

CRUCIBLE OF WAR

THE HUNT

The Dark Angels have identified an agent of the Fallen in the ranks of their enemies. All prior objectives have been abandoned for one goal: the agent must be captured and brought before the Interrogator-Chaplains. Doing so will take the Unforgiven one step further along the road to redemption. For the agent of the Fallen, they must hide amidst their allies and hope the Dark Angels can be held at bay.

THE ARMIES

Each player must muster an army from their collection. The Attacker commands the Dark Angels attempting to apprehend their target. The Defender commands an army that is harbouring an agent of the Fallen. A player can include any models in their army, but if their army is Battle-forged they will also be able to use the appropriate Stratagems included with this mission.

FALLEN AGENT

Before the battle, the Defender must select one model from their army to be the Fallen Agent. If their army includes any FALLEN CHARACTER models, they must select one of them to be the Fallen Agent. Otherwise, they must randomly select one CHARACTER model from their army that is not a MONSTER or VEHICLE model. If the Defender has no such models in their army, then their Warlord must be the Fallen Agent. When resolving an attack made by a DARK ANGELS model against the Fallen Agent, treat the Fallen Agent as having the FALLEN keyword (if it doesn't already have it).

ABHORRED FOE

If CYPHER is selected as the Fallen Agent, the Defender cannot make use of the second part of this model's Mysterious Protection ability (note that this model would still have a 4+ invulnerable save). However, the Attacker cannot re-roll hit rolls or wound rolls of 1 for

attacks made by DARK ANGELS units whilst they are within 12" of CYPHER.

THE BATTLEFIELD

Create the battlefield using the deployment map below and then set up terrain.

DEPLOYMENT

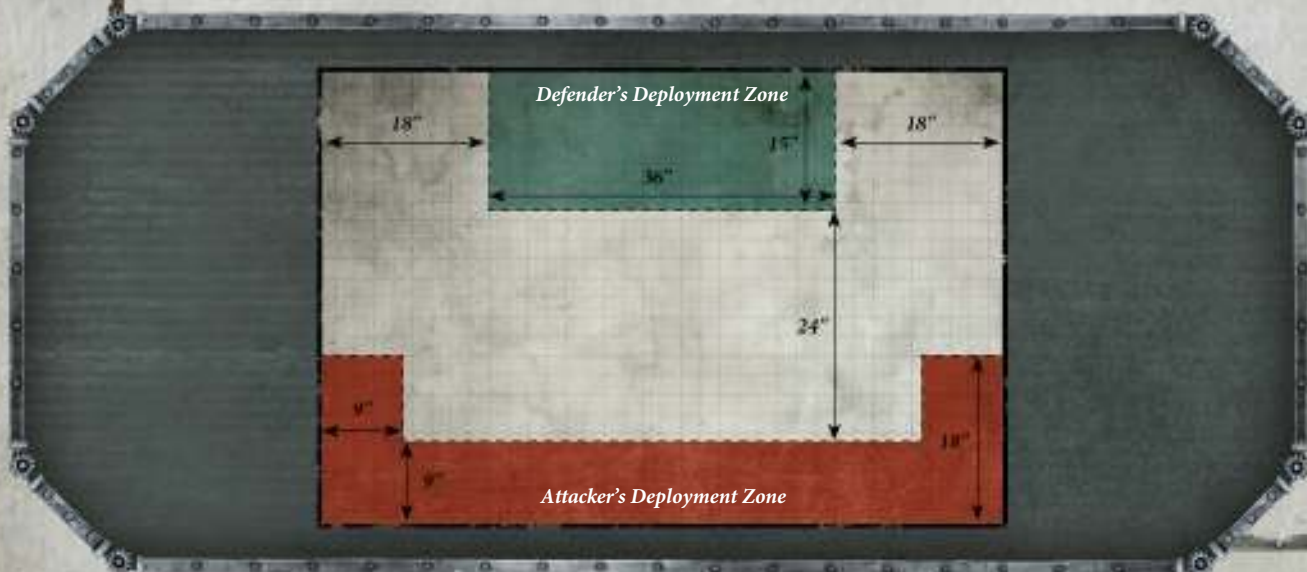
The Defender deploys their army wholly within their deployment zone. The Fallen Agent must be set up on the battlefield during deployment and cannot be set up by any other means, e.g. via Teleport Strike. For the purposes of deployment, a Fallen Agent that starts the battle embarked within a TRANSPORT unit counts as being set up on the battlefield so long as the TRANSPORT unit itself is set up on the battlefield. The Attacker then deploys their army wholly within their deployment zone.

FIRST TURN

The Attacker chooses who has the first turn.

BATTLE LENGTH

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



STRATAGEMS

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

1CP

NEVER FORGET, NEVER FORGIVE

Attacker Stratagem

A moment of laxity spawns a lifetime of Heresy.
Use this Stratagem before a player rolls, to determine if the game ends. The game continues (do not roll).

2CP

RETRIBUTION OF THE INNER CIRCLE

Attacker Stratagem

The doom that befalls the Fallen is absolute.
Use this Stratagem in your Movement phase, after setting up a DEATHWING unit from your army using the Teleport Strike ability. That unit can move D6" (even though it has arrived as reinforcements).

2CP

SALVATION THROUGH SUFFERING

Attacker Stratagem

The Unforgiven fight to rid the galaxy of their shame.
Use this Stratagem in any phase, when a DARK ANGELS unit from your army within 3" of the objective marker, or that contains a model that has captured the objective marker, would lose a wound. Until the end of the phase roll one D6 for that wound, and for each other wound a model in that unit would lose this phase. On a 4+ that wound is not lost.

1CP

STASIS ROUND

Attacker Stratagem

Ensnaring rounds from the Dark Age of Technology.
Use this Stratagem when a RAVENWING model from your army shoots with a bolt weapon (e.g. twin boltgun, heavy bolter, hurricane bolter, etc.). You can only make one attack with that weapon. If a hit is scored, until the start of your next turn halve the target's Move characteristic and subtract 2 from Advance and charge rolls made for it. The attack sequence then ends.

1CP

SLIP AWAY

Defender Stratagem

The Fallen agent has spent years on the run.
Use this Stratagem in your Movement phase. Until the end of the phase, the Fallen Agent can Advance when Falling Back and can move across other models as if they were not there.

1CP

SURREPTITIOUS NATURE

Defender Stratagem

Naught is left but a shadow as the agent vanishes.
Use this Stratagem at the start of your opponent's Shooting phase. Until the end of that phase, enemy models cannot target the Fallen Agent with attacks made with ranged weapons whilst they are more than 12" away. This Stratagem has no effect if the Fallen Agent has a Wounds characteristic of 10 or more.

2CP

EVADE CAPTURE

Defender Stratagem

The Fallen agent will do anything to avoid capture.
Use this Stratagem in your opponent's Charge phase, when the Fallen Agent is chosen as the target of a charge. Before the charge roll is made, that model can immediately move up to 2D6". You can only use this Stratagem once per battle.

1CP

HEINOUS CANT

Defender Stratagem

The agent taunts the Dark Angels into an ill-disciplined fury.
Use this Stratagem at the start of any phase. Until the end of that phase, subtract 1 from hit rolls for attacks made by DARK ANGELS models whilst their unit is within 6" of the Fallen Agent.

INCAPACITATED

If the Fallen Agent is destroyed, before removing the model from the battlefield, the Defender places one objective marker within 1" of the model to represent the incapacitated Fallen Agent. A model from the Attacker's army can capture the objective marker by finishing a move within 1" of it. The Attacker then removes the objective marker from the battlefield. If the model that has captured the objective marker is destroyed or flees, before removing

the model from the battlefield the Attacker places the objective marker within 1" of the model.

VICTORY CONDITIONS

At the end of the game, if one of the Attacker's models has captured the objective marker, or the Attacker controls the objective marker, the Attacker wins. Otherwise, if the Fallen Agent has been destroyed, the battle is a draw. Any other result is a victory for the Defender.