THE RUINED CROSSING

FIRST PLAYTEST MISSION · VERSION 2.2

Mission brief

Two opposing 500-point companies, each with a hard 25-model limit, fight across a 36 x 36 inch wasteland. Play five rounds and score held points of interest. Use 8–12 pieces of varied terrain.

Muster and deployment

Each player recruits one Captain, four Officers and exactly two Core squads. Up to two Elite squads, two Skirmisher patrols and two single-model Heavies are optional. Core squads have 3–5 fighters, Elites 2 and Skirmishers 3. The first player chooses deployment after a D6 roll-off; armies begin in opposite six-inch strips.

Three defended points

Place three objective markers along the centre line, one in the centre and two approximately ten inches either side. Each point starts with three neutral Wasteland Mutants: Move 5 inches, Wounds 1, Hit 4+, Toughness 3, Save 5+, Attacks 1 and Damage 1. They attack threats to either force within 6 inches, or retaliate when fired upon. When two die, the survivor flees. Each mutant group gets one neutral activation token.

Scoring

At the end of rounds 2–5, score 1 Victory Point for each objective you hold uncontested after clearing its mutant guards. A fighter that has just Uncloaked cannot score. One optional secondary objective worth 2 Victory Points may be chosen by each player. Standard relic extraction earns 3 Victory Points; in Relic Recovery it earns 5. The higher score after five rounds wins; a draw remains a draw.

The event

At the start of round 2, roll D20. On 1–10 choose a cryptid using the battlefield province. On 11–20 summon the 5-inch Radiation Storm. Only one event in this normal mission, alongside the neutral mutants. Most cryptids have 15 Wounds; Boss cryptids have 20 and all become Enraged at half Wounds (+1 melee Attack). They are hostile to both armies and mutants.

Dice and friendly fire

Natural 1 on a D6 is an automatic failure, never rerollable. Natural 6 on a Hit roll is an automatic Hit and adds one Damage if the Wound gets through a failed Save. You may shoot into melee: every miss hits a randomly selected friendly fighter in that engagement. A destroyed Heavy always explodes: D3 Wounds on every figure within 3 inches.

Campaign reward

For each complete five actual Wounds a squad deals to a cryptid, give it one Cryptid Die for a future battle; the first Wound earns the title Cryptid Veteran. Each die rerolls one eligible failed Hit, Wound or Save against a cryptid, never a natural 1. A killed cryptid drops a named single-use trophy at its corpse; a fighter must secure the marker. Use once immediately or bank it in the Campaign Journal.

Recording and feedback

Time every round and record objective scores, neutral activations, Sniper pinpoint shots, Heavy explosions, cryptid Wounds by squad, earned trophies, rules queries and moments where the battle feels slow or unusual. These figures are experimental and should be tested with real miniatures.

APPENDIX A / BATTLEFIELD PLAN

The Ruined Crossing | 36 x 36 inches | Illustrative arrangement



The map is a suggested setup. Rearrange terrain while keeping the deployment bands and objective spacing.