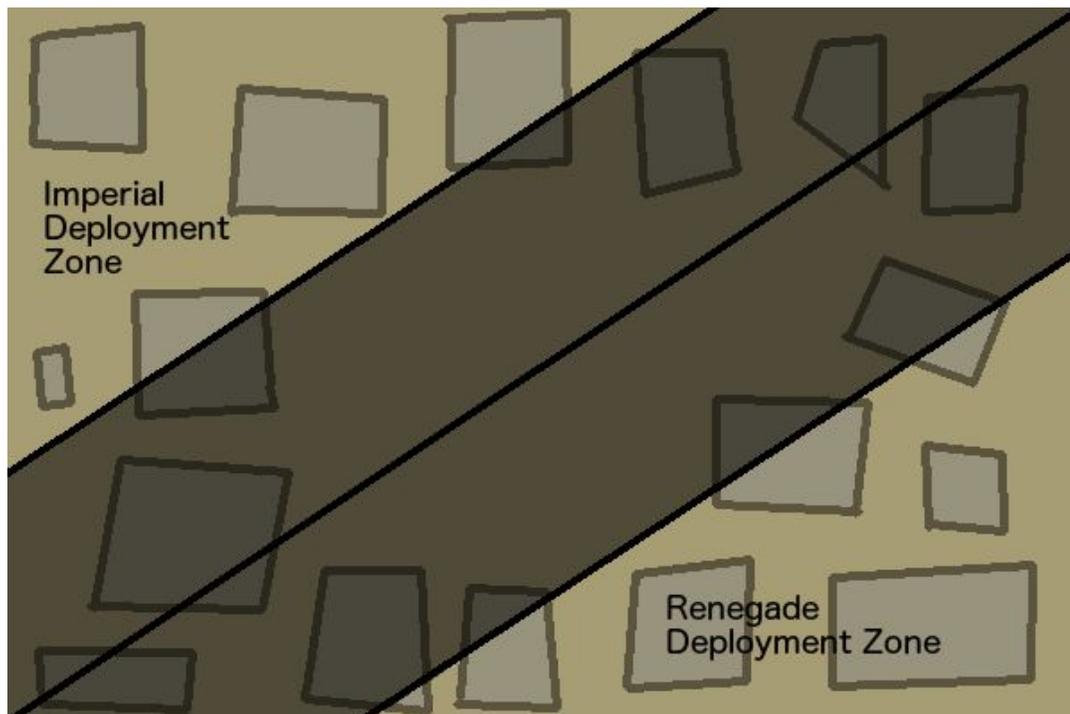
The Renegade player deploys first, then both players roll off to see who decides to go first. The mission uses Variable Game Length as described in Warhammer 40,000: The Rules unless the Beast of Tolosa has not been destroyed. If the Beast of Tolosa is still active, then the game continues.

The Battlefield

This battle is fought in the city market square. Arrange an array of ruins and broken walls along the edges of the table, but leave an open space in the center about 12" wide and 18" across.

Objective Markers: The Renegade player places a single Objective Marker anywhere in their deployment zone,

Deployment: Use the Vanguard Strike deployment type for this mission.



Special Mission Rules

Night Fight, Reserves

Through the Breach: Instead of arriving from a board edge, Renegade forces arrive from reserve from the Objective Marker. If the Objective is held by the Imperium when reserves arrive, they immediately are placed in close combat with the enemy unit.

Nowhere to Run: With their comrades running up through the tunnel and the enemy surrounding them, the Renegade forces have nowhere to run. If a Renegade unit falls back, it is immediately destroyed.

I want a demolition charge: In this mission, Yarrick counts as having a demo charge.

The Beast of Tolosa: The Renegade forces may take this unit at no cost to them.

Unit Type: Vehicle (Tank)

Role: Heavy Support

Points: 220

Armor: 12/12/10

Hull Points: 4

Wargear:

- Heavy Bolter (Front Hull)
- Heavy Stubber (Turret)
- Heavy Flamer (Turret)
- Hooked Flail Arms
- Battering Ram

Hooked Flail Arms: Attacks made by the Hooked Flail Arms count as ranged weapons with the following profile: Str 9, AP 2, Range 12", Blast, Ignores Cover.

Battering Ram: When executing a Tank Shock, this vehicle does 1d6 Str 9 AP 2 hits on each unit it Tank Shocks. These hits are executed after the player executes their Death or Glory attack. These hits have the Ignores Cover special rule.

Special Rules:

- Daemon
- It will not die
- RARGH!
- Unholy Resilience

RARGH!: The Beast of Tolosa is empowered by a bound spirit of Chaos, but also has a dedicated crew. The Beast of Tolosa is treated as a Superheavy Vehicle for the purposes of firing weapons.

Unholy Resilience: The Beast of Tolosa ignores Shaken and Stunned results on a 4+ (though it still takes hull point damage). In addition, if the Beast of Tolosa suffers an Immobilized result, it may forego attacking with its Hooked Flail Arms to use them to move as normal for one turn.

Scoring and Victory Conditions

The player holding the objective at the end of the game scores 7 Victory Points. In addition, players score 1 Victory Point for each destroyed enemy unit. The Imperial Forces receive 5 Victory Points for killing the Beast of Tolosa. Linebreaker and Slay the Warlord are both in play for 1 VP each.

Scenario 4: The Siege Breaks

With the destruction of the junction, the forces of the Barons have lost their primary source of materiel and they have suffered a massive blow both in terms of casualties and morale. It is up to the Mortisians to, now, break the siege and destroy their enemy utterly.

The Armies

Imperial Forces: Any form of non-flier Astra Militarum forces are allowed for this battle, though it must include Young Commissar Yarrick and Saultern's Company Command Squad. An additional Commissar and an Ordo Hereticus Inquisitor are also suggested for this scenario. Note that the forces at Tolosa are all on foot and the reserves are partially mechanized. The Imperial Forces total 3500 points.

Renegade Forces: The Mistralian forces are best represented by an undisciplined assortment of Astra Militarum Infantry units. If you have the Imperial Armor: The Seige of Vracks book or Imperial Armor 13: War Machines of the Lost and the Damned, then the force organizations in those books would be even more appropriate for this use. Basilisk mobile artillery are strongly recommended for this scenario. The Renegade forces total 4000 points.

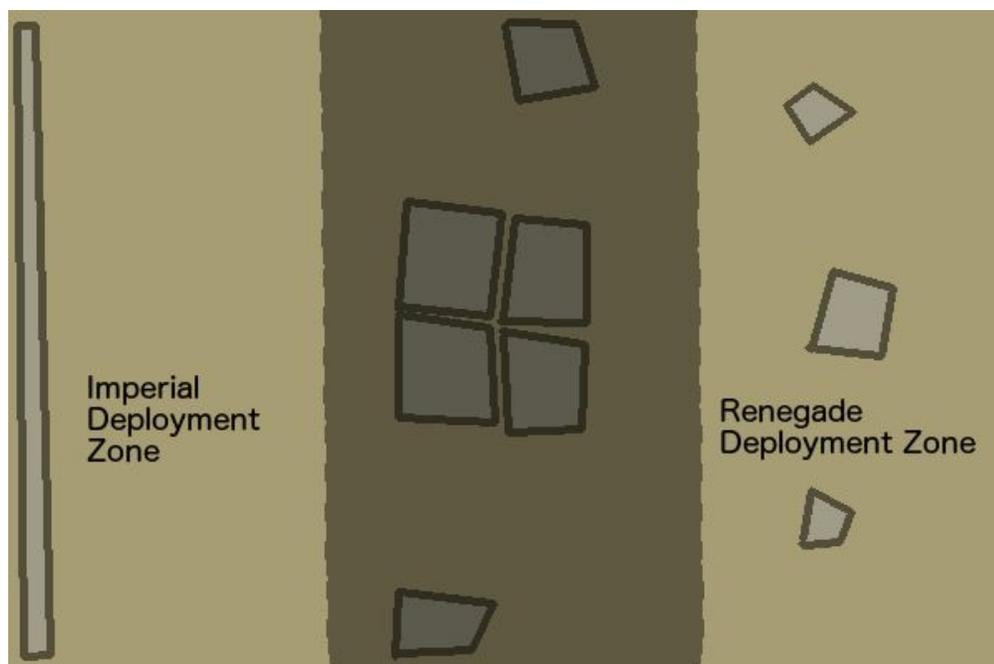
Game Play

The Renegade player deploys first. The Imperial player goes first. The Renegade player may not seize the initiative. The scenario is concluded when one army has been utterly destroyed or are fleeing.

The Battlefield

This battle is fought outside the city walls. City walls could be added to one of the short table edges, but the point of the mission is to eradicate the enemy which means that cowering behind a wall is not in the spirit of the scenario. Place your walls as close to the short table edge as possible. In the center of the table, place four large ruins very close to each other and a scattering of smaller ruins farther out; this will represent the destroyed maglev crossing. Craters and wrecked vehicles are also a great addition to this battlefield at your discretion.

Deployment: Use the Hammer & Anvil deployment type for this mission. The Imperial forces are deployed along the edge with the city wall. Only Heavy Weapons Teams may be deployed on the city wall.



Special Mission Rules

Night Fighting, Reserves

Imperial Reinforcements: Up to half the Imperial forces may Outflank. All vehicles must be included in this sum. Note that this scenario isn't meant to be played with an all-mechanized force. Most of the forces at Tolosa are on foot. When they arrive from reserve, all of the Outflanking units arrive together on a single roll and they all arrive from the same table side.

No time to delay: When Imperial reinforcements arrive, the controlling player may roll a die for each unit. That unit may move an additional number of inches indicated by the die in their movement phase. In addition, the Renegade player may roll a die. They may apply that many glancing hits to the vehicles which arrive, though they may not destroy a unit in the process. This is to represent any lasting damage the army received during the initial bombardment earlier in the siege for which there was no time to repair.

Broken and Battered: All Renegade forces suffer a -2 to all morale checks. If the Imperial forces manage to slay their Warlord, their penalty increases to -3.

Victory Conditions

At the end of the game, the player with non-fleeing units left in play wins.

Scenario 5: The Martyrs of Aighe Mortis

When the remnants of the Mortisian forces face an ambush, they must buy time for the small insertion force which is heading for Karrathar.

The Armies

Imperial Forces: Any form of non-flier Astra Militarum forces are allowed for this battle, though none of the special characters included in this supplement may be used. The Imperial forces total 2000 points

Renegade Forces: The Mistralian forces are best represented by an undisciplined assortment of Astra Militarum Infantry units. If you have the Imperial Armor: The Siege of Vraks book or Imperial Armor 13: War Machines of the Lost and the Damned, then the force organizations in those books would be even more appropriate for this use. The Renegade forces total 2500 points.

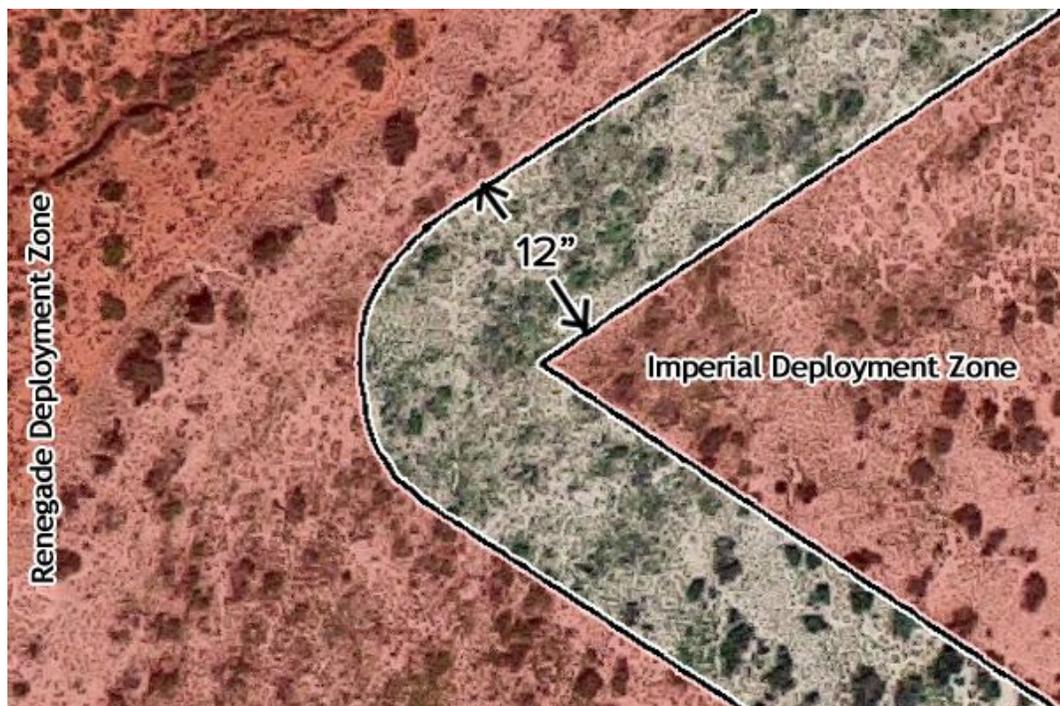
Game Play

The Imperial player deploys first. The Renegade player goes first. The Imperial player may not seize the initiative. This scenario is concluded when one army has been utterly destroyed.

The Battlefield

This battle takes place in a mountainous region of Mistral. Any combination of valleys and hills is appropriate as well as wrecked vehicles.

Deployment: The deployment for this scenario is "Wedge". The Wedge Deployment creates a triangle on one short table side with the sides extending from the corners of that side and meeting in the center of the board. Inside the triangle is the Imperium Deployment Zone. Anywhere outside of 12" from this line is the Renegade Deployment Zone. Obviously, the short table edges are the players' home edges.



Special Mission Rules

Night Fighting

Scoring and Victory Conditions

- If the game is concluded on turn 4 or earlier, the Renegade forces enjoy a total victory.
- If the game is concluded on turn 5 or 6, the Renegades score a victory.
- If the game is concluded on turn 7, the game is a tie.
- If the game is concluded on turn 8, it is a victory for the Imperium.
- If the game is concluded on turn 9 or later, then it is a total victory for the Imperium.

Scenario 6: Galshannha, Lord of Change

Thirty of the Imperium's finest are able to breach the defenses of Karrathar keep and fight against the evil which dwells there.

The Armies

Imperial Forces: Included in this battle are Young Commissar Yarrick, Vercor, Saultern's Command Squad (with an attached Commissar), A Sisters of Battle squad of nine sisters with a flamer, Sister Superior Setheno, and two platoon squads under-strength at 6 troopers each. Both units have a Flamer.

Renegade Forces: The Mistralian Forces are, at first, represented 3 squads of of 9 Chaos Cultists each. These Cultists count as having two close combat weapons, but no shooting weapons.

Game Play

The Imperial Forces must go first as they have the element of surprise. Saultern's Command Squad may not re-deploy. The mission ends when Galshannha has been slain or when all Imperial units have been slain.

The Battlefield

This battle takes place inside a cavernous space with a central podium. The Central Podium is well-represented by a 3" blast template or a more appropriately-themed device of a similar size. The board should be set up on a 4' x 4' play space. There is almost no terrain inside the room.

Deployment: The Renegade forces may deploy anywhere on the board. The Imperial forces, then, may deploy anywhere on any board edge as long as no friendly model is less than 2" from another model and no friendly model is more than 12" away from another model.

Special Mission Rules

Killzone: Models move and shoot as per the Killzone rules.

Miasma Maelstrom: The constantly shifting environment provides all units with the Shrouded special rule.

The Horror: Any time two Cultists are within 2" of each other, they may join to form a Pink Horror. These Pink Horrors do not possess Psychic Powers, but enjoy +1 Strength and Toughness.

The Chrysalis: When any unit approaches within 9" of the Objective, place a Chaos Spawn on it. This represents the malformed Barons of Mistral. This Spawn has 10 wounds and regenerates d6 wounds at the beginning of each of its turns. While on the podium, the spawn enjoys an additional +2 to its cover save from units which are over 6" away. When reduced to 0 wounds, it becomes a Lord of Change. When the Lord of Change moves, the platform moves with it, along with any model also on it, friend or foe.

Destiny: All units with the Greater Destiny special rule come back on a 4+ instead of a 5+ during this scenario. They also have the Eternal Warrior special rule and enjoy a 3+ Invulnerable save against attacks made by Cultists.

Deluge of Damned: At the beginning of the Renegade turn, if the number of Imperial Forces are greater than that of the Renegade forces, deploy 1d6 more Cultists along the board edge.

Scoring and Victory Conditions

If all Imperial Forces are destroyed and Galshannha survives, then the Renegade forces enjoy a total victory. If all Imperial Forces are destroyed and Galshannha is slain, then the scenario is a tie. If both Young Commissar Yarrick and Sister Superior Setheno are alive when Galshanna is slain, then the Imperial forces enjoy a minor pyrrhic victory.