

Theatres of War

Masters of the Forge On Your Tabletop Supplement for 9th Edition

v.9.1.0

These Theatres of War are intended for use along-side those depicted in the **Psychic Awakening: Pariah** supplement by Games Workshop. Additional Theatres of War are sure to be developed both by Games Workshop and Masters of the Forge. As such, this is a living document which will see both additions and removals as content is developed.

Please feel free to help us playtest these rules and make them fun to use in our narrative games. You can contact us at mastersoftheforge@gmail.com

Changelog:

1.0: Dead World, Hell Forge, Wreckage Field

Contents

[Dead World](#)

[Hell Forge](#)

[Wreckage Field](#)

Stratagems

Familiar Ground - 1-4CP - Theatre of War Stratagem

Your warriors have fought on these grounds before and are unfazed by the environment of this land.

Use this Stratagem prior to selecting your army. You should discuss the use of this Stratagem with your opponent prior to taking it. You may choose one of the following from the active Theatre of War: special rule (choose one), battlefield twists, environmental conditions, or mysterious objective markers. Models in your army are unaffected by the chosen rule, for good or ill. You may take this Stratagem multiple times, each time selecting a different rule to ignore. This Stratagem costs 1 CP in Combat Patrol games, 2 CP in Incursion games, 3 CP in Meeting Engagement games, and 4 CP in Onslaught.

Theatre of War

Dead World

Some worlds are dead because they were decimated or devoured by a threat either internal or external, however some worlds were born dead. These desolate places never had hope of supporting life of any kind due to their totally inhospitable environments. Unlike Death Worlds, a Dead World isn't actively trying to kill you; it just boasts few if any features that support any kind of life as we know it.

Note: Terrain features on a Dead World should be mostly rocky outcroppings, craters, and hills interspersed with the kinds of artificial structures one would expect to see in one of these places such as industrial machinery or long-forgotten ruins.

Hardened Armour

Warriors who are equipped to do battle in harsh environments such as a Dead World are more safe than others from its effects.

Units with a 3+ or better save characteristic or a 4+ or better invulnerable save may choose to be immune to the effects of Battlefield Twists on a Dead World. In addition, any model with a wounds characteristic greater than 1 which suffers an unsaved wound during any phase of the game must check to see if the dangerous atmosphere injures them before allocating any more damage. On a 4+, that unit suffers 1 mortal wound before allocating any more wounds to it.

Pyrrhic Victory

Very little of value exists on a Dead World. More often than not, victory is determined in other ways.

During games set on a Dead World, each player's victory points total from mission objectives is reduced by 15 at the end of the game. In addition, prior to deployment, each player secretly selects one Secondary Objective from the Matched Play section of the Core Rulebook, then they reveal this Objective simultaneously. Players add any results from securing their Secondary Objective to their total at the end of the game.

Battlefield Twists

Before the battle, one player rolls one D6 and consults the battlefield twists table below, or both players can agree on the most suitable option. The result is an additional rule for the battle. This roll cannot be re-rolled.

D6	Battlefield Twist
1	Low Gravity: <i>This small or hollow world features extremely low gravity, allowing canny warriors to leap about.</i> Infantry gain the Fly keyword.
2	Deadly Atmosphere: <i>Whether because the world is a void, suffers from deadly temperatures, or is pounded by constant acid rain, the atmosphere itself isn't just unable to sustain life, but it is inimical to it.</i> At the start of your Command Phase, for each unit on the battlefield that is not wholly within an artificial terrain feature must roll a number of dice for each model in the unit. For every 1 or 2 rolled, the unit suffers 1 mortal wound.
3	Hard Radiation: <i>Light from the world's star is not blocked by the planet's weak magnetosphere and/or thin atmosphere, bathing everything in deadly radiation.</i> All models that are not Vehicles are treated as having -1 Strength characteristic and -1 Toughness characteristic.
4	Treacherous Ground: <i>The terrain here is not to be trusted. It has either been over-mined or is naturally fragile.</i> Whenever a unit that is not a Vehicle or a Monster makes a normal move or a charge move, the unit rolls a dice against their Weapon Skill. If they "hit", then the unit successfully navigates the area. If not, they suffer 1 mortal wound.
5	Hoodoo: <i>During the battle, a massive dust storm whips through the area, blasting everything with silicate.</i> Randomly determine a wind direction at the start of the game, blowing towards one of the four battlefield edges. Units that move any amount <i>against</i> the wind reduce normal moves, run moves, and charge distances by D3". Units which move <i>with</i> the wind instead increase their normal moves, run moves, and charge distances by D3".
6	Brutal Landscape: Roll twice on this table, ignoring this result and re-rolling doubles.

Mysterious Objective Markers

Before the battle, one player rolls one D3 and consults the mysterious objective markers table below, or both players can agree on the most suitable option. The result is an additional rule for the battle. This roll cannot be re-rolled.

D3	Mysterious Objective Markers
1	Waygates: <i>This area features ancient waygates which are of great import to your benefactors who hope to quickly move reinforcements to this location from elsewhere.</i> If you are controlling an objective marker, you can set up models which are arriving onto the battlefield for the first time via Strategic Reserves or any other unit-specific rule, they may be set up wholly within 6" of that objective marker. Models set up in this way may do so with no regard to proximity to enemy models, up to within 1/2".
2	Caches: <i>Supply or info caches were dumped here in the hopes that the location would be so remote that the enemy wouldn't catch on to its location and it's your job to intercept them.</i> If you are controlling an objective marker, you may nominate one unit within 3" of it. That unit's ranged weapons are resolved at +1 strength and -1 AP.
3	Life Support Nodes: <i>Many of these ancient devices, while unreliable, are still mainly operational.</i> Roll a dice for each objective marker at the start of the battle round to determine if they are operational. On a 2+, units within 3" of the objective marker <i>must</i> ignore all effects of all battlefield twists in play.

Terrain Traits

Before the battle, one player rolls one D3 and consults the terrain traits table below, or both players can agree on the most suitable option. The result is an additional rule for the battle. This roll cannot be re-rolled.

D3	Terrain Traits
1	Disrepair: <i>The structures on this world have suffered greatly from these incredibly harsh conditions.</i> At the start of each player's Command Phase, the player whose turn it is checks for each artificial terrain structure which has one of their units within 2" of it. Roll a dice. On a 5+, the structure suffers a partial collapse and the unit reduces its movement characteristic by 2". On a 6+, the structure suffers a major collapse and the unit also suffers 1 mortal wound.
2	Razor-sharp Geology: <i>The rock formations here could be a brittle silicate or even diamonds. One false step could be deadly to the unwary.</i> A unit which makes a run or charge move through a natural terrain feature suffers D3 AP -1 wounds after they have moved.
3	Sheltered Position: <i>Those who built the structures on this world did so to provide solace from the harsh environment..</i> Units which are wholly within 2" of any artificial terrain feature may choose to ignore any or all battlefield twists.

Stratagems

If your army is Battle-forged, you have access to the Stratagems shown below whilst using this Theatre of War.

Sanctuary Field - 3CP

Dead World Stratagem

Although they are rare in the extreme, some commanders have access to a piece of archaeotech known as the Sanctuary Field. Among other things, the field creates a bubble of breathable atmosphere.

Use this Stratagem at the start of the game. Your Warlord and all units wholly within 6" enjoy a 4+ invulnerable save.

Weather Report - 2CP

Dead World Stratagem

Your force commander had the foresight to study the local weather report before deciding the battlegroup's attack vector.

If the Hoodoo Battlefield Twist is in play, and the wind is blowing towards your battlefield edge, you may change the direction of the wind to blow either one battlefield edge to the left or to the right.

Theatre of War

Hell Forge

As if the toxic fumes, dangerous terrain, and hostile denizens of a Forge World weren't enough of a challenge, the Hell Forge mixes these dangers with those of a Daemon World to create a delicious melange of terror.

Note: Most if not all of the terrain features of a Hell Forge should be industrial in nature.

Battlefield Twists

Before the battle, one player rolls one D6 and consults the battlefield twists table below, or both players can agree on the most suitable option. The result is an additional rule for the battle. This roll cannot be re-rolled.

D6	Battlefield Twists
1-2	Hazardous Fumaroles: <i>A Hell Forge's corruption is not skin deep. They are damned right down to their very core. This can manifest in a variety of ways</i> Use the Hazardous Fumaroles rules on page 23 of <i>Psychic Awakening: Engine War</i> .
3	Nightmare Physics: <i>The twisted minds at work on this Forge World have warped everything they've touched. Every sensory input reports wrongness. The acrid scent of chemicals can smell sweet and deadly, adamantium bulkheads can be soft and furry with sharp teeth, and oil slicks can be hard as ice.</i> Before a unit moves in the movement phase, roll a D3. On a 1, subtract 2" from the unit's maximum move distance. On a 3, add 2" to that unit's maximum move distance. In addition, units are not required to count vertical distance when moving over any industrial terrain features.
4	Touched by the Warp: <i>This world exists between layers of reality, perhaps even on the verge of or within a warp storm. The Immaterium bathes everything in its sickly influence.</i> Roll on (or pick from) the Daemon World Battlefield Twists table on page 66 of <i>Psychic Awakening: Pariah..</i>
5-6	Hellscape: <i>This world has been so badly corrupted by the works of the Dark Mechanicum that it has become inhospitable to life.</i> Roll on the Dead World Battlefield Twists table from this supplement, re-rolling the result of a 6.

Terrain Traits

Before the battle, players take turns rolling a D6 for each terrain feature and consulting the terrain traits table below, or both players can agree on the most suitable options. These rolls cannot be re-rolled.

D6	Terrain Traits
1	Haunted: <i>The souls of the damned torment and distract all those who draw near.</i> Units within 2" of this terrain feature reduce their Leadership characteristic by 2.
2	Corrupted Auto-Simulacra: <i>Repair servitors slaved to this feature have long since been repurposed for other roles.</i> Players roll a D6 at the start of their turn for each Vehicle model in their army within 2" of this feature. On a 1, nothing happens; on a 2-4, that model takes 1 mortal wound, on a 5-6, that model takes D3 mortal wounds.
3	Biomechanical Abattoir: <i>Here, people are ensnared so their souls may be extracted for foul purposes.</i> At the start of each players' movement phase, they roll a dice for each of their units in this feature. On a 5+, the unit may not move this phase and on a 6+, the unit also suffers 1 mortal wound.
4	Rendering Facility: <i>Rancid smoke gouts from every stack, pipe, and crevice of this structure.</i> This terrain feature has the Dense Cover trait even if it normally would not.
5	Experimental Lab Equipment: <i>The Dark Tech Magi of this world have given sentience to some vile technology within this edifice. Its mad connection to the immaterium permeates everything around it.</i> Units within 2" of this feature may not fire overwatch and they cannot gain any bonuses to their Attacks characteristic (except those provided by their own wargear). Furthermore, Psykers within 2" of this terrain feature suffer perils of the warp on any doubles rolled for their Psychic test.
6	Just Spooky: This terrain feature either has no additional special rules, or you can come up with your own.

Mysterious Objective Markers

If you are using objective markers, after determining deployment zones, but before the first model is set up, players take turns rolling on the mysterious objective markers table to determine the nature of each objective marker. These rolls cannot be re-rolled.

D6 Mysterious Objective Markers	
1	Possessed Tech: <i>The technology at this location has a mind of its own and it defies control.</i> Models do not count towards holding this objective marker unless they have the Psyker keyword or the Troops battlefield role.
2	Unreliable Uplink: <i>This unassuming communications uplink is home to a malevolent block of scrapcode which delights in rerouting communications to random destinations and watching chaos ensue.</i> If a player's Warlord is within 3" of this objective and no enemy models are within 3" of it when you spend Command Points on a Stratagem, roll a dice. On a 1-2, your opponent gains a Command Point. On a 5-6, you gain a Command Point.
3	Fulminating Power Vane: <i>Unholy energies whip through the aether and crash against this copper vane, bathing the immediate vicinity in impure levels of the motive force.</i> At the start of each player's shooting phase, that player rolls a dice whenever one of their Vehicle units is chosen to shoot for the first time that phase. That vehicle suffers D3 mortal wounds. That vehicle also increases the strength of its ranged weapons by that amount until the end of the phase and also may re-roll that many failed hit rolls that phase.
4	Fluctuating Grav Wave Generator: <i>This appears to be a normal Grav Wave Generator, but it is malfunctioning.</i> Roll a dice whenever a unit declares a charge against a unit within 3" of this objective marker. On 1-3, they add 2 to their charge distance. On a 4-6, they subtract 2 from their charge distance.
5	Entropic Scatterfield: <i>This scatterfield device has been corrupted by entropic energy, but that energy is focused outward towards the incoming fire.</i> When resolving an attack made with a ranged weapon against a unit within 3" of this objective marker resolve any wounds against them at AP 0 regardless of the AP of the weapon being fired.
6	Viate Conduit: <i>The blood of martyrs and sacrificed psykers pumps throughout the world's manufactorums and fuel the progress of damned industry.</i> Any Chaos Vehicles within 3" of this objective add 1 to the strength of their ranged weapons and 1 to their own strength characteristic. Any Psykers within 3" of this objective may, if no enemy models are within 3" of the objective, suffer 1 mortal wound, then manifest any Psychic Power from their discipline, even if they don't know the power.

Stratagems

If your army is Battle-forged, you have access to the Stratagems shown below whilst using this Theatre of War.

Cleanse Corruption - 2CP

Hell Forge Stratagem

The ruinous powers may have corrupted this world, but the faithful will prevail.

Use this Stratagem at the end of your movement phase. If one of your units is within 3" of a terrain feature, mysterious objective marker you control, or a hazardous fumarole, that unit may perform the **Cleanse Site** action to negate the effects of the terrain trait, mysterious objective, or hazardous fumarole for the remainder of the game.

Cleanse Corruption (Action): One of your **Psyker**, **Ordo Hereticus Inquisitor**, **Adepta Sororitas**, **Chaplain**, **Black Templars**, **Khorne Character**, or **Adeptus Ministorum** unit may begin performing this action at the end of your movement phase. The action is complete at the end of your turn.

Tortured Machine Spirit - 2CP

Hell Forge Stratagem

Most sentient machines would rather face oblivion than spend a moment longer in this hellscape.

Use this Stratagem before rolling to see if a vehicle explodes. Add 2 to the roll.

Theatre of War

Wreckage Field

Throughout the galaxy, the rusted detritus of countless cultures, both Human and otherwise, litter the landscapes of countless worlds. Wreckage Fields contain everything from the hulking skeletal remains of colossal war machines to mountains of everyday items, some of which the function of has been lost to time. Only a fool would fail to see the value such places can hold. Often, these places are rich in resources if you're patient enough to salvage them. A Wreckage Field's natural camouflage offers excellent protection from prying eyes, and the unpredictable atmospheric conditions and rad levels often pose too great a risk for more discerning looters. As such, the Wreckage Field has become a haven for the downtrodden of many societies. It's not long before places such as this become a common battlefield whether it be warring factions fighting over resources, or the locals repelling extermination forces, or several armies meeting on the field of battle to recover a lost artefact.

Scrapheap

Mountains of wreckage are strewn as far as the eye can see (which isn't very far to be honest). It's not that refuse covers everything, but it is everything.

All terrain features gain the Difficult Ground trait.

Detritus from Across the Galaxy

Somehow, the flotsam and jetsam from countless cultures finds their way here. This can be anything from a haunted piece of archaeotech to a rare plant growing inexplicably in a patch of sunlit soil.

This Theatre of War uses **Mysterious Objectives**, but there is no specific selection for a Wreckage Field. Instead, after deployment, but before the battle begins, determine the nature of each objective marker by selecting one from a different Theatre of War.

First, randomly select a **Theatre of War other than this one**. Then, randomly select the Mysterious Objective to use for it. Even if a Theatre of War would normally apply its effects to every objective

marker, in the Wreckage Field, only apply the effects to the marker you are rolling for. Of course, as usual, players are welcome to pick whatever mysterious objective fits their narrative rather than rolling.

Unpredictable Topography

The Wreckage Field is a deceptive place under normal circumstances, let alone in the heat of combat. One never knows what chaotic situation they will find themselves in once they're into the thick of it.

Do not immediately select a Battlefield Twist and/or Environmental Condition. At the start of the game, roll a dice. On a 1-3, select a Twist; on a 4-5, select an Environmental condition; and on a 6, select one of each.

If an Environmental Condition wasn't selected at the start of the game, roll a dice at the start of the third Battle Round. On a 4+, select an Environmental Condition to take effect immediately and for the rest of the game.

Battlefield Twists

Before the battle, one player rolls one D3 and consults the battlefield twists table below, or both players can agree on the most suitable option. The result is an additional rule for the battle. This roll cannot be re-rolled.

D3	Battlefield Twist
1	Rust Rats: <i>The true lords of this region are the vermin who make their home among the refuse. There is still enough biological material remaining to sustain them, or they simply feed off the metallics and polymers of the trash itself. Whatever the case, the armies doing battle above are no less a treat.</i> At the start of each battle round, roll a dice for any units which do not have other units within 6" of them. On a 4+, that unit is attacked by vermin, dealing D3 mortal wounds, otherwise they only suffer 1 mortal wound.
2	Claimed Territory: <i>This place clearly once belonged to another faction not so long ago, but has not been properly scouted by either of the forces present at this battle.</i> At the end of each player's movement phase, roll a dice for each terrain feature which was entered for the first time that game. On a 1-3, the unit who entered the feature finds a supply cache and the controlling player gains 1 Command Point. On a 4-6, the unit tripped a booby trap and all units within the terrain feature suffer D3 mortal wounds.
3	Scrap Maze: <i>The twisting tunnels of clear ground are difficult to navigate without taking an exposed position atop the mountains of detritus. It's easy to become lost and arrive where you least intend.</i> Whenever a unit arrives from Strategic Reserves, assign a number on a D6 to each short battlefield edge, and a number to each half of the two long battlefield edges, then roll the dice. The unit must be set up along that part of the battlefield edge, but may be set up outside of 6" of enemy models instead of 9". Units which cannot be deployed, are placed back into Strategic Reserves.

Environmental Conditions

Before the battle, one player rolls one D3 and consults the environmental conditions table below, or both players can agree on the most suitable option. The result is an additional rule for the battle. This roll cannot be re-rolled.

D3	Environmental Conditions
1	Rad/Chem Leak: <i>This region features either a leaking chemical tank or guttering plasma furnace.</i> All models suffer a -1 to wound in the combat phase unless they are standing above ground level (even on a hill).
2	Pervasive Fires: <i>Whether due to a promethium leak or simple methane burn-off, much of this region is on fire.</i> Any terrain feature which would normally have the Breachable trait does not have that trait since the walls are wreathed in flame. All terrain features are also pouring smoke, so are considered to have the Obscuring trait.
3	Unstable Ground: <i>The ground beneath your feet is likely just an earlier strata of junk and is not to be trusted.</i> Vehicles and Monsters which do not Fly must roll a dice after they Charge or Run. On a 4+, their movement is reduced to 0" and they may not pile in or consolidate until the end of your next turn.

Stratagems

If your army is Battle-forged, you have access to the Stratagems shown below whilst using this Theatre of War.

Weird Hill to Die On - 3CP

Wreckage Field Stratagem

It's all too easy to cause a major disturbance in nearby scrap piles.

Use this stratagem in your shooting phase after shooting at an enemy unit within 6" of a hill feature. Move the hill feature until it is within 1" of the same enemy unit (taking any models standing on the feature with it) then deal D3 mortal wounds to that same enemy unit.

Ambush from Within - 2CP

Wreckage Field Stratagem

The piles of scrap provide excellent cover for an ambush.

Use this Stratagem when setting a unit on the battlefield from Strategic Reserves. The unit may be set up wholly within a terrain feature instead of the battlefield edge. All other rules apply