

# MASTERS OF THE FORGE

## Narrative Campaign Seed

## The Pleasures of War

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

Aeons ago, two disparate Terran cultures, the Vatese and the Tovans, set off for the stars in search of a better life. Interestingly, both cultures registered to settle the same world; Destra III. Knowing this, the impulsive Vatese chose to build their colony ship quickly, load it up with goods, and leave as soon as possible. The Tovans launched years after the Vatese, but their ship was blessed with many technological advancements that had been developed since the Vatese left. As such, the Tovans actually settled the world long before the Vatese.

The analytical Tovans carefully chose their landing site on one of Destra III's two major continents. The continent they chose was closer to the world's cold northern pole. Although it had some arable land, it boasted far greater mineral resources than the other continent. When the Vatese arrived, they couldn't believe the Tovans hadn't chosen the warmer continent. They landed and began building an agrarian society. In the beginning, each continent was self-sustaining, but over time Tovans began to need more food to support their growing population and the Vatese needed mineral resources to support the trappings of a modern civilization. It was in this way that the two cultures were forced to co-exist.

Both civilizations couldn't have been more different, however. The Tovans were methodical and scientific in their endeavours. They were adamantly atheist and built a culture which valued and nurtured individual accomplishment. The spiritual Vatese, on the other hand, wrought beautiful works of art for their gods and built a society based on a morality centered on pure temperance. While these were all noble conceits, human nature has a way of surfacing even among the most idyllic societies. While Destra III did boast only two major continents, there were thousands of islands between them. As both nations grew larger, they began claiming the islands for their own. In time, although they maintained the trade required for both nations to survive, the Tovans and Vatese went to war over their claims to the islands.

Meanwhile, the Tovans had begun building an infrastructure for space travel. While most of the other worlds in the Destra system were useless hunks of rock or gas giants, Destra II was a lush jungle world. Although the Tovan probes had detected some dangerous fauna, Destra II was not dangerous enough to be classified as a Death World which meant it was ripe for colonization. For this reason, the Tovans pulled back from their war with the Vatese and gave up their claim to all the islands in favor of claiming the entirety of Destra II for themselves.

The Vatese couldn't be bothered with such things. They had never been interested in further space travel and were happy to begin settling the islands while the Tovans built their massive colony ship. While exploring the islands, the Vatese stumbled upon a curious and unnatural archway. The construct was made of white stone fifty feet across and adorned with smooth gemstones. The archway seemed to hum with power.

One priest bravely volunteered to pass through the archway. She clasped her spiritual trinkets, stepped in, and disappeared. She was gone for hours and the rest of the missionaries had all but given up by the time she returned, gasping for breath, bruised, and dirty. She explained that she'd walked through a strange corridor and had emerged in a vast jungle where she'd been chased for hours by dangerous creatures, but she had been lucky enough to make it back to the portal and return home. The Vatese had found a Webway Portal connecting Destra III and Destra II. By the time the Tovans had built their colony ship, the Vatese had already established their own colony on Destra II.

For the time being, the world was large enough for both factions. They carved out a peaceable existence for the next thousand years while both continents on Destra III became sprawling cities. While they weren't quite a Hiveworld, they'd left little room for Agriculture. This mattered little since Destra II boasted enough harvest to feed the other world in perpetuity. It seemed the Tovans and the Vatese had found a harmonic partnership, a rare success story between two disparate cultures in the galaxy. This was true until the Exodites arrived and reclaimed their Maidenworld.

The Exodites were brutal. They did not consider the mon-keigh infesting their world to be proper sentients, but a virus to be exterminated from its surface. Of the twelve million living and working on Destra II, only a few thousand

escaped through the Webway portal and a single, old System Ship. The rest were slaughtered, every last man, woman, and child.

Destra III was in crisis. They had little in the way of food to support themselves and they hadn't had any communication with Terra for centuries. As the humans hatched a plan to retaliate against the Eldar, the birth-scream of Slaanesh rang out through the sector, filling the night with a terrible light and a crescendo of madness. This odd happenstance didn't stop the plans of the Tovans and Vatese, however. They launched a counterattack, sending thousands of troops into the Webway Portal and dozens of system ships to support them. When they arrived, however, they found the Eldar had been decimated and the world crawling with warpspawn.

Over the years, both groups carved bastions against the monsters and fought to reclaim the world. They were somewhat successful over the years and the arrival of the Great Crusade eventually saw the complete retaking of Destra II. Both of Destra's factions were forced by the new Imperial command structure to work together to colonize and exploit that world's resources. The Imperial Truth quickly took over the polytheistic beliefs of the Vatese while the Mechanicus left a lasting impression on the Tovans. Destra III evolved into a world with dual roles, both as a Forgeworld and a typical Civilised World.

Today, Destra III's northern continent is known as Forge City Tovan on its production stamps. The Vatese primarily maintain the production of foodstuffs on Destra II and move the goods through the portal to Destra III's southern continent for processing and distribution not only to the Forge City, but to the rest of the Spinward Front at the edge of the Eye of Terror. Although this seems like a harmonic existence, the truth of the matter is that the Great Crusade was not completely thorough in their execution of the Slaaneshi presence on Destra II.

Forge City Tovan began having supply problems with the Vatese. The Vatesian shipments off-world still left on time, but those scheduled to fuel the Forge City's needs were either late or never arrived at all. Vatesian leaders became increasingly aloof. They shrugged off the problems at every encounter and eventually stopped meeting with the Tovans entirely. With no political strength and no real standing army to speak of, the Tovans petitioned the Adeptus Terra for assistance in dealing with the Vatese. A long and arduous bureaucratic process ensured that it would be too late for the Imperium to intervene before irreparable damage was done on Destra III.

## **New Rule: Bloodlust & Vengeance**

A player scores 1 Victory Point the first time they kill a unit. The other player may also score this point if they kill a unit before the end of their following Player Turn.

# Mission 1: Mercenary Behavior

After waiting months for the Adeptus Terra to review the evidence of wrongdoing at the hands of the Vatese, the Tovans' patience had worn thin. Shipments from the Vatese to Forge City Tovan had stopped altogether while the off-system shipments continued without delay. The Forge's workers had begun the slow process of starving to death. Unable to wait any longer for the bureaucracy to save them, the Tovans reached out to some of their own trade partners for help.

The Tovan head of state, Lead Architect Kruss, was able to negotiate some trade goods for food shipments with a passing Rogue Trader. Venture Captain Jael advised him that most food shipments in the region are bound for the war effort along the Eye of Terror and they'd be hard pressed to feed their entire Forge before everyone starved to death. Their best effort would be, he suggested, to solve the problem at home. Captain Jael put Architect Kruss in contact with one of his own clandestine contacts: a band of mercenaries, called Cadia's Warmongers, who were more than happy to work for trade goods and political favors.

On the fifth month of living without a constant food supply and making threats with no response from their neighbors, the Tovans unleashed the Mercenaries upon the Vatese. Throughout the battle, it became increasingly clear that both sides of the conflict had grossly misjudged the true nature of the other. Cadia's Warmongers weren't just a random band of Mercenaries; they had become deeply influenced by Khorne. At the same time, the Vatesian people had become totally devoted to the Prince of Pleasure. When they weren't feasting and procreating, they were torturing the unbelievers with hard labor and long hours in order to meet their off-world shipment quotas. When the Mercenaries attacked the Vatesian administrative offices, the entire area appeared as little more than a huge and bloody celebration of excess.

## The Armies

The Mercenaries are represented with Khorne Daemonkin while the defenders are represented by Slaanesh-marked Chaos Space Marines and Daemons of Slaanesh. Both armies must contain at least two units of appropriately-marked Chaos Cultists.

## 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

The battlefield should be arranged in a sprawling urban landscape. Ruins are not a bad choice considering the months of debauchery which have transpired here.

**Deployment:** Hammer & Anvil

## Special Mission Rules

### Night Fighting, Reserves

**The Screaming Dead:** Whenever a unit is destroyed, the controlling player places an Objective on the location where the last model in that unit was removed. Objectives may be any distance from each other. Khorne Objectives should be marked red and Slaanesh Objectives should be marked purple.

**Chaotic Revelations:** On Turn 1, only Troops may be deployed. All other units must be placed in Reserves. Do not roll for Reserves. On Turn 2, Fast Attack arrive from Reserves. On Turn 3 Elites and HQs arrive from Reserves. On Turn 4, Heavy Support and Lords of War arrive from Reserves. Any Independent Characters may be Deployed or placed in Reserves attached to a unit rather than arriving with their regular group.

## **Scoring and Victory Conditions**

For each of your own army's Objectives you hold at the end of the game, score 1 Victory point. For each of your enemy's Objectives you hold at the end of the game, score 3 Victory Points. For the purposes of this mission, a unit may hold and/or contest multiple Objectives at one time.

Slay the Warlord, Bloodlust & Vengeance, and Linebreaker are all 1 point each.

## Mission 2: Portalgate

The war on the ground intensifies as the two forces realize they are fighting against their arch enemy. The Slaaneshi forces fall back to the Webway Portal, attempting to defend it from the bloodthirsty Khornate warriors who would love to take possession of such a valuable tactical position.

### The Armies

The Mercenaries are represented with Khorne Daemonkin while the defenders are represented by Slaanesh-marked Chaos Space Marines and Daemons of Slaanesh. Both armies must contain at least two units of appropriately-marked Chaos Cultists.

### 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

The battlefield should be arranged in a sprawling urban landscape with a Webway Portal wide enough for a light transport to drive through standing at the center of the Slaanesh deployment zone line.

**Deployment:** Vanguard Strike

**Objectives:** Players take turns placing 3 Slaanesh Objectives (painted purple). The first objective must be exactly 12" from the portal, the second Objective must be exactly 24" from the Portal and the third Objective must be exactly 36" from the Portal. For this mission, Objectives may be placed within 6" of a board edge.

### Special Mission Rules

#### Night Fighting, Reserves

**Fuel for the Fire:** When units of Cultists are killed, they generate an additional Blood Tithe point for Khorne Daemonkin. In addition, whenever a unit of Cultists is destroyed, the controlling player places a Khorne Objective where the last model was removed. All units with the Daemon of Slaanesh Special Rule or Mark of Slaanesh within 6" of a Khorne Objective enjoy either a 6+ Feel No Pain or improve their Feel No Pain by +1. These effects are cumulative if a unit is within 6" of more than one marker, but not to greater than a 3+ Feel No Pain.

**Reserves from Destra II:** The Slaanesh player may bring on reserves from the Webway Portal instead of their board edge. Units arriving through the portal may assault they arrive from Reserves, but do so as if assaulting through terrain.

### Scoring and Victory Conditions

Score 2 Victory Points for each Slaanesh Objective you hold at the end of the game. Score 5 Victory Points for holding the Webway Portal at the end of the game. Treat the Portal as if it were just a large Objective Marker for these purposes.

Slay the Warlord, Bloodlust & Vengeance, and Linebreaker are all 1 point each.

# Mission 3: Not Quite Unwelcome

Meanwhile, a patient band of Eldar have been awaiting their opportunity to strike at the humans and Daemons infesting themaidenworld. They hold out an unfortunate measure of hope that the world can be reclaimed for the Craftworlds.

## The Armies

The factions in this engagement are Eldar versus Slaanesh-marked Chaos Space Marines and Daemons of Slaanesh. The Daemons of Slaanesh must be the primary Detachment in this mission with the Warp Storm Table in full effect.

## 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

The battlefield is a twisted landscape of strange vegetation and rock formation.

**Deployment:** Dawn of War

## Special Mission Rules

### Night Fighting, Reserves

**Passion of the Hunt:** If the Slaanesh forces include a Keeper of Secrets, it may select this Warlord Trait instead of rolling for one. The Keeper enjoys a 4+ Feel No Pain and whenever it destroys an enemy unit, it regenerates d6 Wounds.

**Slaanesh is Watching:** Chaos Space Marines with the Mark of Slaanesh are treated as Daemons of Slaanesh for purposes of the Warp Storm Table.

## Scoring and Victory Conditions

Players score 1 Victory Point for each destroyed enemy unit at the end of the game. Additionally, whenever a unit is destroyed in the Assault Phase, score an additional Victory Point.

Slay the Warlord, Bloodlust & Vengeance, and Linebreaker are all 1 point each.

## Continuing the Story

As the world devolves into total war, it's possible the extreme violence will draw the attention of other factions. The Orks and the Grey Knights are both good candidates as are the Astra Militarum. As the war escalates, so too will the size and scope of the battles, though there should be room for small skirmishes and team actions.