

MASTERS OF THE FORGE

Narrative Social Event

The War on Emperor's Day

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

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Introduction

This event is meant to be a fun and laid-back set of missions designed for two or more people to play holiday-themed games of 40k. It is not necessarily intended to be necessarily adherent to the lore, nor is it meant to be played with a strong competitive mindset. It's all about getting together for the holidays and having a great time.

Note that The War on Emperor's Day is presented with thanks to Mark Gurtler formerly of Dirty Goblin Games who conceived of the original Emperor's Day event.

Emperor's Day

On Terra, when the cold winds start to blow in the Northern hemisphere and the sun begins its relentless summer cycle in the South, folklore among the people of the Imperium tell of the Emperor's birth. There are a great many conflicting stories about whether or not it is his actual date of birth or even whether he has simply been around since the dawn of time. Others whisper that, rather than the day of the Emperor's birth, it is the day of his rebirth; a time yet to come. Regardless, this is a time of great jubilation for many loyal to the Emperor of Mankind.

The Ministorum doesn't stop this celebration, of course. Whether the conceit of the day is canonically correct is immaterial. The fact that the holiday inspires faith in the Emperor and improves morale immensely is of great value. Also, gifts from the meager to the grand, are traditionally exchanged on Emperor's Day. The revenue this generates throughout the Galaxy is enough to keep some forges and even entire planets working. What's more, the morale boost from the celebration has been shown to increase productivity throughout the galaxy by 5 to 10 percent for up to 4 standard weeks prior to the day.

The Ministorum has an entire division devoted to the bureaucracy of the celebration. The most mundane duty of the Emperor's Day Division is in the management of the manufacturing and distribution of hand-made relics and alcohol sweets. They also maintain all of the statutory edicts on how the holiday must be observed including any limitations on revelry and which hymns are officially sanctioned for singing.

However, the most famous and popular of the Ministorum's duties lies with its head Priest, Imperial Saint Nikolas. No one seems to be able to agree on the Saint's age and it's been surmised that the name comes with the position; whoever takes on the responsibility also assumes the identity. There are also whispers within the Ministorum that the Saint is a Perpetual. Only Nikolas knows his true nature, for he's a very old man with a huge, bushy beard, beady eyes, and a plump stature. Men of his ilk are far from rare in the Ministorum.

Every standard year, the Saint chooses a single world to personally bless on Emperor's Day. He arrives like clockwork several hours before festivities begin. The Lunar Class Cruiser assigned to the Emperor's Day Division, The Harbinger of Celebration, is one of the most accurate and fastest Voidships in the Galaxy. It's painted bright red, white, and gold, which makes it very appealing to Ork raiding parties, but she's always been able to repel any attackers.

When he arrives at the world, Nikolas mounts his Land Chariot which boasts a very unique teleport homer and flies down to skim the planet's surface. There, he summons forth gifts from the cruiser for thousands of Imperial children. It's thought that Saint Nikolas knows which children have been especially loyal to the God-Emperor of Mankind and they all get wonderful gifts like new work gloves or Grade B rations. The children of governors, generals, and other important individuals, of course, receive far more luxurious gifts.

Imperial Saint Nikolas is also said to know when you're a heretic. He will stop at the domicile of all the heretics on the chosen world and mark their doors with a special psychic symbol which cannot be removed by normal means. That night, at the blessing ceremony, the heretics are brought to the place of celebration and burned alive. Only then do the symbols on their doors disappear.

Obviously, great adulation greets the Saint whenever he arrives on the chosen world. Gifts are one thing, but purging the world of all heretical influence, even for a short time, is seen as a massive blessing. This isn't merely true from a spiritual perspective, but from an economic one. When the galactic neighbors of a world blessed by the Saint get word of his visit they'll want to do more business with that world. The idea is that the world it is much safer and more trustworthy. Also, regional powers such as the Adepta Sororitas and the Adeptus Astartes will pay a bit less attention to the world due to its spiritual cleanliness. This creates breathing room for a lot more black market trade which also, to some degree, improves the world's economy.

This tradition has survived for centuries. Saint Nikolas never fails to arrive, bringing happiness, peace, and justice wherever he goes. That is, until last year. In 995.998 M41, a shadowy figure appeared on the world of Tristain just days before the Saint. When the bright red Harbinger of Celebration appeared in orbit above Tristain, they found the world in ruins. The shadowy form had corrupted every soul on that humble world. The people refused to work, demanded tribute from the Saint, and denied the very existence of the God Emperor of Mankind.

As every man, woman, and child was incinerated from foot to head for their sloth, avarice, and blasphemy, a single name escaped their screaming lips: Krampus.

Kavonia

The Feudal world of Kavonia is rather nondescript. It still boasts wide expanses of wilderness, but is dotted with glittering hive cities. The world boasts a significant amount of radioactive material in its core which is harvested nonstop from bore-holes in the earth. The ore is, then, transferred to the world's only moon via mass driver for safe processing.

The Imperial Governor, Shastus Kavoneth, rules in the most acceptable way to the Imperium: with fairness, ruthlessness, loyalty, and devout faith. His family not only holds the position of Imperial Commander of the region, but also heads a household of Imperial Knights. The Kavoneth family has served the Imperium faithfully both as rulers and warriors for centuries.

Kavonia and their rulers have always been extremely devout to the Imperial Creed. It is an important part of the social structure of the Kavonians to make unsolicited, grand gestures of faith. Sometimes these gestures can be dangerous in the extreme. Kavonians often let the Emperor decide their fates in matters of disagreement, whether through games of chance or duels to the death. Shastus Kavoneth himself, just one year ago, brought his own eldest son before a throng of gathered citizens, accused him of blasphemy against the Emperor of Mankind, and hanged him by his neck until he was dead, weeping openly throughout the entire process.

This year, Kavonia has been chosen for the Saint's blessing. If any world should be safe from the devilry of the Krampus, that world should be Kavonia.

Although the Harbinger of Celebration arrived at Kavonia much earlier this year, the corruption of the Krampus began to rear its head long before. The slums of Kavonia's moon began to show signs of unrest a few days after last year's Emperor's day and matters degenerated as the year progressed. The workers on the moon demanded better treatment, more rations, and leisure time. This, of course, was flatly denied. Terrorist activity began to spread throughout Kavonian society as Emperor's Day drew nearer. Then, as the Saint's vessel translated from the Warp, an explosion rocked the moon's mass conveyor system and its twin down on the planet, effectively shutting down processing.

Moments later, strange portals began opening across the surface of the planet and on the moon base. The enemies of the Imperium poured out of them and began wreaking havoc upon the population. The Harbinger responded by releasing hundreds of her own landing craft. Fortunately, this year, Saint Nikolas brought backup.

Forces

If you're playing this event to a perfect theme, it is best to use the Adepta Sororitas versus Chaos Daemons. Of course, any Forces of the Imperium versus Chaos faction will do for a reasonable narrative. If you're playing out as a large group event, then wait until the day you play and sort out the players into two sides. One group will be supporting Ministorum Saint Nikolas and the other will be fighting for Krampus, Greater Daemon of Slaanesh.

Special Rules

Festive Terrain: You are encouraged to use winter terrain for this event. Water terrain is frozen, but still counts as difficult terrain. Add a few patches of white terrain which should count as snow drifts and hills are massive snow drifts. Both kinds of snow drifts are also difficult terrain. Models with the Chariot special rule treat frozen water and snow drifts as clear terrain.

Holiday Objectives: You are encouraged to make or buy tiny, objective-sized presents for your Objectives. Throughout this Event, all Objectives, unless otherwise stated, can be seized and moved around as per the Relic. Open-topped transports may carry two Objectives. Other units may only carry one per ten models in the unit (rounded up). A unit may still only score one Objective at a time, however.

Festive Mysterious Objectives: Use the following Mysterious Objectives in place of the usual ones:

- 1) **Gift of Krampus:** This Objective isn't a present from Saint Nikolas, but a cursed gift from the Krampus! The unit must pass a Leadership check or be overwhelmed with the desire to possess the Objective. If the test fails, then randomly select one model in the unit. That model deals d6 AP- hits on their own unit, allocated from that model. That model immediately seizes the Objective.
- 2) **I Got a Rock:** Nothing of note. Also, this Objective may **not** be seized and moved.
- 3) **Candy! Candy! Candy!:** A unit holding this objective may take an additional shooting phase immediately after they are done shooting. If they do so, they may not move nor shoot at all until the **end** of their next turn. This includes Overwatch and fleeing, but not piling in. They are also considered under the effects of Concussive until the start of their next turn.
- 4) **You'll Shoot Your Eye Out:** The unit holding this Objective can use the powerful ammunition stored here. They add +1 strength to their shooting attacks (maximum Strength 10). Their weapons also have the Gets Hot special rule. If one of these weapons already has Gets Hot, then it suffers a -2 to the saving throw for wounds suffered by Gets Hot.
- 5) **Light my Way:** This infrared beacon can pierce through almost any obfuscation. A unit holding this Objective gains the Ignores Cover special rule.
- 6) **Altar of Saint Nikolas:** A unit Loyal to Saint Nikolas is Fearless while holding this Objective. A unit loyal to The Krampus gains Furious Charge and Rage if they are holding this Objective before they launch an assault, and Counter-Attack if they are assaulted. They get this ability until the end of their turn.

Blizzard Conditions: Instead of Night Fighting, these missions use this special mission rule. Beginning on turn 1 all models enjoy a +2 to cover save rolls. At the start of every turn thereafter, roll a die. On a 3+, reduce the cover save bonus by one, to a minimum of zero. Additionally, it's very hard to see the attacks coming in the Blizzard. For this reason, any rules which allow you to re-roll saves (not just cover saves) do not work at all during the Blizzard. Note that any ability which normally negates Night Fight only reduces cover save by 1; it does not negate the other effects.

As a Group Event

This event should feature a Master of Festivities to adjudicate some of the odd situations which may arise from such odd missions. Also, someone has to give out the candy. The points level for each mission is up to the Master of Festivities depending on how much time is allotted at the location. 1250-1500 points is recommended.

Preparing for this event as-written for a lot of people could be very time-consuming and expensive. Christmas Village trees from local department stores are very inexpensive. Also white felt can be cut into blobs of snow for snowdrift terrain. These can be placed anywhere, even with buildings overlapping them on either side to create roads blocked by snowdrifts. You could transform 4 regular tables into 4 themed tables for under \$30 US.

Also, you need candy. It would be a good idea to request that each player, as part of their entry fee, brings a bag of festive bite-sized candies you can give away throughout the event. Any entry fees should go to either simple door prizes or a raffle for store credit at the event location.

Mission 1: Doorbusters

Although the main threat lies on Kavonia's moon, the Curse of the Krampus has spread to one of the world's Hive Cities. The Curse must be cleansed from the world in order to form a secure beach-head. The greedy masses of heretics at Kavonia Hive Secundus won't give up their cause without a fight, though.

It is the mission of Saint Nikolas's forces to assault and hold Hive Secundus at all costs. Saint Nikolas has scrambled his forces with haste in order to take advantage of a passing blizzard which should allow them to assault the enemy position without being mauled too badly.

The Armies

The forces of Saint Nikolas are attacking the forces of The Krampus who are deployed dug into reinforced positions in the Hive.

Game Play

The Forces of the Krampus deploy first and may go first unless the forces of Saint Nikolas can Seize the Initiative. The mission uses Variable Game Length as described in Warhammer 40,000: The Rules.

The Battlefield

For this mission, place complete buildings in the defender's deployment zone, snowy terrain on the attacker's deployment zone, and ruins in between. If you don't have enough finished buildings, simply put your biggest ruins towards the defender's edge.

Objective Markers: The Defender first places two Objective Markers on their table half. Then, the Attacker also places two Objectives on the Defender's table half. If the Attacker cannot legally place an Objective, the Defender must move one of theirs to make room.

Deployment: Use the Dawn of War deployment for this mission.

Special Mission Rules

Blizzard Conditions, Reserves, Festive Terrain, Holiday Objectives, Festive Mysterious Objectives

Scoring and Victory Conditions

Players score 3 points for each Objective Marker they hold at the end of the game.

Slay the Warlord and **Linebreaker** are in play at 1 Victory Point each.

You've Been Naughty: The Forces of Saint Nikolas score 5 points if they destroyed more than 50% of the enemy's units during the game.

We Want More: The Forces of the Krampus are given a piece of candy when they destroy an enemy unit. Place it on the battlefield where the enemy was destroyed. If a unit belonging to the Forces of the Krampus moves into base contact with the candy, they score 1 point and the controlling player must eat that candy. They must eat as much candy as they collect, but may only score up to 5 points.

Mission 2: Sinful Sots

Although The Saint's forces have taken hold of Kavonia itself, the Heretics of the Krampus are still active on the moon and have been using it as a staging point for raids on the world below. The Krampus has convinced the Heretics that they deserve not only the gifts brought to the world by Saint Nikolas, but more food rations, weapons, and ammunition. This has been rather successful due to the hasty nature in which The Saint dispatched his forces.

It is the duty of the loyal followers of Nikolas to put an end to these raids and crush the opposition. Since they will be far from supply lines, they will be receiving air-drop support from Saint Nikolas himself.

The Armies

The forces of Saint Nikolas are bringing the fight to the forces of the Krampus in an open field of battle.

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

For this mission, place an assortment of terrain. While some ruins are fine, try to use snowy wilderness terrain pieces.

Objective Markers: The Forces of the Krampus begin the game in possession of 2 Objective Markers.

Deployment: Use the Hammer & Anvil deployment for this mission. Roll randomly to determine who deploys first.

Mission Special Rules

Blizzard Conditions, Reserves, Festive Terrain, Holiday Objectives, Festive Mysterious Objectives

The Land Chariot of Saint Nikolas: Ministorum Saint Nikolas will fly around the battlefield, dropping supplies into the fight. At the start of the game, the player loyal to Nikolas will deploy a token (or model) representing Nikolas in his Chariot. For this mission, the Chariot has the following profile: BS 6, AV 13/13/10, HP 5, SV 4++, Flyer, Vector Dancer. The player loyal to Nikolas controls the Chariot as if it were a unit in their army.

Supply Drop: At the end of their Movement Phase, the controlling player must place an Objective Marker on the battlefield within 6" of the Chariot of Saint Nikolas. This Objective scatters as if deepstriking. If the Objective lands touching impassible terrain or most vehicles, stop the scatter 1" from it. If the Objective lands touching an open-topped vehicle, walker, or other non-vehicle model, treat that model as having seized the Objective and is now carrying it. There is no limit on where these objectives may be placed on the battlefield.

More Candy!: Whenever The Chariot of Saint Nikolas loses a hull point, the controlling player must drop another Objective Marker.

Save The Saint!: If Saint Nikolas is destroyed, place an Objective Marker where he was destroyed.

Victory Conditions

The player with the most Victory Points at the end of the mission wins the game. Report your victory or defeat to the Master of Festivities.

Regardless of who won, the player of the forces loyal to Saint Nikolas must eat as much candy as their opponent ate throughout the game.

Scoring and Victory Conditions

Players score 1 point for each destroyed enemy unit at the end of the game.

Slay the Warlord and **Linebreaker** are in play for 1 Victory Point each. Additionally, both sides have a special Secondary Objective worth 5 points.

Mine: If a unit controlled by the Forces of the Krampus are in possession of an Objective, they may destroy that objective at the start of their turn and receive a piece of candy. If the player eats that candy, the unit may act as if under the effects of any Festive Mysterious Objective until the end of their turn. They also receive 1 Victory Point. They may eat as much candy as they collect, but may only score up to 5 points.

You get nothing: The Forces of the Saint score 5 Victory Points if they hold more Objectives than their opponent at the end of the game.

Mission 3: The Real Meaning of Emperor's Day

Of course, the real meaning of Emperor's Day is the celebration of undying devotion to the God Emperor of Mankind and the purgation of his enemies. The Imperium would rather not lose the refining facilities on Kavonia's moon, so Saint Nikolas orders his forces to attack the installation and purge all defenders. Nikolas himself is leading the charge and he is destined to clash with the Krampus who has personally fortified the Heretics' position.

The Armies

Both players bring an army of their choice to the field at the normal points level for the event. In addition, they receive a single model for free and do not count towards any Detachment or Formation if they don't wish to. This unit counts as the player's Warlord.

Ministorum Saint Nikolas: Those loyal to Nikolas receive a unit identical in all ways to Logan Grimnar on his chariot except that his faction is that of the player's primary detachment.

Greater Daemon Krampus: Those loyal to Krampus receive a unit identical in all ways to Be'lakor except that his faction is that of the player's primary detachment.

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

For this mission, place an assortment of terrain, including any Manufactorum and winter terrain you may have available.

Objective Markers: The forces of the Krampus place 12 Objectives just before they deploy their models. In this mission, Objectives may be placed within 6" of each other rather than 12".

Deployment: Use the Dawn of War deployment for this mission. Roll randomly to determine who deploys first.

Special Mission Rules

Blizzard Conditions, Reserves, Festive Terrain, Holiday Objectives, Festive Mysterious Objectives

Blessings of Saint Nikolas: The player controlling Ministorum Saint Nikolas may drop a single Objective within 6" of his base at the start of their player turn. These Objectives may be placed as close to any other objectives as you wish.

Scoring and Victory Conditions

Regardless of who won, the player of the forces loyal to Saint Nikolas must eat as much candy as their opponent ate throughout the game.

The Last Emperor's Day: If a unit controlled by the Forces of the Krampus are in possession of an Objective, they may destroy that objective at the start of their turn and receive 3 pieces of candy. If the player eats that candy, the unit gains the Fleet, Furious Charge, and Eternal Warrior Special Rules. For each successful assault made by units under the effects of a destroyed Objective Marker, the Forces of the Krampus score 3 Victory Points. There is no point limit for this Objective.

Victory in the War on Emperor's Day: The Forces of Saint Nikolas receive 1 Victory Point for each destroyed enemy unit at the end of the game. There is no point limit for this Objective.

Slay the Warlord is in play and worth 3 Victory Points.

Maelstrom of War: Players score 1 point for each Objective Marker held at the end of each game turn.

Event Results

For a campaign between two players, simply count up the games won. For group events, each round is tallied separately. For example, in an event with 12 players, if the Forces of the Krampus win 4 games and the Forces of Saint Nikolas win 2 games, then the win goes to the Krampus gets the overall win. Only count rounds won.

- **3-0 Saint Nikolas: Nikolas Triumphant!** The plans of the Krampus have been destroyed! He is sent back to the Warp and his hordes are decimated. The processing plant is saved.
- **2-0 Saint Nikolas: Major Victory on Emperor's Day!** Although heavy losses have been sustained, the Krampus has been defeated and he has been sent back to the Warp, and the processing plant has been saved.
- **2-1 Saint Nikolas: Victory on Emperor's Day!** Although the Krampus has been defeated, he will likely return next year, but Ministorum Saint Nikolas will be ready for him!
- **1-0 Saint Nikolas: Minor Victory on Emperor's Day.** The Krampus got away, but the uprising has been squashed on Kavonia. Minor repairs will be needed in the processing plant.
- **1-1: Stalemate on Kavonia.** The Krampus got away, and the uprising has been squashed on Kavonia. Sadly, Major repairs will be needed in the processing plant and many civilians died during the rebellion.
- **0-0: Exterminatus.** The uprising could not be quelled on Kavonia's moon. Exterminatus had to be called on the processing plant, plunging Kavonia in perpetual economic disaster.
- **1-0 Krampus: Eternal War on Kavonia.** Not only must its moon be purged with an Exterminatus order, but Kavonia itself is plunged into an eternal war. Although The Saint escapes with his ship, the world is lost forever.
- **2-1 Krampus: Bloody Emperor's Day.** All of Saint Nikolas's forces are decimated. Although he is able to escape with his ship, both the world and its moon are taken by the forces of Chaos.
- **2-0 Krampus: Dark Emperor's Day.** Although his ship is able to escape, both Saint Nikolas is killed and all of his forces are destroyed. The world of Kavonia becomes a major hub for Chaos activity in the sector.
- **3-0 Krampus: Slaughter on Emperor's Day.** The forces of the Krampus completely overrun the Saint, destroy his forces, and obliterate his ship. Saint Nikolas himself is captured, tortured, and sacrificed to the Dark Gods, generating a warp storm around the world of Kavonia. The region is plunged into darkness and becomes a key staging ground for the forces of Chaos.