

CRUCIBLE OF WAR STAND FIRM

Sometimes orders or honour will force an army to dig its heels in and prepare to resist an onrushing superior foe with everything that they can muster. Whether this is to the death or until a specific objective is achieved matters little. All that is required is that the position is held.

THE ARMIES

Each player must first muster an army from their collection. A player can include any models in their army, but this mission is most suited to armies that contain numerous units of **Infantry** and few, if any, **Aircraft** and **Titanic** units. If a player's army is Battle-forged they will also be able to use the appropriate Stratagems included with this mission (see opposite). Once the armies have been chosen, the players must decide who will be the Attacker and who will be the Defender.

THE BATTLEFIELD

Create the battlefield using the deployment map below and set up terrain. There should be cover across the battlefield, in particular within the Defender's frontline deployment zone, but none in the rearguard deployment zone.

DEPLOYMENT

The Defender deploys their army first. They can split their army however they wish between their frontline and rearguard deployment zones. However, any **Titanic** units must be set up in the rearguard deployment zone. The Defender cannot set up any models in other locations on the battlefield, but can set up units in locations other than the battlefield, such as teleportarium chambers, riding round the

flanks, embarked upon **Transport Vehicles**, etc. The Defender should also make a note of how many units they have set up in their frontline deployment zone. The Attacker must set up every unit from their army on the battlefield and wholly within their deployment zone. They cannot use any abilities that allow them to deploy in other locations (other than embarked upon **Transport Vehicles**).

FIRST TURN

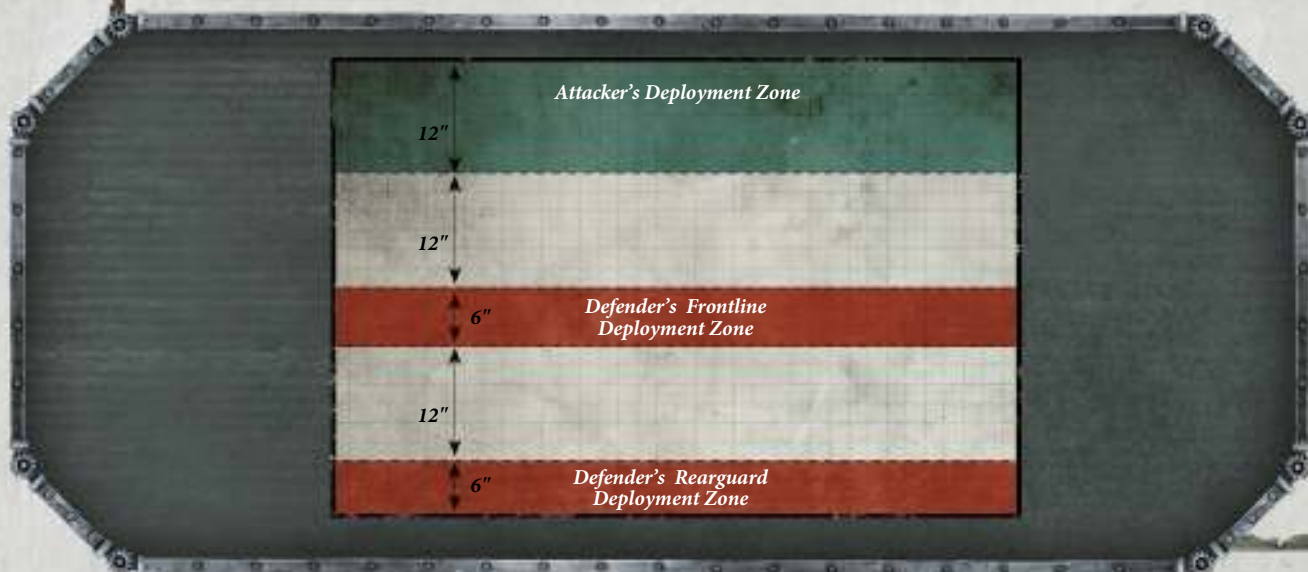
The Attacker has the first turn.

OVERWHELMING NUMBERS

At the end of each of their Movement phases, the Attacker can roll one D6 for each unit from their army that has been destroyed (other than named characters); on a 5+, they can set that unit up again wholly within 8" of the Attacker's battlefield edge and more than 1" away from any enemy units. If the unit does not fit wholly within this area, it cannot be set up.

SUPPORTING GUNS

At the start of each battle round, the Defender can pick one enemy unit and roll one D6 for each model in that unit. For each result of 6, that unit suffers 1 mortal wound. If the selected unit is an **Aircraft**, roll 6D6 instead. For each 5+, that unit suffers D3 mortal wounds.



STRATAGEMS

In this mission, the players can use Command Points (CPs) to use the following bonus Stratagems:

2CP

THE COMING HORDE

Attacker Stratagem

A constant flow of fresh forces arrives at the battlefield, helping to push back the defenders.

Use this Stratagem at the end of your Movement phase, before rolling to see if any destroyed units return. You can select up to three **Infantry** units that have been destroyed. When rolling to see if these units can be set up again, you can re-roll the result.

2CP

INCENDIARY SHELLS

Defender Stratagem

Burning explosions bloom among the attacking army, incinerating whole swathes of troops.

Use this Stratagem before resolving the Supporting Fire rule at the start of any battle round. If a unit from the Attacker's army suffers any mortal wounds as a result of this rule during this turn it suffers an additional D3 mortal wounds.

1CP

OVERRUN THE LINES

Attacker Stratagem

The attackers crash into the defensive lines, eager to crush the first foe to come within reach.

Use this Stratagem after a unit finishes a charge move. For each model in this unit you can select one enemy unit within 1" of that model and roll one D6; on a 6, that enemy unit suffers 1 mortal wound.

2CP

NOT ONE STEP BACKWARDS

Defender Stratagem

Orders have come through. This position is not to be abandoned under any circumstances. Fight and die to hold it.

Use this Stratagem at the start of any battle round. Select one unit from your army. Until the end of the battle round models in that unit cannot move, other than to pile in, but you can re-roll failed wound rolls for attacks made with Melee weapons by models in that unit. In addition, this unit automatically passes any morale tests it is required to take.

1CP

HEADLONG RUSH

Attacker Stratagem

Sometimes the best tactic to get to where you've been ordered to be is to put your head down and run as fast as your legs can carry you.

Use this Stratagem at the start of the Movement phase. Select one **Infantry** unit from your army that is not within the Defender's rearguard deployment zone. When this unit Advances, add 6" to the Move characteristic of its models until the end of the Movement phase instead of making an Advance roll.

1CP

LACK OF CAUTION

Defender Stratagem

The enemy are making themselves vulnerable in their haste. Punish them accordingly!

Use this Stratagem at the start of your Shooting phase. Select one enemy unit that Advanced in your opponent's last turn. That unit does not receive the benefit of cover to its saving throws.

BREAKTHROUGH

At the end of the battle round, if any units (excluding **Aircraft**) from the Attacker's army are within 1" of the Defender's battlefield edge, and not within 1" of any enemy units, the Attacker can remove any of those units. Each unit removed in this way is said to have 'broken through'. Units that are removed because they have broken through do not count as having been destroyed.

BATTLE LENGTH

At the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time, on a roll of 4+ the game continues, otherwise the game is over. The battle automatically ends at the end of battle round 7.

VICTORY CONDITIONS

Hold them back: At the end of each battle round the Defender scores 1 victory point if more than 50% of the units from their army that were set up in the frontline deployment zone have not been destroyed.

Overrun: At the end of the battle, the Defender scores 1 victory point for each unit they have remaining on the battlefield. The Attacker scores a number of victory points equal to the number of units they have wholly within the Defender's rearguard deployment zone.

Wreaking Havoc: The Attacker scores 2 victory points for each unit from their army that has broken through.