



CHRONICLES



FORSAKEN

THE TRIBULATIONS OF ST JOHN



# THE TRIBULATIONS OF ST. JOHN

## PROLOGUE

The Forsaken are at war - it seems, sometimes, that they are at war with the entirety of Samaria. The Skarrd. The Outcasts. The Dragyri. The CORE. The Kukulcani. Life for the Forsaken had always been hard and austere, but increasingly it has become brutal and short.

Despite these hardships, the Forsaken's numbers grow. In the face of adversity, more sons and daughters are seen as investments in the future - and as families grow, so does the need for food. Arable land and potable water are cherished life givers- and most of each are found in the lands south of New Ashkelon.

But lone farmers are little more than sacrificial lambs here. So they band together into settlements, begging New Ashkelon for some military presence, some protection against the predators and the raiders and the harriers. Some receive help and prosper. Others are granted too little protection or none at all, and are overrun and perish. Still it does not seem to stop the growing number of settlements that now create the Forsaken Southern Frontier.

Saint John is not ignorant of the needs of these people, and has worked to protect and stabilize the region. He has created roads, and Watchtowers, to help aid and protect the settlers. His followers are diligent in their service to those who feed all of the Forsaken, and they struggle for their flock.

Recently, Saint John has built a series of Forward Operating Bases further south, beyond the settlements. These sit at the outer fringes of the Broodspawn swamps, and service there is highly dangerous - although there is no shortage of volunteers for manning the bases. The troopers who serve there carry out missions of reconnaissance and monitor the swamps. It is their job to live to alert, not die needlessly.

It is the Saint himself who often tours these bases, to ensure that his troops are well supplied, as well protected as can be managed. It has never been a secret that he has also come to kill the Broodspawn, for the hatred in his heart is boundless.

This is a tale of one of those tours.

## NOTES

### Story and Scenarios by Robert Allen

Based on an excellent format created a few years ago by Tim Korklewski, we have decided to revive the *Dark Age Chronicles* with this first mini-campaign following the forces of St John as they head south to the Blackmire and then return to New Ashkelon. The printed version is inspired by *Friend of Dark Age*, Ash Barker of Guerrilla Miniature Games, and was only available at CMON Expo 2017.

# PART ① NE:

## A DIVERSION THROUGH DARKNESS

The facility was, charitably, disgusting. The Faithful picked through ruined laboratories and rank offices with careful steps and wrinkled noses. The eldest, Shem, grumbled with every fresh smell and putrid discovery that they came across. The others tired of hearing him, and said so - earning only a series of grunts and mutterings from Shem.

Elijah, the Hunter, sniffed at the air more appreciatively. What the others cursed as bad smells had become far more interesting streams of information to him, and while he found some of them repulsive just like the troops he commanded, largely he found them useful. He liked to think that it was just the mark of a good hunter, but secretly he admitted it was all part of his change.

They had entered the facility to search for anything of possible value. Sometimes remote labs were discovered and full of mysteries and breakthroughs. Sometimes they were just full of shattered glass, derelict equipment and festering miasmas. Some of them were pristine and some of them were picked over and some were somewhere in the middle. Many of them were deadly. And so the leader of the expedition, the kindhearted Saint John himself, urged caution to his troops even as he sent them in to have a look around.

Thus far there had been very little to look at. The area had a high water table - the swamps weren't terribly distant - and mold and mildew had eaten much of the place. As best Elijah could tell, there had been some sort of chemicals stored here, once, but it seemed like nothing of value remained. He was about to call off their searching when he heard something stirring ahead. Probably just one of the wasteland vermin, and he almost had an arrow nocked before he learned of his mistake.

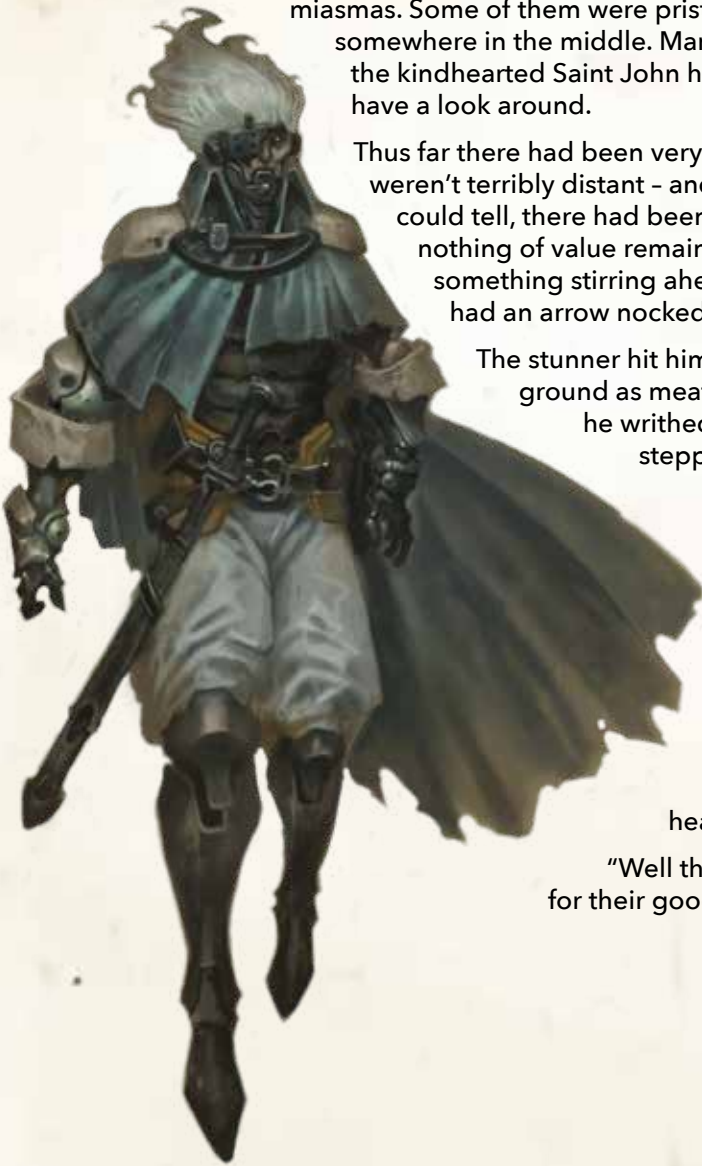
The stunner hit him like a miniature lightning bolt, and Elijah dropped to the ground as meat sizzled and his muscles twitched out of his control. Even as he writhed on the wet floor he looked up to see his assailant as the man stepped out of a sodden wall and performed a mocking bow.

"Sorry 'bout that mate, but I rather guess you weren't planning to be gentlemanly with the bow, either." Captain Jake Flay shoved his stunner back into his belt and drew his sword.

"Right then!" he yelled, alerting his band. "We have company, and they probably don't appreciate us looting this facility. Uninvited is unwelcome, as me da used to say! So let's get what trinkets we have and get out before they get all worked up, shall we?"

A spinning death disk shot by him in reply. Clearly they hadn't heard his plans to vacate quietly.

"Well then." Captain Flay said, largely to himself - "I don't pay my crew for their good looks nor their cooking. Attack!"



# SCENARIO ONE - WE WERE HERE FIRST

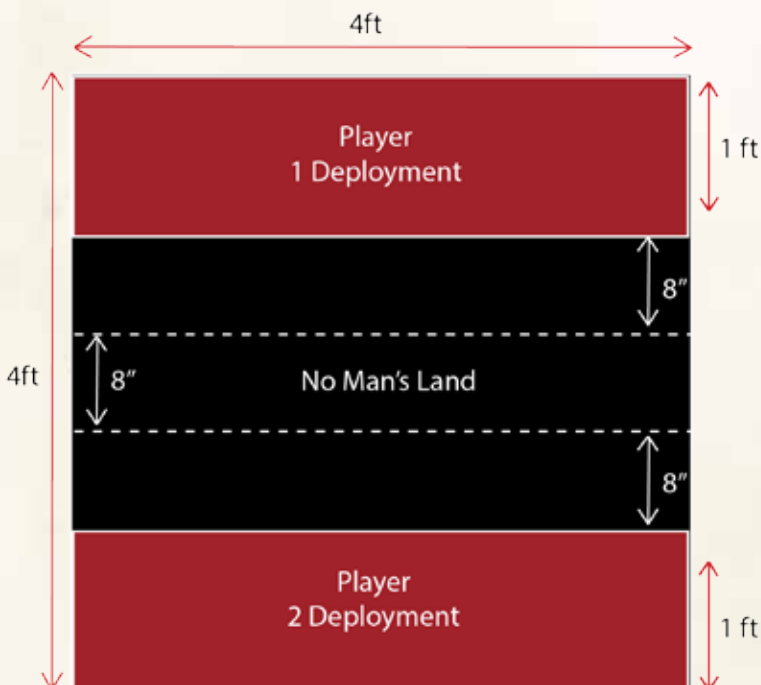
Note: Ideally played on a board representing a ruined and decayed laboratory

## SET-UP

- Each player takes turns placing two 50mm Objective Markers (for a total of four in play) anywhere within No Man's Land, as long as it is not placed within 4" of another objective marker or a table edge.
- Objective Markers are a terrain feature with the *Dangerous*, *Rough*, and *Does Not Block LoS* keywords (ideally represented by semi-interesting detritus of a crumbling lab)

## RULES

- The Forsaken Player must have Saint John, Shield of the Forsaken, and must choose from the St. John subfaction.
- The Outcast player must have Captain Jake Flay, and may only choose forces from the Generic Outcast forces - they may not align with Salt Flat Nomads or Slavers of Chains Barrow for this battle. Further, they may not use any character models other than Captain Jake Flay (ie, no Bounty Hunters, and no Hoj, Mongo, Oz, or Happy Hour).
- Forsaken models with *Infiltrate* must choose either not to use this ability, or must start the game with a Wound counter.
- All of the Outcast Player's Wasteland Warrior and Captain Jake Flay models gain the *Infiltrate* special ability for this scenario, to represent their already being within the facility. They may choose to use *Infiltrate* or set up normally. All other models must set up as normal.
- At the end of the game, for every 100 points (rounded up) of a force killed your opponent will score 1 Primary Objective Point (example: 451 total points would yield 5 Primary Objective Points, 450 would yield 4).
- For this Scenario, any models killed by Saint John, Shield of the Forsaken or Captain Jake Flay count as double points (eg. a 55-point model slain by Saint John would be scored as 110 points).
- The end of the game varies by point value played: 500pts - 60 min, 750pts - 75 min, 1,000pts - 90 min.
- The game immediately ends at the end of any round in which a player has no remaining Stable models in play or waiting to enter the battlefield, such as from *Assassination* or *Gliding Deployment* (Stable models are models not marked with a Dying Counter).
- If any models that are not Stable models remain on the table at the end of the game, those models count as being killed for Primary Objective purposes.
- At the end of the game, the player with the most combined Primary Objective and Secondary Objective Points will be the winner.



### • Secondary Objective Deck:

- Before Deployment, each player will shuffle their Secondary Objective Deck and draw 2 cards from it.
  - Secondary Objectives are kept hidden from your opponent until completed, or if the instructions on the card state to reveal it.
  - At the end of each Lingering Effects Phase, a player may discard any number of Secondary Objectives they have. Once this is done each player should draw until they have 2 Secondary Objective Cards.
  - Unless otherwise noted in the scenario or card, Secondary Objectives award 1 Victory Point.
  - Secondary Objectives are revealed as soon as the criteria for accomplishing them has been met, unless otherwise specifically stated on the Objective card.
- For non-Tribulations of Saint John play: each player names a character model as their leader. That leader model scores double points of models killed. One side may choose to give one of its non-character model types the Infiltrate ability for free. The other side must choose either not to use Infiltrate or to give models using the Infiltrate ability a wound counter before the game begins.*

## PART TWO: THE SWAMP RACE

Saint John had previously thought higher of Captain Jake Flay - he was a conniving, deceitful bounty hunter, but at least he had had the common courtesy not to attack Forsaken forces. Or, John mused, those Forsaken forces under his command.

But Flay's pilfering aside, they had a new problem. After their run-in with Flay and his band of brigands, John's forces had retreated from the ruined facility to assess their losses. But as night had fallen they were entirely too close to the Southern Swamps for his comfort. And, more importantly, the comfort of his troops.

He called for a conference among his subcommands. Sir James and Elijah stepped forward, as well as the Bane Leader named Abi.

"Night falls." John sighed grimly. "And this is not a place any of us would choose to be at night." A chorus of agreement from the three of them. "We will not reach our forward outposts before light fades, and we can surely expect the Broodspawn to harry us."

"Begging your pardon sir," Abi began.

"There's no need for that formality, Abi." Saint John replied gently. The other Saints might demand constant reverence, but John took largely a "first among equals" approach. His troops fought and bled for him, so he fought and bled for them.

"Sir, the troops are exhausted. It was a hard march this far, and the clash with the Outcasts... we have walking wounded, and men and women close to exhaustion."

"She's correct, lord." confirmed Sir James, nodding. "They're all brave and hearty souls, but in their state, our losses..."

"...will be high." Elijah finished his statement, his voice gravelly - his wounds were nearly fatal, and his flesh was still re-stitching itself together.

Saint John shook his head.

"No, we won't needlessly risk the lives of those who have already given much," he said, and the others nodded. Before he could continue, Elijah staggered, rubbing at his temples. He gritted his teeth as he tried to separate the voices in his head from the voices around him.

"Sorry sir. The Broodspawn...chatter. And I'm pretty sure there's a big one with them. He senses me, and I can sense him." Elijah shook his head to clear it.

"Sir, I know them well. I have hunted them and been hunted by them." Elijah said, his voice shaky. "The Broodspawn are fearsome and fearless, but they respect prowess. You can't scare them but you can earn a form of respect from them - well, the bigger ones, anyway. The little ones are too mindless."

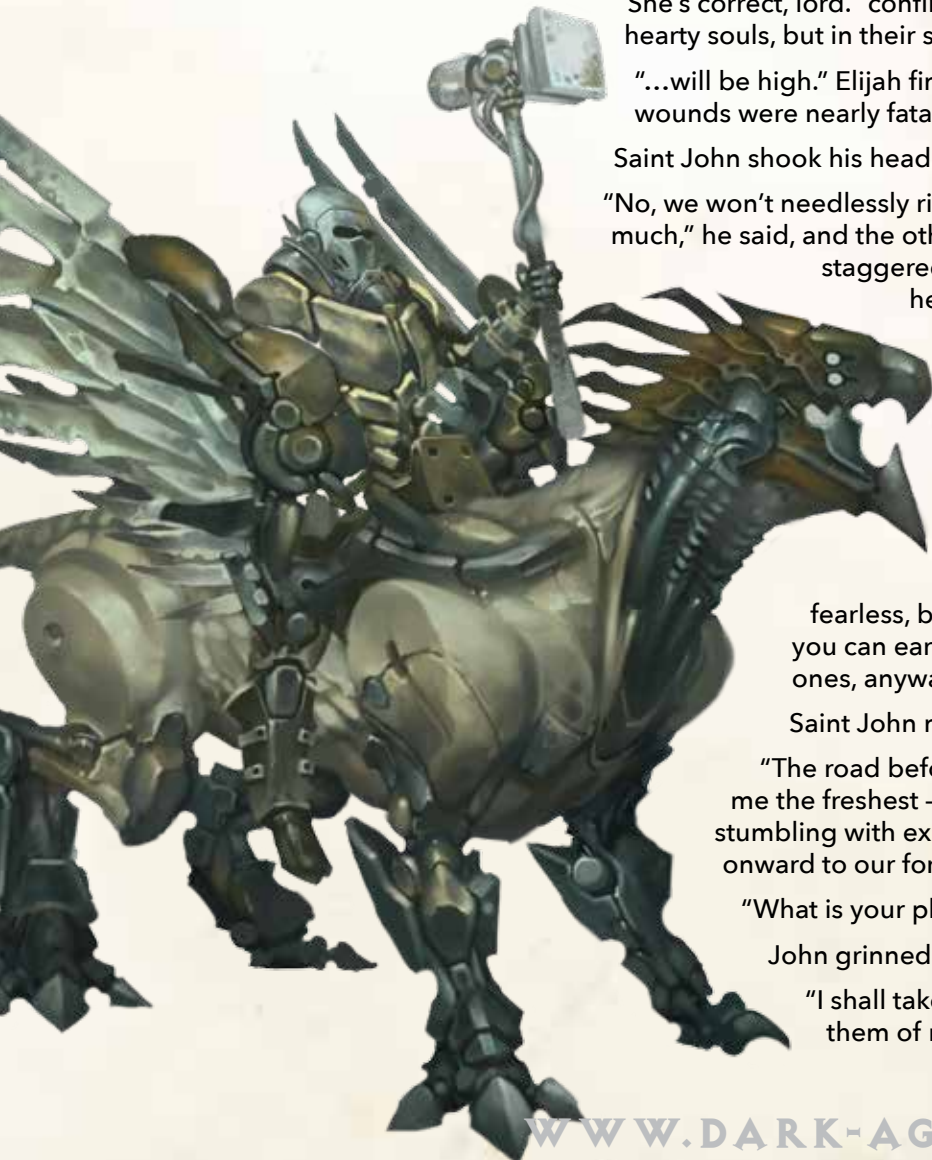
Saint John nodded sagely and hefted his hammer.

"The road before me is clear. Go amongst the troopers and find me the freshest - don't let them lie, I only want those who aren't stumbling with exhaustion. The rest of you are to make best speed onward to our forward outposts."

"What is your plan, lord?" asked Sir James, his face quizzical.

John grinned.

"I shall take the fight to the Broodspawn, and I will teach them of respect."



# SCENARIO TWO - THE KILLING TREE

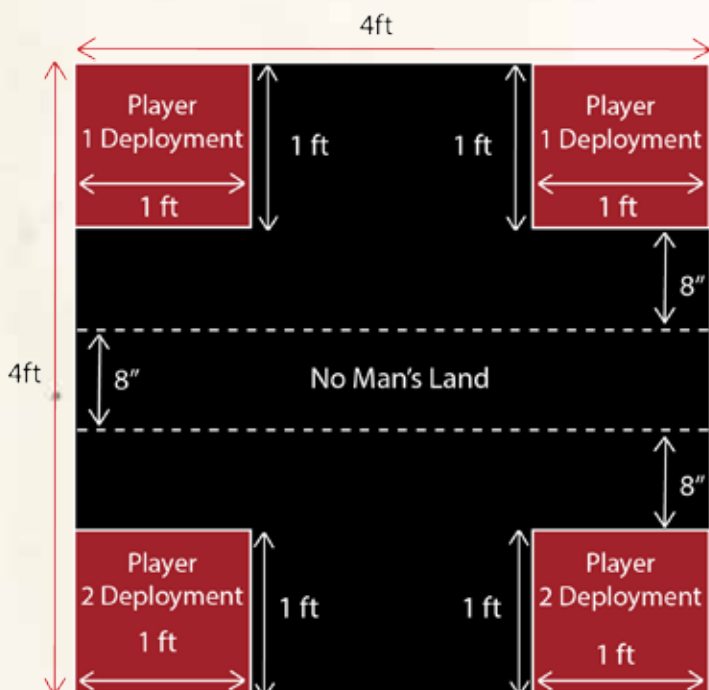
Note: Ideally played on a Swampy or Dark Forest Board - marshy underfoot, gnarled trees and scrubby bushes.

## SET-UP

- Place one 50mm Objective Marker in the center of the table. This is the Killing Tree.
- Each player takes turns placing two 50mm Objective Markers (for a total of four in play) anywhere within No Man's Land, as long as it is not placed within 4" of another objective marker, the Killing Tree, or a table edge.
- Objective Markers are a terrain feature with the *Impassible* and *Blocks LoS* keywords (ideally represented Swamp Trees)

## RULES

- The Forsaken Player must have Saint John, Aegis of Faith in their army, and choose their army from the Saint John subfaction.
- The Brood player must include at least one Character model in their force. They may choose a Broodspawn or a standard Brood list.
- Any model attacking another model within 3" of the Killing Tree may declare that they are *Giving an Offering to the Killing Tree*. If they do so, and if they do a Wound to the model that they are attacking, they gain 1 Primary Objective Point. If they kill the model that they are attacking, it is instead worth 2 Primary Victory Points. (For models that may gain a Dying Counter, they have to be completely killed to score any Objective Points)
- Any model attacking another model within 3" of the other Objective Markers may declare that they are *Giving an Offering to the Bleeding Trees*. If they do so, and kill the model which they are attacking, they gain 1 Primary Objective Point. (For models that may gain a Dying Counter, they must be completely killed to score this Objective Point)
- The game immediately ends at the end of any round in which a player has no remaining Stable model in play or waiting to enter the battlefield, such as from *Assassination* or *Gliding Deployment* (Stable models are models not marked with a Dying Counter).
- If any models that are not Stable models remaining on the table at the end of the game, those models count as being killed for Primary Objective purposes.
- At the end of the game, the player with the most combined Primary Objective and Secondary Objective Points will be the winner.



### • Secondary Objective Deck:

- Before Deployment, each player will shuffle their Secondary Objective Deck and draw 2 cards from it.
- Secondary Objectives are kept hidden from your opponent until completed, or if the instructions on the card state to reveal it.
- At the end of each Lingering Effects Phase, a player may discard any number of Secondary Objectives they have. Once this is done each player should draw until they have 2 Secondary Objective Cards.
- Unless otherwise noted in the scenario or card, Secondary Objectives award 1 Victory Point.
- Secondary Objectives are revealed as soon as the criteria for accomplishing them has been met, unless otherwise specifically stated on the Objective card.
- Secondary Objectives may be completed at any time as long as their criteria is met.

For non-Tribulations of Saint John play:  
Play as written, with any armies.

# PART THREE: THE CRUEL SEA

## An Account of the Depravity of Fishing Village 'Naga'

*By Deacon Enoch of New Askelon*

During my travels with the benevolent Saint John, I saw a great many things of disturbing provenance and alarming wickedness. We had faced the sins of man in every hue and countenance, but never was my faith more shaken than during our discovery at the Fishing Village which we called "Naga" to reflect the monstrosities there.

Although the world hates all deviancy, and the Broodspawn that fill the swamps of southern Samaria are foul and detestable, at least they have the kindness to be overt monsters so that we might know them for the aberrations that they are.

While sinister are those that hide their deformities, the worst are those who accept and welcome such perversity in their midst. Such as were those who populated the small village of Naga; where freakish Broodspawn traits co-mingled with simple humanity and the result was so unholy it could not be tolerated for another moment. Even writing of the wretchedness I saw that day makes me weep and my stomach roil at the memory.

I begged to Saint John that we could not permit this filth to continue their profane lives upon Samaria. He looked sorrowful for the loss of life of the unblemished among them - Saint John's heart is pure and he does not idly perish God's children - but my counsel was clear. There was nothing that could be done for those who willingly accepted monsters in their midst. The teachings of the Forsaken are very clear and misgivings must be set aside for holy work, no matter how trying.

As we prepared for our godly task, we re-discovered that loathsome Captain Jake Flay, and worse yet he had aligned himself with the leaders of this village and stood at arms against us. What a black day that a man would choose gold over righteousness! It is my opinion that he should forever be branded as a traitor to the Forsaken and never gain our trust again, but I know there will also be those who view military expediency over faith. Such is a hardship of our trying times.

Regardless of the conflict ahead, we still pursued our aims: the village of Naga burned and its sins cleansed from Samaria. The battle was no simple matter - Captain Flay and the heathen Outcasts aligned with the villagers against us, and we clashed like angels and devils that day.



# SCENARIO THREE - BURN IT DOWN

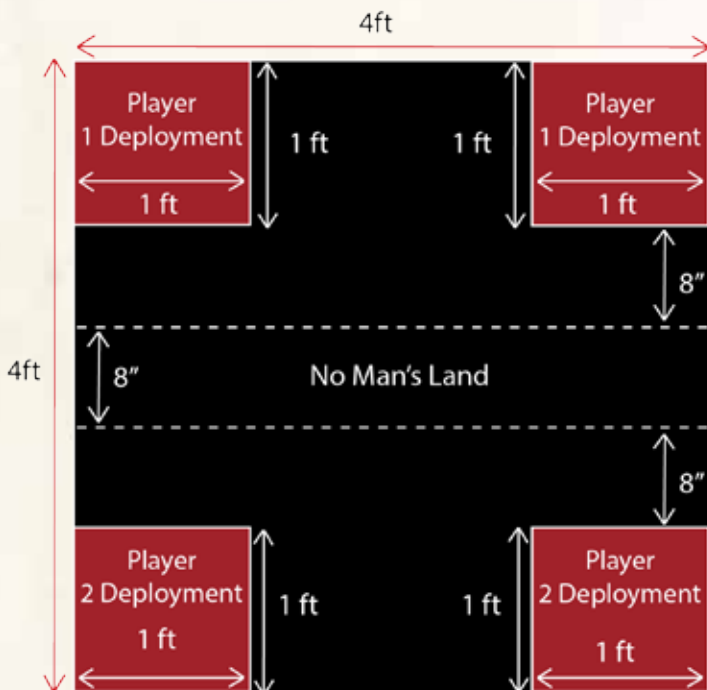
Note: Ideally played on a table with a coastline and a primitive fishing village - huts, possibly a small water skiff. Nothing of great permanence, as this is crudely fashioned by the Brood hybrids.

## SET-UP

- Each player places three 50mm Objective Markers (for six Objective Markers total) anywhere within No Man's Land, as long as it is not placed within 4" of another objective marker or a table edge, or on any water feature. These objectives have the *Heavy Cover*, *Impassable* and *Blocks LoS* keywords.

## RULES

- The Forsaken player must include either Saint John, Shield of the Forsaken or Saint John, Aegis of Faith in their army.
- The Outcast/Brood player must include Captain Jake Flay in their army. They may otherwise include models from the Generic Outcast forces - they may not align with Salt Flat Nomads or Slavers of Chains Barrow. They may also choose up to 250 points of models from the Generic Brood list. They may not chose a Broodspawn subfaction.
- The Forsaken player must set fire to as many of the objective markers as possible. To do this, a Forsaken model must be in base contact with an objective marker and spend two consecutive AP to light the fire. Once this is done, place a Fire token next to the objective marker. They may do this up to twice per objective marker. They may not perform this action if there are any Brood/Outcast models in base contact with the objective marker.
- The Outcast/Brood player must stop the Forsaken efforts to burn their huts. If a Outcast/Brood model is in base contact with an objective marker that has a Fire token next to it, they may spend two consecutive AP to extinguish the flames. They may only perform this action if there is no Forsaken model also in base contact with the objective marker.
- Any objective marker that has two fire tokens is considered destroyed and worth 5 Primary Objective Points to the Forsaken.
- Any objective marker that has no fire tokens on it at the end of Turn 6 is worth 8 Primary Objective Points to the Outcast/Brood player.
- After 6 turns, the game ends. The player with the most combined Primary Objective and Secondary Objective Points is declared the winner.



### • Secondary Objective Deck:

- Before Deployment, each player will shuffle their Secondary Objective Deck and draw 2 cards from it.
- Secondary Objectives are kept hidden from your opponent until completed, or if the instructions on the card state to reveal it.
- At the end of each Lingering Effects Phase, a player may discard any number of Secondary Objectives they have. Once this is done each player should draw until they have 2 Secondary Objective Cards.
- Unless otherwise noted in the scenario or card, Secondary Objectives award 1 Victory Point.
- Secondary Objectives are revealed as soon as the criteria for accomplishing them has been met, unless otherwise specifically stated on the Objective card.
- Secondary Objectives may be completed at any time as long as their criteria is met.

For Non-Tribulations of John play, use any two armies. Set one as the Attacker, trying to burn the huts, and one as the Defender, preventing the huts from burning/extinguishing the fires.



# PART FOUR: THERE'S NO PLACE LIKE HOME

*From the Diary of Sir James:*

It had been a miserable series of weeks. We had set out for a tour of our southern operating bases. We expected some fighting, and we came prepared for that - but never on the scale of what we faced. It seemed that every step was harried from some quarter - Outcasts! Broodspawn! Biting insects and even minor plagues! We faced it all and more as we travelled down.

The return trip was supposed to be easier. We thought the worst behind us after the fishing village burned. Everyone was sporting a wound or three - some of the troopers were so badly injured as to be miraculous that they yet lived! As we limped back to New Ashkelon at least we thought that we had done our duty and had earned some rest and recovery.

Oh, how wrong we were.

We had travelled back North along the Crusader's Trail, making slow progress because of some of the injuries. We had a few carts to ease the trip for the worst of the wounded, but others insisted that they could walk - good men and women, selfless to a fault. The Pride of the Forsaken.

It became evident that something was wrong as we neared Mount Josiah and received no welcome. The Watchtower of Josiah is a simple one but nevertheless boasted a small contingent of guardians and caretakers. We could see none as we travelled up the road that threaded through the mountains. We have made this trip many times, and ordinarily we expect to be hailed by the guardians the Watchtower - Forsaken to be greeted warmly and for unknown travelers to be challenged - be they friend, or be they foe?

We heard nothing at all. No hails, no challenges. Saint John said nothing - he never alarmed anyone unduly - but we had shared enough time in the field that I could read the man, and he was concerned.

As we neared the Watchtower, we saw the black soot upon it, and the smell of death was in the air. We saw the smoldering and blackened bodies of the honored Coil and Bane defenders strewn before the tower. It was then that we saw the towering creatures who had committed this act, it was then that we knew the fiends who slaughtered our kin and defiled our tower.

The Fire-Caste Dragyri: cruel and capricious villains, one and all.

Worst of all is that the Watchtower of Josiah is a warning station to a half-dozen Forsaken settlements. We had heard no warning - the Dragyri must have surprised and overwhelmed them - but it also meant that the settlements across the Southern Frontier were blind to inbound threats, and I feared to think of the horrors that might be descending down upon at any moment.

The Dragyri had to be eliminated immediately - that was clear - but more importantly we had to hurry and alert the settlements before more attacks could spill into their homes without warning.



# SCENARIO FOUR: IF YOU PLAY WITH FIRE

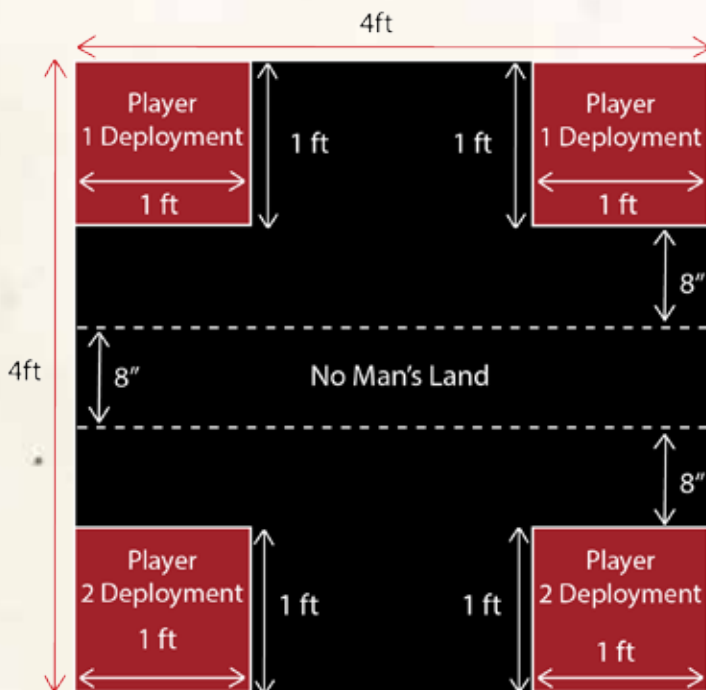
Note: Ideally played on a mountain pass of sorts, with a watchtower - or ruined watchtower.

## SET-UP

- Place a Blast 3" template in the center of the table. This is the Watchtower of Josiah. The Watchtower has the Heavy Cover, Rough, and Blocks LoS keywords.

## RULES

- The Forsaken player must include either Saint John, Shield of the Forsaken or Saint John, Aegis of Faith in their army. They must select their army from the Saint John subfaction of the Forsaken army list.
- The Dragyri player must choose his army from the Fire Caste subfaction of the Dragyri army list.
- The Forsaken player is seeking to activate the Ancient Warning System in the Watchtower of Josiah. To perform this, any Forsaken models may spend 1 AP while in base contact with the Watchtower. He may then place one Alarm Counter on the Watchtower template. The Forsaken player may only do this with each model once per turn - e.g., three models may each spend one AP and place one Alarm Counter per turn. This can only be performed if there are no Dragyri models in base contact with the Watchtower.
- At the end of each turn, the Forsaken Player rolls 1d20 - if the roll is equal to or less than the number of Alarm Counters on the Watchtower, they have successfully set off the warning systems and alerted the nearby settlements.
- The Dragyri player is part of a larger attack force and gains reinforcements. Starting on the 2nd turn, the Dragyri player may bring up to 75 points of Reinforcements per turn. These models must start at the Dragyri deployment edge but may be activated normally on the turn they arrive.
- Dragyri models with the *Slyth* keyword or have the special ability *Slave* that are purchased in the main Dragyri force (i.e., not part of the Reinforcements, above) gain the special ability *Infiltrate*. If they are brought on as Reinforcements they must deploy as per Reinforcement rules, above. (**Infiltrate**: This model is deployed only after all other non-Infiltrating models have been deployed. This model may be deployed anywhere on the battlefield that is at least 12" from an enemy deployment zone. )
- The Secondary Objective Deck is not used for this battle. This is all or nothing!



- The Forsaken Player wins if he/she can set off the Ancient Warning System in 6 Turns. If this objective has not been completed by the end of Turn 6, the Fire Caste Dragyri Player has won the day, and the Forsaken settlements burn!

For non-Tribulations of Saint John play: Play as written, with any armies. One army is trying to sound the alarm, as per the Forsaken, above. One army is the Ambusher, as per the Dragyri above. That army may give one or more troop types that have a point cost of 50 points or less the *Infiltrate* ability for free - this only applies to the initially purchased models, not the Reinforcements.