

MASTERS OF THE FORGE

Altar of War Episode 17 Scenario

The Defiled Gate

The Drukhari Wych Cult bound to the service of the Kabal of the Dying Sun along with a contingent of hired blades have infiltrated a Death Guard facility. Here, the Death Guard have hooked up a plague engine which is pumping vile contagion into a webway gate. The Cult seeks to destroy the Death Guard and cleanse the gate.

The Armies

Each player must first muster an army from their collection. The Attacker's forces consist of Wych Cult detachment(s) while the Defender's forces consist of Death Guard detachment(s). This game is best played at about 1000 points or 50 power level.

The Battlefield

This is a Zone Mortalis scenario with two different zones. One zone is a large, 4' square Zone Mortalis battlefield with a large central room. This is the upper floor. The other zone consists of only three rooms off to the side, set up in a long row. This is the lower floor.

You will need two sets of four objectives numbered 1-4. The first set is placed in the lower floor at the edge, representing entry points. Objectives 1 and 4 are each placed in the peripheral rooms while objectives 2 and 3 are both placed on either side of the central room.

The central room of the lower level features a large webway portal in the middle. The peripheral rooms of the lower level each should have a blocking piece of machinery to represent the plague engines.

The upper level should have four piles of junk set up about 18" from the center of the zone. There are no doors in this scenario.

Then, the Defender places the second set of four numbered objectives in the upper level. Each objective must be at least 24" from another objective.



Deployment

The Defender sets up their army within the center room. Any units that cannot be set up in the center are instead set up in Reserve.

The Attacker deploys each of their units within its movement characteristic of each objective on the upper level.

First Turn

The Attacker has the first turn.

Special Mission Rules

Zone Mortalis: [This Scenario uses the Masters of the Forge Zone Mortalis rules.](#)

Reserves: The Attacker rolls a dice at the end of each of their Movement Phases for each of their units in Reserves. If the number is equal to or less than the current battle round number, that unit arrives from Reserves. The Attacker's reserves arrive in the center of the upper floor. All of the models in a unit must be deployed wholly within the center point of that room. If they cannot be set up, they are destroyed. Any units without a **Cult** keyword, however, are set up within 6" of the Webway Gate in the lower floor. These units may be set up within 9", but not within 1" of enemy models.

Entry Points: Each numbered objective on the upper level corresponds with the same numbered objective on the lower level. A model may move from one objective to the

other by touching it and complete its movement on the other side. Units charging through these entry points are subject to Overwatch even if the target of the charge could not see them prior to the charge roll being made.

Clues: Each of the junk piles contains a clue to the construction of the plague engines. If the Attacker successfully interfaces with a junk pile, they get a cumulative +1 on their interface check to disable the plague engine and/or cleanse the webway gate.

Clueless: Models without a **Cult** keyword may not Interface during this scenario.

Scoring and Victory Conditions

If the Attacker successfully interfaces with both Plague Engines, they score a minor victory. If the Attacker successfully interfaces with the Webway Gate, they score a major victory. Any other result is a major victory for the Defender.

Battle Length

This game uses the random battle length rules.

Stratagems

Use the Zone Mortalis special stratagems for this scenario.