

MASTERS OF THE FORGE

On Your Tabletop
Episode 136

Repentance

Stratagems and a Narrative Play Scenario

Repentance Stratagems

Seraphs (1cp)

Some psychic blanks are too unruly to be counted on in more nuanced roles. As such, these unfortunate individuals are augmented with all the trappings of an Arco-flagellant and seconded to an Inquisitor or some other high-ranking official.

Use this Stratagem before the game begins. Select one unit of **Arco-flagellants** to gain the following:

Faceless Soul: All models within 6" of this unit suffer a -2 to their Psychic checks. In addition, all models within 6" of this unit enjoy a +2 to deny Psychic powers.

Crushing Reality: Models may not take invulnerable saves against attacks made by a Seraph.

Holy Unwashed Masses (1cp)

As the Psychic Awakening tears across the galaxy, it's not just the forces of the ruinous powers who have seen a rise in otherworldly abilities. Those faithful to the God-Emperor have also been witness to miracles of faith.

Use this stratagem before the game begins and select on unit of **Conscripts** to gain the Shield of Faith ability. In addition, the unit becomes a **Psyker** and knows the Smite power. They may manifest and deny one psychic power per turn.

Echoes of War

Rewards of Repentance, Consequences of Sin

On a lost world on the edge of the Cicatrix Maledictum, the Sororitas are set to make one final push into enemy territory. Meanwhile, the forces of Chaos seek to corrupt the Crypt of the Penitent and stop the tolling of the Bell of The Saved. The forces of Chaos must not be allowed to defile this holy site and complete the ritual they've been orchestrating for months. As such, the Sisters are committed to throwing themselves into the meat grinder at all costs. Every Repentia stationed here sees this as an incredible opportunity for absolution.

The Armies

Each player must first muster an army from their collection. The Attacker's forces consist of various Adepta Sororitas and Adeptus Ministorum units, but 50% of their Power must be either Penitent Engines, Repentia, Mortifiers, or Arco-flagellants.

The Defender's forces are best represented by either Khorne or Slaanesh units, both mortal and daemon.

The Battlefield

Players take it in turn placing terrain. The Defender places 3 ruins on their half of the battlefield while the Attacker places 3 woods in their half of the battlefield. After that, players take turns rolling a dice. On a 4+, they must place one additional piece of terrain of their choice. On a 1-3, they may no longer place any more terrain.

After terrain has been set up, the Defender places 1 Objective per 500pts or 25 PL in their deployment zone.

Deployment

The Defender sets up their army within their deployment zone, then the attacker sets up their units within their deployment zone. The Attacker may set up units using the Reserve narrative play special rule.

First Turn

The Attacker has the first turn.

Special Mission Rules

Call of the Damned: Units of Penitent Engines and Repentia may return to play using the Sustained Assault narrative play special rule.

Repentance: Turn one of your Miracle Dice either up or down one number whenever a unit of Sisters Repentia or Penitent Engines takes one or more casualties in the Combat Phase.

Demoralizing Treachery: Whenever an **Adepta Sororitas** unit fails a Morale check, the controlling player must discard one of their Miracle Dice with the highest face value. If that unit was a Sisters Repentia unit, they must discard their two highest Miracle Dice.

Flesh for the Engines: Keep track of all the Adepta Sororitas models which flee during every Morale Phase. For each model, roll a dice at the end of the game. On a 4+, the Adepta Sororitas player may add a Penitent Engine to their army for free. Add a +2 to this roll and add a Mortifier instead of a Penitent Engine if that model was a Sisters Repentia model.

Bloodshed:

For each **Adepta Sororitas** model slain during the battle (not counting those who fled in the Morale Phase), the Adepta Sororitas player gains 1 Spirit Point. At the end of their movement phase, the Adepta Sororitas player may summon a single unit of Vengeful Spirits with a number of models equal to the number of Spirit Points in their pool. These spirits must be deployed wholly within 12” of another **Adeptus Ministorum** unit and not within 9” of any enemy models.

For each model slain during the battle, the Khorne player rolls a dice. On a 4+, they gain 1 Blood Point. On a 6+, they gain 2 Blood Points instead. At the end of their Movement Phase, the Khorne player may summon a **Khorne Daemons** unit with a Power Rating equal to or less than the number of Blood Points in their pool. This unit must be deployed wholly within 12” of another **Khorne** unit and not within 9” of any enemy models.

For each wound taken by a Character model during the battle, the Slaanesh player gains 1 Pain Point. At the end of their Movement Phase, the Slaanesh player may summon a **Slaanesh Daemons** unit with a Power Rating equal to or less than the number of Blood Points in their pool. This unit must be deployed wholly within 12” of another **Slaanesh** unit and not within 9” of any enemy models.

Scoring and Victory Conditions

Matched Play Conditions: Players score 3 points for each objective they control by the end of the game and 1 point for each enemy unit destroyed, not counting Repentia, Penitent Engines, Arco-Flagellants, or Mortifiers.

Narrative Play Conditions: If the attacking player controls 1 Objective at the end of the game, they win a minor victory. If they control 2 or more, they win a major victory. Otherwise, it's a major victory for the defender.

In either case, Flagellants, Repentia, Mortifiers, and Penitent Engines do not count for controlling objectives.

Battle Length

During each battle round, the Bell of the Saved tolls and the spirits of the dead rise to fight again. The bell will only toll 6 times before damnation overtakes the losing army.

Attacker Stratagems

Path of Destruction (1cp) *The damned soul of a Mortifier focuses on a particular enemy as she her engine begins to fail her.* Use this Stratagem after determining if a Mortifier will lash out with the Anguish of the Unredeemed. That model may move 3d6" as if it had the Fly keyword before dealing its mortal wounds.

Clarion Call (1cp) *Those members of the Ministorum seeking absolution have flocked to the battle in search of bloodshed in the name of the Emperor.* Use this Stratagem when you would roll for Sustained Assault. The unit automatically arrives instead.

Rampage (1cp) *With their ultimate goal in sight, the tortured souls of the Ministorum cannot be held back.* Use this Stratagem at the start of the Movement Phase. Pick one unit of Penitent Engines or Mortifiers. They and all Adeptus Ministorum units within 6" of them may advance +3d6" when they move this turn instead of d6. If they do, they must move that full distance directly towards the nearest enemy model, taking the path of least resistance to achieve that.

Defender Stratagems

Deepening Futility (3cp) *The ritual's resonance has caused a powerful discord with the pealing of the Bell of the Saved.* Use this Stratagem at the end of a battle round when all of the objectives are held by the Defender, but in any battle round but the first or the sixth. Reduce the battle length by 1 battle round.

Take them Alive (1cp) *The Chaos warlord knows their enemy all too well. Rather than allow them the succor of absolution, they will go through great lengths to capture rather than kill their Sororitas foes.* Use this stratagem in either the Fight Phase or the Morale Phase when a unit of Repentia or Penitent Engines is destroyed within 6" of one of your own units. Also remove from play one of your units that was within 6" of the destroyed units. Your opponent does not score points for killing the unit you removed; you score 1 Victory Point instead.

Excruciating Slaughter (2cp) *The violence wreaked across the battlefield has thinned the veil between the Materium and the Immaterium.* Use this Stratagem at the start of the Battle Round. During this battle round, whenever you would gain a Blood Point or a Pain Point, gain two instead.