

# CRUCIBLE OF WAR

## LIMITLESS AUTHORITY

Inquisitor Eisenhorn and the forces under his authority have tracked dangerous enemies of the Imperium to this location. Although Eisenhorn's contingent have the foe surrounded, the enemy leader has important knowledge about a cabal of recidivists the Inquisitor has been hunting, and must be taken alive!

### THE ARMIES

Each player must first muster an army from the miniatures in their collection. One army must include Inquisitor Eisenhorn. The player whose army contains Inquisitor Eisenhorn is the Attacker. The other player is the Defender.

### THE BATTLEFIELD

Create the battlefield and set up terrain.

### DEPLOYMENT

The Defender sets up their army wholly within their deployment zone. The Attacker then sets up their army, with each of their units wholly within either of their deployment zones.

### FIRST TURN

The Attacker rolls a D6. On a 6, they have the first turn, otherwise the Defender has the first turn.

### STRENGTH OF WILL

You can re-roll failed hit and wound rolls made for Inquisitor Eisenhorn's attacks that target the Defender's Warlord.

### BATTLE LENGTH

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

### VICTORY CONDITIONS

If the Defender's Warlord is slain in the Fight phase, they are captured rather than killed and the Attacker is the winner. If the Defender's Warlord is slain in any other phase, the game is a draw. If the Defender's Warlord is still on the battlefield when the game ends, the Defender is the winner.

