

# MASTERS OF THE FORGE

On Your Tabletop  
Episode 109

We Few

A Linear 3-Game Campaign for One Custodes Player and a Friend

## **Narrative**

The narrative which follows can take whatever specific shape you like. We're offering it in as generic terms as we care to, but utilizing whatever common themes make the most sense for a narrative specifically designed for a force of Custodes.

In the case of this campaign, the Custodes have received word from one of the eyes of the emperor that a long lost relic of the imperium that was has resurfaced on a shrine world. Unfortunately, the world has fallen into enemy hands. The Custodes must first eliminate an obstruction which would undermine the rest of their mission, then capture the relic then finally follow through with the final hammer blow. Try to think about what the valuable resource is before the campaign begins.

You are welcome to devise whatever specific elements you desire in order to tell this story on your tabletop. Much of this will be determined by the nature of the Antagonist, of course. For example, in Mission 1, the objective might be very unstable if the Antagonists are Orks, or it might have very powerful Warp resonance if the Antagonists are Chaos Daemons. Feel free to sprinkle in whatever rules you see fit to enhance the immersion of your games.

### **A Note on Victory**

You will find the victory conditions in this campaign are even more vague than the usual narrative scenarios in Warhammer. This sort of campaign is designed for players who are experienced with narrative gaming and are used to filling in the blanks in order to tell their own story.

## Special Rules

This campaign uses a handful of special rules which carry over from scenario to scenario. They are as follows.

### Adeptus Custodes

#### Fight me, Curs!

The Adeptus Custodes are superlative fighters, each an army unto themselves. Each model in this unit may make an additional attack with one of their weapons whenever this unit is within 1" of an enemy unit and no other friendly units are within 1" of that same enemy unit.

#### Sunbolt Strike

The Adeptus Custodes deliver swift justice in the name of the God-Emperor, often employing dizzying teleport attacks. Whenever a unit with this special rule arrives from reserves, they add a +1 to their saves in their own Charge Phase that turn.

### Antagonist

#### Challenge Accepted!

The forces of the Antagonists are led by brutal warlords who must prove their worth at every given opportunity. A model with this rule may move 6" to engage with Glorious Intervention instead of 3". In addition, if the model is slain before it can strike in the Fight phase, leave it on the battlefield. That Character must fight in the next combat activation regardless of whose turn it is to go. After that Character makes their attacks, they are removed from play as a casualty, even if they were to regain wounds by virtue of any special rules during their attacks.

#### Out of my way!

Life is cheap for the Antagonists in our story, the well-being of their subordinates being secondary to their own personal glory. You may remove friendly models as casualties while performing a Glorious Intervention with any of your Characters. Only models within 6" of the Character performing the Glorious Intervention may be removed in this way.

#### Secret Objectives

In missions which use Secret Objectives, the Antagonist gathers a deck of regular playing cards and sets aside all but one suit of their choice. You start the campaign with only numbers 2-6 and the Ace. Each scenario adds further cards to the Secret Objectives deck. Success in the scenario will be determined by how many Secret Objectives are completed by the Antagonist. Reveal these Objectives at the end of the game unless otherwise specified.

Each Objective may only be scored once per scenario and once per campaign unless otherwise specified. Remove it from the deck once it has been scored. You must return it to the deck if you were unsuccessful or discarded it.

If you draw an Objective which is impossible to succeed at, then discard it and draw a new one.

Here are the generic cards used in every scenario:

- A - Cut the Head:** Leave no Adeptus Custodes Characters alive at the end of the battle.
- 2 - Destiny Assured:** All Antagonist Characters must survive the battle in order to score this Objective.
- 3 - Seize Him:** Reveal this card when an Adeptus Custodes Character has been destroyed. Place an Objective Marker where that Character fell. Score this objective if you are holding that Objective at the end of the game. You are not required to play this Objective until you have killed a Character you want to capture. Your opponent may not use that Character (or any Relics they were carrying) in the next game. In your next game, place an objective in your deployment zone to represent this Character. If the Adeptus Custodes player can capture this Objective, they have rescued the Character.
- 4 - Commander:** Reveal this Objective when an Adeptus Custodes Vehicle has been destroyed. Do not remove the destroyed hull from the battlefield. It is now treated as an impassable collapsed fortification. Score this objective if you are holding that Objective at the end of the game. You are not required to play this Objective until you have killed a Vehicle you want to capture.
- 5 - First Blood:** As per the rulebook.
- 6 - Slay the Warlord:** As per the rulebook.

## Scenario 1 - The Barrier

In order for the Custodes to penetrate into the deep layers of the Reliquary Hive, they must eliminate a barrier of entry. This might be a Void Shield or some kind of strange Gellar device which disrupts teleport signals. In any case, the operation cannot progress further without its destruction. For the part of the Antagonist, they have some sinister plans up their sleeves about which the Custodes are currently unaware.

### Battle Specifics

This battle lasts five Battle Rounds. The Adeptus Custodes player gets the first turn. In the subsequent turns after the Barrier has been destroyed, the Antagonist takes the first turn.

### Battlefield

The Antagonists pick half of the battlefield as their deployment zone, drawing whatever line they desire to bisect the battlefield. The Antagonists set up a large terrain piece to act as The Barrier, then 7 to 10 other pieces of terrain throughout the battlefield. For the story of this scenario, try to keep the terrain spaced out evenly, but with a slight advantage to the Antagonists.

### Deployment

For this scenario, the Antagonists start by deploying normally. The Adeptus Custodes also deploy, but in the opposite battlefield half. They must deploy over 6" away from any enemy models. Units may still be deployed in Reserve if their rules allow it.

### Scenario Special Rules

**Disruption:** Any units set up in Reserve for this scenario must arrive completely within 6" of a battlefield edge and follow any other rules from their datasheet which describe the particulars of their arrival (such as how close they are allowed to be to enemy models when they arrive).

**The Barrier** - This is a Fortification which the Antagonist receives for free. It is treated as a Fortress of Redemption in games of 75 Power Level or more and a Bastion in smaller games. The Barrier may have whatever allowed weapon options the Antagonist feels is necessary, though it may take any shape the players feel is thematically appropriate. The Barrier has a 5+ invulnerable save against shooting attacks and ignores Mortal Wounds

on a roll of 6+. Increase the save to a 4+ and the Mortal Wound resistance to 5+ in games of Power Level 85 or higher.

## Victory Conditions

**The Custodes** consider themselves successful if the Barrier has been destroyed by the end of the game.

**The Antagonists** consider it a total victory if they manage to complete three secret objectives. They achieve a minor victory if they manage to complete two secret objectives. It is a pyrrhic victory if they only achieve one objective.

### Additional Secret Objective Pool

Add the following cards to the Antagonist's Secret Objectives deck:

**8 - Vengeance Protocols:** Score this Objective when one of your fortifications is destroyed. When this happens, reveal this card. Any models within 6" of the fortification are immediately slain before any other activity occurs. Any abilities which trigger when a model is destroyed or removed should be resolved as normal.

**9 - Hold Out While You Can:** One of your fortifications remain standing until at least the end of Battle Round 3.

## Scenario Stratagems:

### Adeptus Custodes

**1 Command Point - Momentive Teleport:** Use this Stratagem at the start of your Movement Phase. One of your units in Reserve may be deployed immediately instead of at the end of the phase. Note: this allows them to move after being deployed.

### Antagonist

**2 Command Points - Selfish Intent:** Use this Stratagem immediately after you have drawn your Objectives. Reveal one of the Objectives to your opponent and return it to your deck. Select a new Secret Objective of your choice and add it to your pool.

## Scenario 2 - The Reliquary

The Custodes must execute their primary objective - the retrieval of an artifact that is of importance to the Imperium in its time of most dire need. Unfortunately, nefarious elements of the enemy's forces will stop at nothing to thwart their righteous endeavour.

### Battle Specifics

This battle lasts five Battle Rounds. The Adeptus Custodes player gets the first turn.

### Battlefield

The battlefield for this scenario should represent the heart of the reliquary with as many statues and decorative buildings as you have at your disposal. Put a ruin in the center of the battlefield with either a small trinket or objective in the middle of it to represent the Relic.

### Deployment

The Deployment for this scenario will depend entirely on which player won the first battle.

If the Antagonist scored a total or marginal victory in the last game, their units begin the game deployed anywhere 36" from one of the long battlefield edges using the Concealed Deployment rules. The Antagonist may place an additional marker to represent a false signal on the part of the Custodes' augurs. The Custodes player must use Reserves for all of their units.

Otherwise, both players divide their forces into three equal parts, each with the same number of units, or as close as they can. Both players roll a dice simultaneously to determine which group of units is deployed before the game begins. The rest of the units will arrive using Reserves. The Antagonist player, then, picks one of the Deployment Types from pages 216 and 217 of the rulebook and deploys their third in whichever deployment zone they want using the Concealed Deployment rules. Then, the the Custodes player deploys their army in the opposite deployment zone in the usual way.

### Scenario Special Rules

**Concealed Deployment:** As per the rules on page 194 of the Rulebook. Only the Antagonist uses this rule.

**Reserves:** As per the Narrative Play Mission Rule from page 194 of the Rulebook. For this scenario, begin rolling for Reserves at the end of your first movement phase. You may use any special rules for Reserves your units may have. If your unit doesn't usually

have a special rule for arriving from Reserves, then set them up within 6" of your battlefield edge when they arrive.

## The Relic

The objective at the center of the battlefield is The Relic. Any model touching the Relic at the end of the controlling player's movement phase may pick it up. This relic may be carried by any Infantry unit or any other unit that might seem like it has the wherewithal or means to capture it. It is imperative that players discuss this point before the battle begins. The Relic may be passed from one model to another once at the end of each of the controlling player's movement phases.

If the model carrying the Relic is slain, they drop the Relic where they were standing. If the model was slain in close combat, any enemy model within 3" of that model before it was removed may immediately pick up The Relic.

You should select one of the following that best represents The Relic in your campaign for additional qualities.

**Small and Sturdy:** The Relic may be thrown at the end of the movement phase instead of handed off. The model makes a shooting attack against a friendly model. If the attack succeeds, the Relic is passed. If it fails, the thrower's opponent may drop the Relic anywhere between the thrower and receiver.

**Valuable and Fragile:** The model holding the Relic may not move 8" combined in a single turn.

**Ungainly:** The model carrying The Relic may not fire any weapons in the Shooting Phase or strike in close combat.

**Malfunctioning:** Roll a dice at the start of each Player's Movement Phase. On a 1, the Relic may not be moved that turn.

**Enormous:** The Relic may only be picked up by a Transport or a large walker of some variety.. The Relic is treated as a model that takes the space of five infantry in a Transport.

**Dangerous:** The controlling player rolls a dice at the end of their turn. That model suffers a Mortal Wound if the roll is equal to or less than the current turn number.



## Victory Conditions

**The Custodes** consider themselves successful if they have seized the Relic or if they have more models within 3” of the Relic than the Antagonist at the end of the game.

**The Antagonists** consider themselves successful if they manage to complete three secret objectives. They achieve a minor victory if they manage to complete two secret objectives. It is a pyrrhic victory if they only achieve one objective.

### Additional Secret Objective Pool

Add the following cards to the Antagonist’s Secret Objectives deck:

**10 - Hold Your Ground:** All of your units end the game within 24” of your battlefield edge.

**Jack - No Quarter, No Remorse:** Leave no non-character Infantry models alive at the end of the game.

## Scenario Stratagems:

### Adeptus Custodes

**1 Command Point - Eager Focus:** Use this Stratagem before a unit moves. That unit may move an additional d6” as long as every model in the unit moves in the most efficient way to move as close as possible to The Relic.

**1 Command Point - Teleport Grenades:** When a unit of Custodes arrives from Reserves it is heralded with a cluster of grenades teleported ahead of it, exploding upon their arrival. When a Custodes unit arrives from Teleport reserves, it deals d3 Mortal Wounds to any one unit within 12” of it.

### Antagonist

**2 Command Points - Desecration:** Use this Stratagem at the start of any turn. Your army has done something vile with the Relic which sets the enemy off in a fit of undisciplined rage. All Custodes units with line of sight to The Relic or the model carrying the Relic suffer a -1 to hit rolls in the Shooting Phase and enjoy a +1 to hit rolls in the Combat Phase.

**2 Command Points - Outpace the Enemy:** Use this Stratagem at the start of the game. Move the Relic 3d6” towards your battlefield edge.

## Scenario 3 - No Rest for the Righteous

Whether due to spite or need, the two forces clash for one final time before the Custodes must depart for more pivotal battles elsewhere in the galaxy.

### Battle Specifics

This battle lasts five Battle Rounds. The Attacker takes the first turn. If the Custodes failed to take the Relic in the last battle, then they are the Attacker as they exact their vengeance upon the Antagonists. Otherwise, the Antagonists are the attacker as they nip at the heels of the Custodes during their escape.

### The Battlefield

The players mutually set up the battlefield. Make sure there is a circuitous path from the center of the battlefield to the short battlefield edges. Before the game begins, but after the battlefield has been set up, the Defender picks one of the short battlefield edges as their exit route.

### Deployment

The Defender deploys their army before the battle begins. They may only keep up to 25% of their Power Level in Reserves during this scenario. Units which are deployed must do so completely within 12” of the center of the battlefield. Units which cannot fit in the deployment zone and cannot be held in Reserve must use the Fan Out stratagem in order to be deployed.

All of the Attacker’s forces are placed in Reserve.

### Scenario Special Rules

**Escape Route:** The Defender’s units may leave the battlefield by moving one model into base contact with the Escape Route battlefield edge. The unit is removed from the battlefield, but it is not considered to be destroyed and may not be returned to play using any rules which normally allow a unit to be reincarnated.

**Reserves:** As per the Narrative Play Mission Rule from page 194 of the Rulebook. For this scenario, begin rolling for Reserves at the end of your first movement phase. In addition, when a unit arrives from Reserves, any one character which was placed in Reserve may also arrive as long as they can and do so within 3” of the unit they followed.

**Reinforcing Reserves:** The Defender may put units in Reserve if the unit is using a special rule that allows them to be placed anywhere on the battlefield rather than from a battlefield edge. When the Defender’s forces arrive from Reserve, they may **not** be set up closer to the exit route than any of their other models.

**Head them Off:** When the Attacker's forces arrive from Reserve, they must be set up within 6" of a battlefield edge unless they have a special rule that allows them to do otherwise. When a unit shows up, roll a d6. On a 1-2, the unit arrives from the left flank. On a 3-4, the unit arrives from the right flank. On a 5, the unit arrives from the rear flank. On a 6, the unit arrives from the Escape Route edge!

## Victory Conditions

**The Defender** considers themselves successful if they have escaped from the escape route with at least 25% of their Power Level in units at the end of the game.

The more of the Defender's units who do not escape, the more successful **the Attacker** considers themselves.

In addition, the **Antagonist** selects three new Secret Objectives while the **Custodes** player retains the Relic if they held it in the last scenario. Use the same rules for the Relic in this scenario as you did that one.

## Additional Secret Objective Pool

Add the following cards to the Antagonist's Secret Objectives deck:

**Queen - Alacrity of Hate:** All of your units end the game within 12" of the escape route.

**King - No Quarter, No Remorse:** Leave no non-character Infantry models alive at the end of the game.

## Scenario Stratagems:

### Defender

**2 Command Points - Implacable Withdrawal:** Use this stratagem at any time. Pick a unit to enjoy a +2 to its saves until the start of your next turn.

**1 Command Point - Fan Out** - You may deploy one of your units more than 12" from the center of the battlefield.

### Attacker

**2 Command Points - I Have You Now:** Use this Stratagem at the start of your Movement Phase. One of your units arrives from reserves and may be deployed within 6" of any battlefield edge of your choice. This means that you can still move with this unit.

**1 Command Point - Frolicking in Mayhem:** Use this Stratagem when one of your units kills an enemy unit. Your unit may immediately pile in as if it were the Combat Phase. When they do so, move them  $d6+3''$  instead of  $3''$ .

## Aftermath

When the campaign has concluded, it's up to the players to decide where they go next with their narrative. The players may wish to continue to explore their enmity for one another, though you may want to break off and play some narratives with other players for a change of pace. Perhaps your commanders are still focused on the events of this campaign and are arming themselves for a future encounter.

If the campaign went poorly for the Antagonist, perhaps they are plotting their revenge and have decided to engage other enemies in order to gain information about the Custodes and prepare themselves for the next engagement. In this case, the Custodes will likely have put the engagement behind them, unworried about the remnants of the Antagonist's army. Instead, the Custodes will take their Relic and move on to the next battle against a more dangerous and sinister foe.

If the campaign went badly for the Custodes, they will have to fall back and lick their wounds. The surviving Custodes might feel they have misjudged their enemy and may petition the Administratum to devote more resources to the warzone. The Custodes player may want to bring in a friend to accompany them in the ongoing campaign or add their own models as allies to the depleted Custodes forces.