

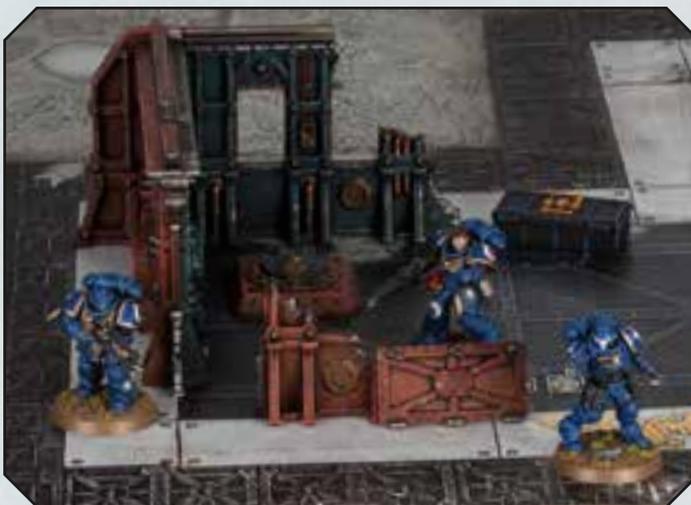
# BATTLEFIELD TERRAIN

In this section you will find expanded terrain rules for the STC Ryza-pattern Ruins included in Moon Base Klaisus. You do not need to use these rules to enjoy a battle using the models, but they will add a new dimension to your battlefield and help bring it to life.

## STC RYZA-PATTERN RUINS

Many battlefields on Imperial worlds are studded with the ruins of buildings that were created from Standard Template Constructs.

When a model makes a shooting attack against an **INFANTRY** unit that has all of its models within 1" of an STC Ryza-pattern Ruin, then the target unit receives the benefit of cover if the attacking model is closer to the STC Ryza-pattern Ruin than it is to the target unit.



## MOON BASE KLAISUS MISSIONS

On the following pages you will find three exciting Crucible of War missions that can be fought using the contents of Moon Base Klaisus and any two armies.

Each of the following Crucible of War missions is designed to be played between two armies, on a battlefield that is created using the contents of Moon Base Klaisus. The missions can be played individually or joined together to form a campaign, where the result of one game will affect what happens in the next game.

In order to play these missions, you will need the rules for Random Game Length, Reserves and Sentries as detailed in the Narrative Play Mission Rules of the *Warhammer 40,000* rulebook. We have reproduced these rules here in case you don't have a copy of the book to hand.

### RANDOM BATTLE LENGTH

War is rarely predictable, and the time available to achieve your objectives is never certain.

If your mission uses Random 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 the

game continues on a roll of 4+, otherwise the game is over. The battle automatically ends at the end of battle round 7.

### RESERVES

Reserves are forces which are not directly present at the start of an engagement but are available as reinforcements during battle.

If a mission uses Reserves, it will detail which units in your army start the game in Reserve – these units are not deployed with the rest of your army.

The mission will usually state when the units placed in Reserve arrive on the battlefield – this is typically at the end of a particular Movement phase. If the mission does not specify when units arrive, roll for each unit at the end of your second Movement phase (and at the end of each of your Movement phases thereafter) – this is called a Reserve roll. On a 3+, the unit being rolled for arrives from Reserve. Note that if a unit placed into Reserve is embarked within a Transport, they will arrive when their transport does, not separately (if rolling, make a single roll for the transport and the units embarked in it).

The mission will explain how and where to set up units when they arrive from Reserve – typically within a short distance of a specified edge of the battlefield.

## SENTRIES

**Many commanders use sentries to guard vital locations and raise the alarm if intruders are spotted.**

If your mission uses Sentries, the Defender will need one extra unit to act as their Sentries. Unless otherwise stated, this unit should have the Troops Battlefield Role, contain up to 10 models and have a Power Rating of 10 or less. The Sentries' Power Rating is excluded when you are calculating the total Power Level of your army.

The mission rules will detail where Sentries are set up, but it should be noted that each Sentry model moves and acts as a separate, individual unit throughout the battle. At the start of each of the Defender's Movement phases, both players roll a dice for each Sentry model, in an order chosen by the Defender. The player who rolled the highest can move the model the distance indicated on their dice in any direction (a Sentry cannot Advance as part of this move). If the rolls are tied, the Sentry does not move.

At the start of the game, all is quiet and the alarm has yet to be sounded, but it is raised if any of the following occur:

- A model from the Attacker's army fires a ranged weapon or manifests a psychic power.
- A model from the Attacking player's army attacks a Sentry in the Fight phase but fails to kill them. Note that Sentries cannot fire Overwatch until after the alarm is raised.

- A model from the Attacking player's army is spotted by a Sentry. An enemy unit is spotted if it is within a certain range of any Sentry at the end of any Movement phase (irrespective of whether or not that unit is visible to the Sentry). The spotting range depends upon the Power Rating of the Attacker's unit, as detailed below:

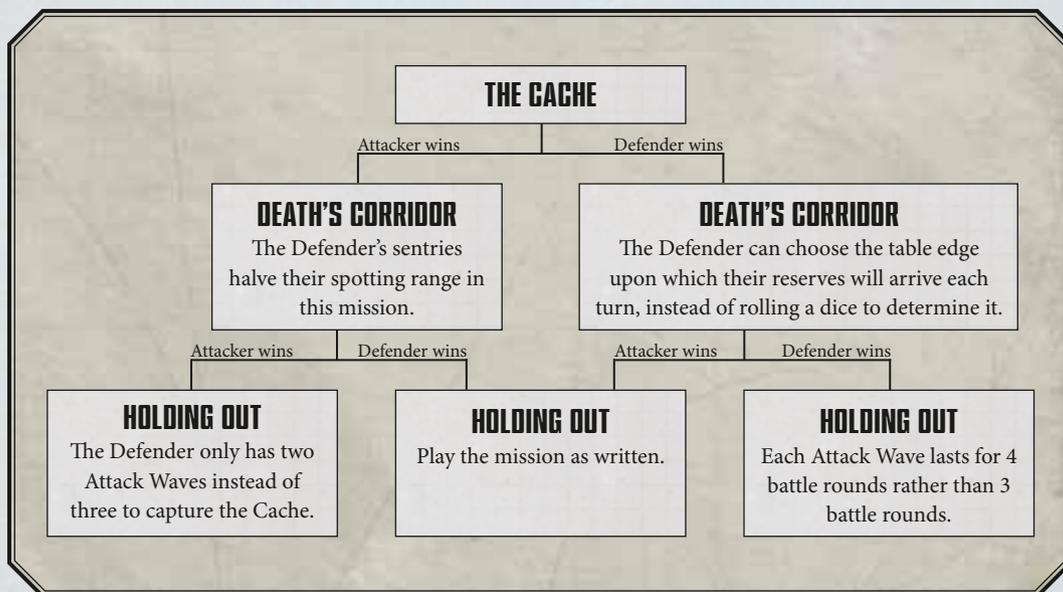
| POWER RATING | SPOTTED WITHIN |
|--------------|----------------|
| 5 or less    | 3"             |
| 6-10         | 6"             |
| 11-19        | 9"             |
| 20 or more   | 12"            |

If the alarm is raised during the Attacker's turn, their turn ends after the action that raised the alarm has been completed. If the alarm is raised during the Defender's turn, the Defender immediately starts a new turn in which they can typically set up response forces or reinforcements; this will be detailed in the mission itself. In either case, the Sentries are now under full control of the Defender.

## MOON BASE KLAISUS CAMPAIGN

**Taking you beyond one-off battles, campaigns can add a new dimension to your gaming, giving each victory and defeat greater meaning.**

In order to play a campaign, you must play the three Moon Base Klaisus missions one after the other. Winning one battle will have an effect on the next battle that is fought. The campaign is won by the player that wins the third and final battle.



# CRUCIBLE OF WAR

## THE CACHE

An attacking force has been dispatched on a surprise raid to steal a vitally important cache of secret files. The attackers have used a network of sewers to bypass the main enemy defence line. Emerging from the underground tunnels, they must brush aside any defenders, seize the cache and escape with it.

### THE ARMIES

Each player must first muster an army from the miniatures in their collection. This mission is designed for use with armies that have a Power Level of 50 to 100, and which do not include any **VEHICLES** or **MONSTERS**.

Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level is the Attacker and their opponent is the Defender. Otherwise the players can roll off to decide who will attack and who will defend. The Defender will need one extra unit to act as their Sentries (as described earlier).

### THE BATTLEFIELD

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

### DEPLOYMENT

After terrain has been set up, the Defender sets up their Sentries anywhere in their deployment zone, as long as each Sentry is at least 6" away from any other Sentries. All remaining units for both sides are placed in Reserve; they will arrive during the battle as described below.

### FIRST TURN

The Attacker has the first turn.

### ATTACKER'S RESERVES

The Attacker is allowed to bring on any Reserve units that they wish to at the end of each of their Movement phases. When a unit arrives from Reserve, all of the models in the unit must be set up within 12" of the Attacker's entry point (see the deployment map).

### DEFENDER'S RESERVES

The Defender is allowed to bring on any Reserve units at the end of any of their Movement phases after the alarm has been sounded. On the first turn after the alarm is sounded, the Defender must roll a dice before bringing on a Reserve unit; it will only arrive on a roll of 3+. In subsequent turns, no roll is required. All models in the unit must be deployed wholly within the Defender's deployment zone, within 9" of a battlefield edge, and with all models more than 9" from any enemy models.

### THE CACHE



Set up the Cache marker in the location shown on the deployment map. An **INFANTRY** model from the Attacker's army can carry the Cache by moving into contact with it – that model then automatically picks it up. From that point, the Cache remains with the model (move the Cache marker with the model to show this) until it is dropped, which only happens if the model is slain or flees. If the Cache is dropped, another **INFANTRY** model can pick it up by moving into contact with it. A model with the Cache cannot embark in a Transport, leave the battlefield, or move further than 9" in any single phase for any reason.

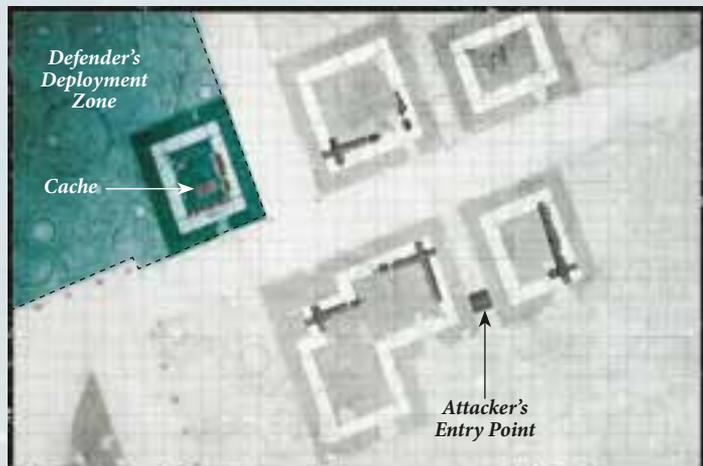
**Proximity Alert:** The alarm is automatically sounded from the end of the turn in which the Cache is picked up, even if no Sentries are left on the battlefield.

### BATTLE LENGTH

The players should use the Random Battle Length rules (as described earlier) to determine how long the battle lasts.

### VICTORY CONDITIONS

If a model carrying the Cache ends any move within 3" of the Attacker's entry point, the game ends and the Attacker wins a major victory. If the game ends before this happens, the Defender wins a major victory.



# CRUCIBLE OF WAR

## DEATH'S CORRIDOR

An attacking force has been sent on a raid behind enemy lines, and is now trying to escape back to its own territory with its ill-gotten gains. It is being pursued by a much larger enemy force – to keep ahead of its pursuers, it has been forced to try and break through a lightly held part of the enemy battle line.

### THE ARMIES

Each player must first muster an army from the miniatures in their collection. This mission is designed for use with armies that have a Power Level of 50 to 100, and which do not include any **VEHICLES** or **MONSTERS**.

Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level is the Defender and their opponent is the Attacker. Otherwise the players can roll off to decide who will attack and who will defend.

### THE BATTLEFIELD

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

### DEPLOYMENT

After terrain has been set up, the Attacker sets up their army anywhere in their deployment zone. All of the Defender's units are placed in Reserve; they will arrive during the battle as described below.

### THE CACHE



An **INFANTRY** model from the Attacker's army must start the battle carrying the Cache. Show this by placing the Cache marker in contact with the model that is carrying it. From that point, the Cache remains with the model (move the Cache marker with the model to show this) until it is dropped, which only happens if the model is slain or flees. If the Cache is dropped, another **INFANTRY** model can pick it up by moving into contact with it. A model with the Cache cannot embark in a Transport, leave the battlefield, or move further than 9" in any single phase for any reason.

### FIRST TURN

The Attacker has the first turn.

### DEFENDER'S RESERVES

At the start of each of the Defender's turns, the Defender must roll a dice and refer to the deployment map to determine which edge their Reserve units will arrive from on that turn.

The Defender is allowed to bring on any Reserve units at the end of any of their Movement phases. The unit must be wholly deployed within 9" of the battlefield edge that is the Defender's entry point for the turn, and with all models more than 9" from any enemy models.

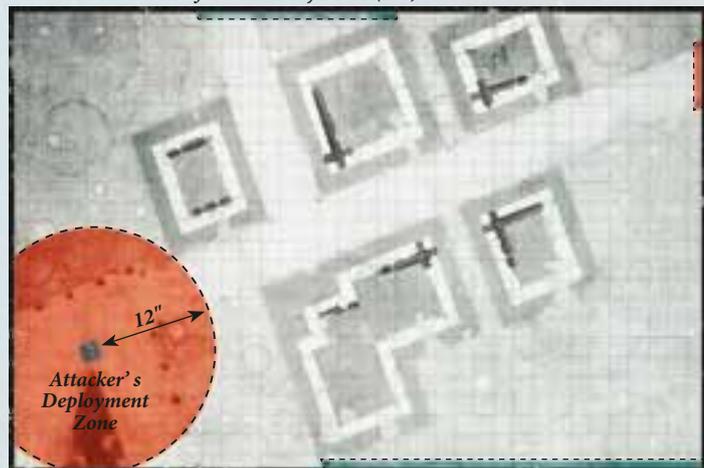
### BATTLE LENGTH

The players should use the Random Battle Length rules (as described earlier) to determine how long the battle lasts.

### VICTORY CONDITIONS

If a model carrying the Cache starts any move within 9" of the Attacker's exit point, the game ends and the Attacker wins a major victory. If the game ends before this happens, the Defender wins a major victory.

*Defender's Entry Point (1-3)*



*Defender's Entry Point (4-6)*

# CRUCIBLE OF WAR

## HOLDING OUT

An attacking force has been trapped behind enemy lines. It has captured a vital cache of information, and is now desperately holding out in a ruined building. Successive waves of enemy units are attempting to overrun the stronghold before help can arrive.

### THE ARMIES

Each player must first muster an army from the miniatures in their collection. This mission is designed for use with armies that have a Power Level of 50 to 100, and which do not include any **VEHICLES** or **MONSTERS**.

Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level is the Defender and their opponent is the Attacker. Otherwise the players can roll off to decide who will attack and who will defend.

### THE BATTLEFIELD

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

### THE CACHE



The Cache marker is an objective that the Defenders must try and recapture. It is controlled by the army that has the most models within 3" of it at the end of each turn.

### DEPLOYMENT

After terrain has been set up, the Attacker sets up their army anywhere in their deployment zone. The Defender must then set up their entire army with all units wholly within 6" of one of the three Defender's table edges shown on the deployment map. All of the Defender's units must be placed wholly within 6" of the same table edge – they cannot be split up.

### FIRST TURN

The Defender has the first turn.

### BATTLE LENGTH

The battle lasts for 3 battle rounds.

### ATTACK WAVES

If the Defender fails to win in their first attempt, they can try again. If the second attempt fails, they may try again for a third and final time. The Defender's army is returned to its full starting strength for its second and third attempts, but the Attacker's army can only include the models that were not slain in the last battle, including any that fled (models that fled are assumed to have returned to the army).

Both players set up again at the start of each attempt. However, the Defender must set up their army within 6" of a different table edge to the one they chose in any of their previous attempts.

### VICTORY CONDITIONS

If the Defender's army ever controls the Cache, the game ends and the Defender wins a major victory. If the Attacking army controls the Cache at the end of the Defender's third battle round, the Attacker wins a major victory. Any other result is a draw.

