

# MASTERS OF THE FORGE

On Your Tabletop  
Episode 99

## Magnum Iniquitatem

A Narrative Campaign

Iron Hands versus The Emperor's Children

## Introduction

This campaign is designed to offer a narrative opportunity for an Iron Hands player and an Emperor's Children player to make war against one another and make use of their long history and natural enmity in order to play out some of the unique interactions that could occur between those two factions. The background has been intentionally left somewhat vague in order for you, the players, to make up your own specific history and motivations.

### Iron Hands - Forged for Glory

The Cicatrix Maledictum has encroached upon the Osmia system, territory that your Clan had long since re-conquered for the Emperor. The chapter serfs who had been mining the resources of the principal world, Osmia's Cove, have not been heard from since they were enveloped by the anomaly. Recently, however, short bursts of communications have been intercepted from Osmia's Cove, indicating that the Cicatrix Maledictum has contracted away from the system, at least for the time being.

Although the communications are garbled and full of terrible emotion, it is imperative that you find out what has happened in the Osmia system. In addition, you must use the warriors and faculties at your disposal to reclaim at least some of the vast mineral resources buried beneath the world's cracked surface before the great rift can once again envelop the system.

### Emperor's Children - Absolute Satisfaction

Your small band of hedonists has struggled under the yoke of your warlord for centuries and have been rewarded with greater and greater heights of glorious depravity. Of late, however, you have focused on personal matters. Your desire for the ultimate in satisfaction has consumed your every moment. The warband hasn't quite suffered for this. Indeed, they have found many opportunities to grow their ranks and enhance their tortured bodies and souls.

However, things seem to be coming to a head. You have found a way to draw one of your old enemies of the Iron Hands legion into a trap of his own devising. You believe that, with the corruption (or at least the ruination) of this one Astartes, you will experience a singular and definitive moment of satisfaction akin to that felt by Fulgrim upon his own ascension.

# Scenario 1 - Chorus of Pain

## The Armies

### Iron Hands - A Sorrowful Task

Before you even make planetfall, the Battle Barge's astropath wails in pain over the vessel's internal vox. She reports that the world is screaming for the release of oblivion. These psychic screams are not only the product of the world's surviving inhabitants, but the world itself seems at the brink of tearing itself apart in a desperate attempt to end its torment.

The Astropath informs you that while the terrible psychic agony of the population is ongoing, it will be impossible to send word to the Imperium or call for any reinforcements. Indeed, she intends to initiate a self-induced coma in order to avoid going mad herself.

Sadly, the first duty of the Iron Hands must be to locate their fallen Chapter Serfs and destroy them. This sad task will be as much a mercy as a tactical necessity. You know that, even among your stalwart Astartes warriors, morale will be a chief concern during the cleansing of Osmia's Cove.

### Emperor's Children - The First Thread

Your plan to lay low your enemy is multi-layered and quite cunning. The first stage of your plan is to lay down a front line of defense consisting of their own Chapter Serfs. In this way, you hope to force the Iron Hands to realize the weaknesses of their own doctrine.

Weakness, of course, is something that the Iron Hands cannot abide.

You have toiled for months in order to find ways to harness your captives' psychic agony, amplify it, and direct it towards your approaching enemy. The device that makes this possible was one of your early experiments, but it is still quite ingenious and effective.

## The Battlefield

After several hours fighting through scattered cultist enclaves throughout the Osmia Prime ore processing complex, the Iron Hands have finally reached their objective. A large machine pulsing with warp energy is located deep within the enemy Deployment Zone. Other random machinery is scattered throughout the area. Clearly, there should be enough terrain that it shouldn't be hard to hide a unit of 10 Infantry from long range shooting attacks.

## Objectives

The Iron Hands player scores 1 Victory Point for each unit of Wretched Serfs that is destroyed by the end of the game. The Emperor's Children player scores 1 Victory Point for each enemy unit destroyed by the end of the game. The Iron Hands player scores additional 1 Victory Point for every 3 wounds they have dealt to the Psychic Resonator by the end of the game. Score 3 bonus Victory Points if it is destroyed.

## Deployment

First, the Emperor's Children player must deploy their Wretched Serfs completely within 8" of the Psychic Resonator. The Emperor's Children player uses **Reserves** for the rest of their army. After that, the Iron Hands player deploys their entire army.

## Power Level

Players should use the same Power Level, usually between 50 and 150.

## First Turn

The Attacker has the first turn.

## Battle Length

The game ends at the end of Turn 5 unless the Emperor's Children player wishes to play until Turn 6.

## Victory Conditions

The player with the most Victory Points at the end of the game wins.

## Special Rules

### The Psychic Resonator

The device is about 8" to a side on a regular battlefield and should be about the same height. You may wish to pile several terrain pieces together to make the device.

The Psychic Resonator has 3 Wounds for every 10 Power Level the players are

using in the game. Its Toughness is 8 and it has a 3+ save. The power field it generates has a protective effect on the device. If any of the models in a unit shoot at the Psychic Resonator from greater than 12", it ignores any wounds dealt to it on a 5+. In addition, any units with models shooting at greater than 18" reduce their Damage characteristic to 1.

When The Psychic Resonator is destroyed, roll a dice. On a 5+, it explodes. Each unit within 9" take d3 Mortal Wounds. Units with 10 or more models take d6 Mortal Wounds instead.

### The Wretched Serfs

For every 20 Power Level (or fraction thereof) in the Emperor's Children army, they may take a free unit of 10 Cultists to represent the surviving Iron Hands Chapter Serfs.

The Wretched Serfs enjoy a 5+ invulnerable save if all of their models are completely within 8" of the Psychic Resonator.

In addition, the Emperor's Children **must** use the **Sustained Assault** rule for the Chapter Serfs. When the reinforcements arrive, they must do so as close as possible to the Psychic Resonator.

### Weakness of the Flesh

Whenever a unit of Wretched Serfs is destroyed, all Iron Hands models suffer a -1 Leadership until the start of their next turn.

## Stratagems

### Know Your Foe

**Attacker Stratagem - 2CP:** Use this Stratagem immediately after you have finished your Movement Phase. Select an enemy unit within 18" to taunt. You may move that unit as if it were the movement phase.

### Purge all Weakness

**Attacker Stratagem - 2CP:** Use this Stratagem after you destroy a unit of Wretched Serfs. Models in your army add +1 to their Strength until the start of their next turn.

### Structurally Unsound

**Attacker Stratagem - 1CP:** Use this stratagem after wounding the Psychic Resonator with a ranged weapon. That weapon may deal its normal damage and the Resonator may not use its ability to ignore wounds on.

### Tormentor's Delight

**Defender Stratagem - 2CP:** Use this Stratagem whenever you deploy a unit of Wretched Serfs. You may also deploy one of your other units within your Deployment Zone and within 3" of that unit of Serfs.

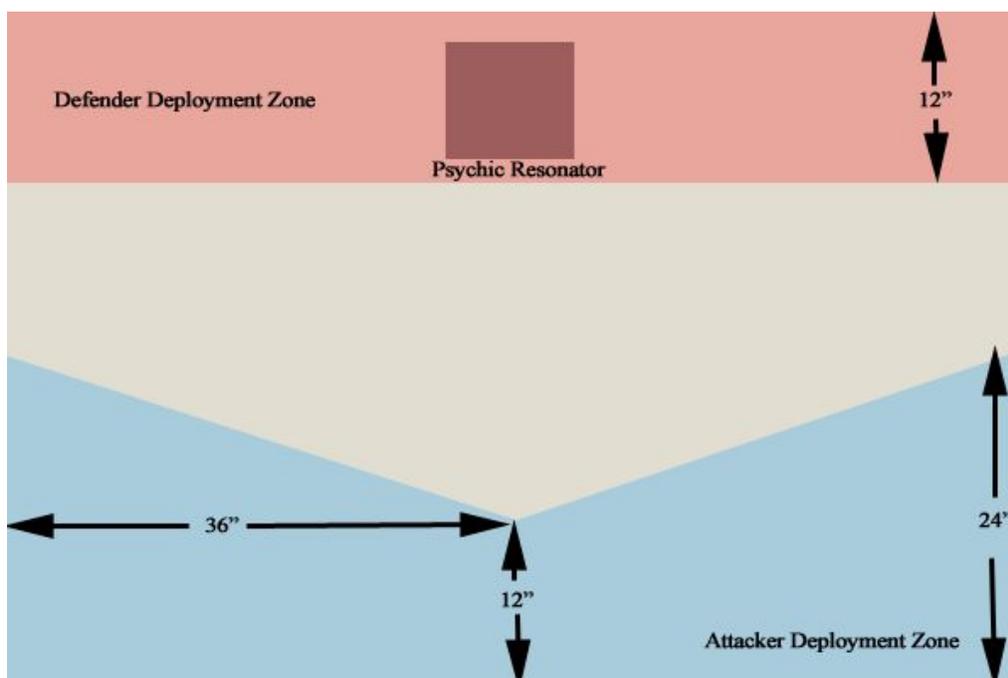
### Eager for The Kill

**Defender Stratagem - 1CP:** Use this Stratagem before you roll for a unit to arrive from reserves. That unit automatically arrives from reserves.

### Pain Amplitude

**Defender Stratagem - 3CP:** Use this Stratagem in your Shooting Phase. You may destroy a unit of five or more Wretched Serfs that is completely within 8" of the Psychic Resonator. All Sonic weapons may fire twice this turn, targeting a different unit each time.

## Deployment Map



## Scenario 2 - Sanctum Web

### The Armies

#### Iron Hands - Greater Dangers

The moment you have made your way through the first waves of your enemy, you realize his plans are painted with much broader strokes than you realized. Helwrought machinery spiderwebs across the planet's surface and it quivers with tectonic agony. It has become clear to you that this world has somehow become partially sentient due to the corruption of The Warp. Moreover, the the Emperor's Children are torturing it without mercy and, of course, deriving a sick pleasure from it.

It is up to you to gather your breaching teams and make your way into the heart of the enemy position. There is no time to waste. Who knows what plans the Emperor's Children are unhatching nor how long the world will hold out.

#### Emperor's Children - Hold them Off!

Your delight at witnessing the massacre at the Resonator was quite fulfilling, but the Iron Hands are drawing far too close to the truth for comfort. You must let them in, but only at just the right time!

### The Battlefield

The Battlefield should be sectioned off into three distinct regions with impenetrable walls. Each wall should have a 12" space to represent a gate, each

offset from the other. See the map for details. Other terrain should be scattered throughout the battlefield.

### Objectives

The goal of the Iron Warriors is to leave the battlefield from the opposite side. The goal of the Emperor's Children is to delay their advance.

### Deployment

Starting with the Iron Hands player, the players take turns deploying units. The Emperor's Children player uses the **Blind Deployment** rules. Units are not revealed until an Iron Hands unit draws line of sight to them.

### Power Level

Players should use the same Power Level, usually between 75 and 150.

### First Turn

The Attacker has the first turn.

### Battle Length

The game ends when all Iron Hands units are no longer on the Battlefield.

### Victory Conditions

If the game ends before turn 7, the Iron Hands win. Otherwise, the Emperor's Children win. If none of the Iron Hands units left the battlefield through the

Emperor's Children battlefield edge, the game is a Draw.

## Special Rules

### Ongoing Narrative

The player who won the last game gets +1 Command Point in this game.

### Defensive Underground Position

Models may not move over or fly over the walls sectioning off the battlefield. They must move through the gate sections.

Each of the gates are protected by an energy field. Models may not move

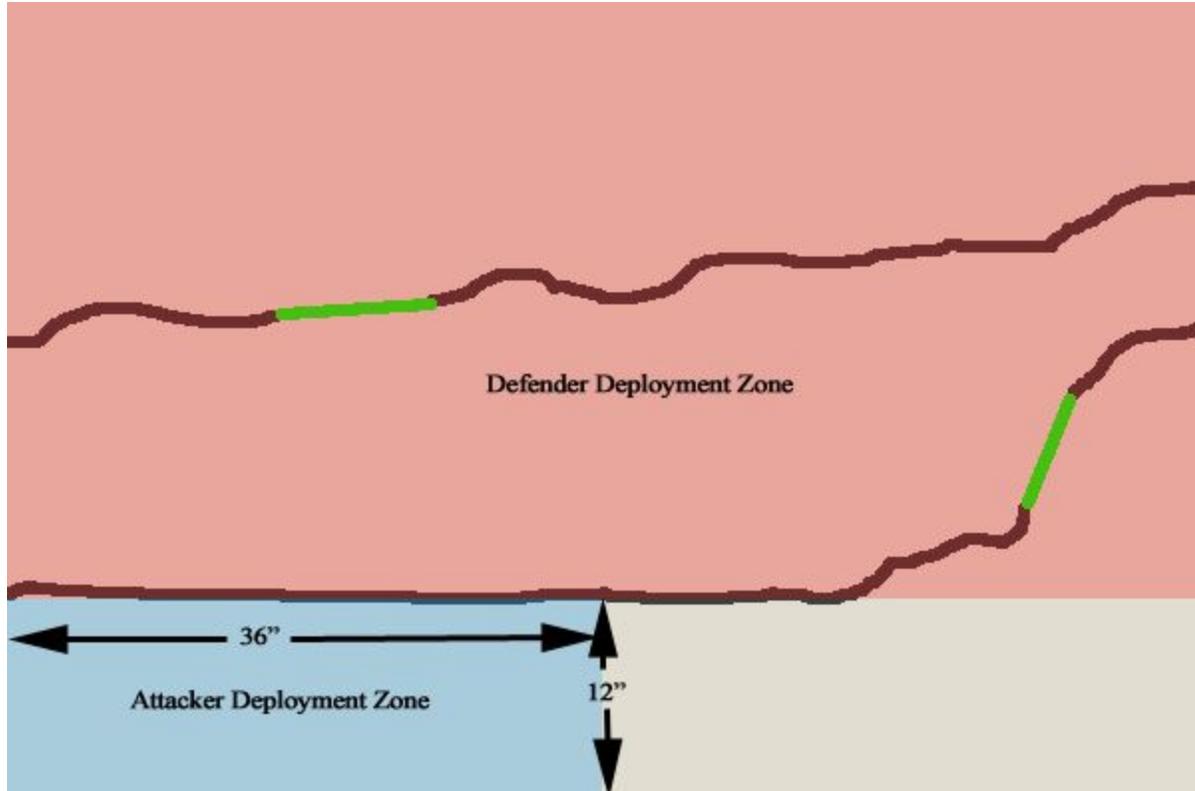
through the field and line of sight may not be drawn through them. Note that some abilities will still work through the field by these standards.

The energy field has 1 wound per 10 Power Level of the game you are playing. It is Toughness 8 and has a 3+ invulnerable save.

### Through the Breach

If an Iron Hands unit ends its movement with at least one model touching the enemy's battlefield edge, remove it from play.

## Deployment Map



## Stratagems

### Desperate Battle

**Attacker Stratagem - 2CP:** Use this Stratagem in your movement phase. All of your units may Advance when they Fall Back this phase.

### Energy Resonance

**Attacker Stratagem - 2CP:** Use this stratagem during your Shooting Phase. During this phase, the gate energy fields reduce their invulnerable save to 4+.

### Your Time Will Come

**Defender Stratagem - 1CP:** Use this Stratagem when your opponent declares they will be Falling Back with a unit. They may not Fall Back with that unit.

### Psychic Bash

**Defender Stratagem - 1CP:** Use this Stratagem when you successfully manifest Smite with one of your Psykers. You may move an enemy unit d6" instead of dealing d3 mortal wounds to it (or 2d6" instead of d6 mortal wounds).

### Deadly Reversal

**Defender Stratagem - 1CP:** Before revealing the identity of a unit, swap its token with another unit.

## Scenario 3 - Perfect Satisfaction

### The Armies

#### Iron Hands - Cleansed of Weakness

Although many of your brothers have died to end the tyranny of your enemy, the strongest of your host has survived the gauntlet you've been put through. The sacrifices you have made will echo through the ages.

One final task lies ahead. You must find and eliminate the enemy warlord while saving this world from almost certain destruction. If you can do it quickly enough, you may be able to salvage some of the planet's vast riches before it is enveloped once again by the Great Rift.

#### Emperor's Children - Depths of Depravity

The futility of your enemy's actions are almost too amusing to contemplate. This tainted world has no value for him. However, for you it holds the key to ultimate sensation.

The world howls in pain and all of that raw psychic torment is coursing through your veins. Although you share a taste with your most loyal allies, you cannot help but keep the lion's share for yourself. You deserve it, after all.

### The Battlefield

Each of the players places six Objectives in the normal fashion. These represent a dozen Psychic Horror Conduits. Each one cannot be within 12" of the player's own battlefield edge, but they may be

placed up to within 6" of each other and/or a different battlefield edge.

### Objectives

The Iron Hands must destroy every one of the Psychic Horror Conduits.

### Deployment

Players take turns deploying their armies in the normal fashion. Use the Front-Line Assault deployment map for this mission.

### Power Level

Players should use the same Power Level, usually between 100 and 150.

### First Turn

The player who finished setting up first has the first turn unless the other player can seize the initiative.

### Battle Length

Use random battle length for this mission. If the Emperor's Children player won the last game, then they have tactical advantage. They will roll the dice to determine if the game continues and may employ the Command Reroll Stratagem to affect this result.

### Victory Conditions

If all of the Psychic Horror Conduits are destroyed, the Iron Hands score a major victory. If all the Iron Hands are killed, the Emperor's Children score a major victory. If only one warlord is slain, that side claims a minor victory. Any other result is a draw.

## Special Rules

### Psychic Trap

At the end of their Movement Phase, the Iron Hands Warlord must move 1d6" closer to the nearest Objective. In reality, it is possible he may need to move farther than that in order to move around other models or obstructions.

After that, roll a number of dice equal to the number of Objectives within 12" of him. On a roll of a "1", he has been enticed by the promise of a perfect form,

## Stratagems

### Iron Bulwark

**Attacker Stratagem - 3CP:** All of the units in your army are considered to be outnumbering enemy units for the purposes of holding Objectives until the start of your next Movement Phase.

### Resist the Urge

**Attacker Stratagem - 2CP:** Use this stratagem when the Iron Hands Warlord would be removed from play due to the Psychic Trap, he takes 3 Mortal Wounds instead of being removed from play. His Leadership is reduced by 1 for the remainder of the game.

free from the curse of flesh. Remove him from play. This dice may not be rerolled.

### Arc of Pain

The Emperor's Children Warlord may summon a bolt of agony from a nearby Psychic Horror Conduit. At the start of their Psychic Phase, they may select an Objective within 9". That Conduit either deals d6 Mortal Wounds to a single unit of the Warlord's choice within 9" or d3 Mortal Wounds to all units (friend or foe) within 3".

### Purge Weakness

**Defender Stratagem - 5CP:** Use this Stratagem before the dice are rolled to see if the Iron Hands Warlord is corrupted. He will be corrupted on a roll of either a "1" or a "2" on any of the dice.

### Surge of Agony

**Defender Stratagem - 2CP:** The Emperor's Children Warlord may harness an Arc of Pain from a distance of 18" instead of 9".

### Pure Agony

**Defender Stratagem - 1CP:** Use this Stratagem when Delightful Agony Psychic Power is successfully manifested, you ignore wounds on a 4+ instead of a 5+ if both the caster and the target are within 3" of a Conduit.