

# MASTERS OF THE FORGE

## Narrative Campaign

### The Last Stand of Keehar Hive

**Note: This Campaign is a Work in Progress and won't be complete until Masters of the Forge Episode 95**

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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**Thanks!**

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## Introduction

The forces of Chaos lead by Ahriman himself have taken over most of the major important cities throughout the Xorn IV moon system while vast swaths of open territory are dominated by a growing population of Orks. The last bastion of humanity is the Keehar Hive on the third moon of Xorn IV, Flayrah. The Imperial defenders are beset on all sides. Orks are pouring on their southwest shore with the Chaos lords establishing a beachhead to the southeast. What's more, several Necron Canoptek units have infiltrated the hive of late and scouts have confirmed that the Necrons are on the march from their Shrine out of the North with a powerful C'tan shard in their vanguard.

## Thanks to Tablewar

This campaign has been sponsored by Tablewar. We're pleased to thank the folks at that awesome company for providing both a [Ruined City FaT Mat](#) and a [Tundra Fat Mat](#) for use in this mission. You guys are awesome!

# Xorn

**Sector:** The Nest

**Population:** 24 Billion

**Climate:** Temperate

**Surface Features:** Various temperate.

**Settlements:** Several cities, military bases, and one hive.

**Defenses:** Several defense forces from throughout the region.

The Xorn system consists of only five planets. The first planet was once a near-sun gas giant, but its atmosphere was blown away long ago and now all that remains is a huge, hot, semi-molten core. Xorn II and III are small, irradiated near-dwarf planets. Xorn V is a large Ice Giant in the outer solar system which lazily collects comets throughout its 20-standard-year orbit cycle. None of these planets harbor life and are largely unremarkable worlds.

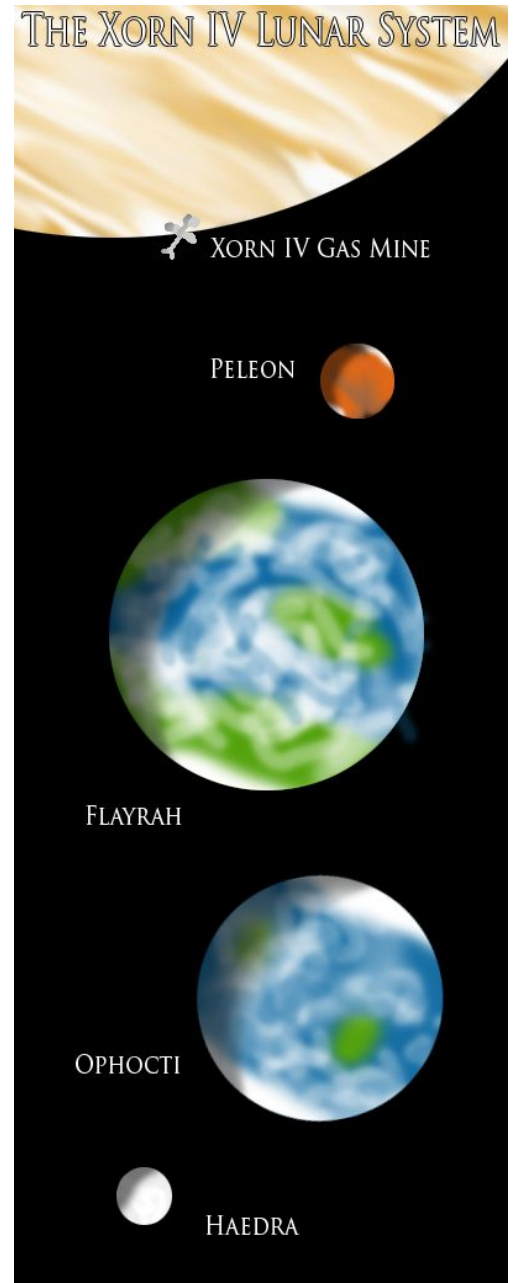
Xorn IV, on the other hand, is quite the opposite. It is a huge gas giant sitting comfortably within the natural habitable zone of the system. The planet boasts several notable elements in abundance in its atmosphere which supports a bustling gas industry. Additionally, the planet is mother to four major moons.

The nearest, Peleon, is a small, iron-rich (and largely atmosphere-free) moon which suffers from frequent tidal stresses from its parent, making it dangerous yet profitable for mining operations.

Xorn IV's second world is Flayrah. It is roughly 1.12 Earths and is lush with life. Flayrah is still well on its way to becoming a principal world in the region with many cities and a strong manufacturing base. The world does produce its own food and water, but the major duties of feeding the hungry mouths of the region fall upon Ophocti.

Farther out, Ophocti is free of most gravitational stresses Xorn IV causes its satellites. This is actually a detriment to the small-sized world as it's own magnetic field is rather weak and it's too far from Xorn IV to receive much protection. The radiation levels on Ophocti are a bit higher than the average human is capable of withstanding for any extended period. The world's vegetation is quite hearty, though. The world is almost entirely covered by oceans and the hearty kelp forests of Ophocti are harvested and processed around the clock in order to feed nearby systems which long ago lost the ability to produce food.

On the outer reaches of Xorn IV, the tiny, airless world of Haedra wanders. It is accompanied at this distance by other, tiny moons which were once asteroids or comets, but got caught in Xorn IV's gravitational grip. These moons, and Haedra itself, are mined for their mostly unremarkable, but highly accessible ores.



# Campaign Participants

## The Guardians of S'val

The Necrons have been in slumber in a relatively small complex in the northern reaches of Flayrah's vast boreal valleys and plains. Their prisoner has stirred of late, causing the Canoptek to rouse themselves only to find the world infested with all manner of foul creatures. Since then, the Necrons have been bent on the protection of the shard and the eradication of the interlopers.

## The Forces of the Imperium

This faction, obviously, represents the Imperium's might being brought to bear against the Chaos and Xenos invaders. The disposition of the defenders is, unfortunately, rather fractured at the moment.

- Adepta Sororitas
- Deathwatch
- Grey Knights (one squad)
- Inquisition
- Imperial Guard (Xorn PDF)
- Imperial Knights
- Skitarii Rangers
- Space Marines (Star Eagles, Hawk Lords, Ravenguard)

## The Darkstar Armada

The forces of Chaos are lead by none other than Ahriman himself, bent on attaining the Shard of S'val for himself.

- Black Legion
- Chaos Space Marines
- Chaos Daemons
- Imperial Guard (Traitors)

## The Tidebringer Enclave

Early in the conflict, a small force of Tau operatives lured a vessel full of Orks to the war. The Tau haven't been heard from in some time, but the Orks remain, of course.

- Tau
- Orks
- Imperial Guard (Gue'vesa/Diggaz)

## The Dawnbringer Flotilla

At first, it seemed as if the Eldar had appeared on this world as pirates, attacking other factions seemingly at random. However, it has been revealed that their purpose is to stop any faction from claiming the Shard of S'val for themselves.

- Corsairs
- Dark Eldar
- Eldar

# Scenario 1: The Secrets of S'val

A secret missive has been sent to a group of Necrons who have infiltrated the depths of Keehar Hive. Unfortunately, the Warriors tasked with this mission are badly malfunctioning. The Seers of the Eldar and the Prognosticators of the Grey Knights have gotten wind of this and are en route to intercept the Necrons.

## The Armies

For the full narrative version of this mission, you should use Eldar vs Grey Knights, however you can play your game however you like.

## The Battlefield

Use a 4' square battlefield for this mission with appropriately dense terrain.

**Deployment:** Players roll off. The lowest-scoring player picks a table side and deploys within 8" of the edge. The other player sets up opposite them.

**Necrons Deployment:** After the players are deployed, they also set up the Necrons in the same order. Each player sets up a single Necron Warrior with a Gauss Blaster and Combat Blade exactly 18" from their battlefield edge, then they take turns setting up another one another exactly 22" from their battlefield edge, then again exactly 28" from their battlefield edge. None of these Necron Warriors should be within 8" of another. After deployment, there should be six total Necron Warriors.



## Game Play

The players roll off. The winning player goes first.

## Special Mission Rules

### Shadow War Kill Teams

**Malfunctioning Necrons:** At the start of each game turn, after testing for recovery from pinning, each Necron who is not down or pinned moves using the scatter dice. If a misfire is rolled, the Necron trips and is pinned instead of moving. Any Necron still standing then rolls on the following table:

1. Suffers a disastrous malfunction and immediately goes down as if from taking damage.
2. Hides
3. Shoots another Necron Warrior within range. If none are within range, they do nothing.
4. They move an additional d6 in a random direction.
5. Shoots the nearest model in the army of the player who went first.
6. Shoots the nearest model in the army of the player who went second.

Necrons removed from play are replaced by a scrap token. These scrap tokens are treated exactly like loot in the Scavengers mission.

When an army picks up a scrap token, roll a dice. On a 6, the token represents the data carried by the Necron Missive. The last token is always the data.

Players may ignore the Necrons for target priority since they are malfunctioning and do not represent much of a threat.

**Of utmost importance:** Kill teams do not test for bottle while any Necrons are operational.

**Ending the game:** Exactly like the Scavengers mission except the missive's data is always worth the equivalent of 3 Promethium.

## **Scenario 2: Breaking the Iron Tide**

To be announced. Please check back after the episode featuring this mission is released.



## Scenario 3: The Catacomb Hive

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