



NARRATIVE WARGAMER PRESENTS

# CRUCIBLE OF WAR II

✧ A WARHAMMER 40,000 NARRATIVE PLAY EVENT ✧

October 15th 2022



Wargames  
Tournaments





# WARHAMMER 40,000 NARRATIVE PLAY EVENT



This event pack has been created to help players prepare for **Crucible of War II**, and to outline the format of the event. First and foremost the purpose of the day is to have fun, roll dice, and hopefully make new friends while playing several games of Warhammer 40,000 in a single day.

This event pack has been crafted to provide a unique and exciting Narrative Play experience unlike any other Warhammer 40,000 event, and as such the following points are key to the concept behind this event:

- Matched play rules will be used for list construction and gameplay. However this event will not be using a GT Mission Pack format. Therefore there will be no secondary objectives, and instead each mission will detail the ways in which players can score victory points.
- A range of Narrative Play missions will be drawn from Crusade mission packs, war zone supplements, White Dwarf flashpoints, and other official sources.
- There will be some asymmetric missions where players may not have the same objectives or scoring methods as each other and will be striving to achieve their own path to victory.
- Games will be played using a number of Theatre of War rules to represent the different environmental effects that players' armies will be battling against.
- This is not a Crusade event, so there will be no Crusade rules in effect, even though some missions will be drawn from Crusade mission packs.
- All players will play the same number of games across the day, but not necessarily all the same missions as each other each round.
- There will be no official rankings between rounds, and no 1st place 'best general' award at the end of the day.
- There will be a range of other accolades awarded to players at the end of the day for various achievements. These include, but are not limited to:
  - Best Painted Award.
  - Favourite Opponent Award.
  - Greenhorn Award, for most environmental casualties suffered.
  - Adaptive Tactics Award, for most mission stratagems used.

The goal at the end of the day is not to have a single player 'win' the whole event, but instead for every player to have a unique narrative experience and to come away from the day with three great stories about their armies and the games they played throughout the event!







# EVENT DETAILS

System:	Warhammer 40,000 Narrative Play
Date:	Saturday, October 15th 2022
Registration:	9:00am
Price:	£30
Location:	Table Top Events, The Old Telephone Exchange, Wellington Court Belper, Derbyshire, DE56 1UP
Battle Size:	Strike Force - 80 Power Level
No. of Games:	Three
Missions:	Each table at the venue will have a unique terrain setup, mission, and Theatre of War assigned to it. These missions will remain the same for each table throughout the day. Each round players will be assigned to a new table they have not played on previously in the event.

# WHAT YOU WILL NEED

Attendees will need to bring the following with them:

- ☠ A painted and based army.
- ☠ A copy of their army roster.
- ☠ Dice and a tape measure.
- ☠ All relevant rules publications required to play their army.
- ☠ A way of keeping track of in game scores and other information (pen & paper / app).







# ARMY CONSTRUCTION

As a **Narrative Play** event players are encouraged to construct fun and engaging army lists, with a good balance of units and battlefield roles. Strong thematic choices are encouraged but are not a requirement.

While players are advised to avoid bringing a 'Win At All Costs' army list which has been optimised to maximise scoring in a Matched Play format, this does not mean there are no tactical decisions to be made during army construction.

The **Crucible of War II** format will present players with a range of different victory conditions from game to game. This could involve scoring by holding objectives, destroying key targets, escaping off table edges, winning epic duels between warlords, and much more.

Crafting a well balanced army list capable of achieving any objective it is tasked with remains a challenge in tactical planning and strategic ability.

Army list construction will follow the outlines listed below:

## General:

- Armies must be **Battle-Forged**.
- Maximum of three **Detachments**.
- No more than three duplicates of any single **Datasheet**, excluding **Troops** and **Dedicated Transports**.
- Maximum of two units with the **[AIRCRAFT]** keyword.
- **Armies of Renown** are allowed.
- **Forge World** units are allowed.
- **Legends** units are **not** allowed.
- The following information must be included in your army list: **Warlord Traits**, **Relics**, **Psychic Powers**, unit upgrades and pre-game **Stratagems**.

## Power Level:

- Army lists must be constructed using **Power Level**.
- Your army must consist of **80 Power Level** or less.

Army lists should be presented in an easy to read format (such as army lists exported from Battlescribe) and emailed to **narrativewargamer@gmail.com**.

These army lists should include all relevant wargear and unit upgrades as appropriate.

Army lists must be submitted by 09/04/2022. All official Games Workshop rules publications and FAQs released before this date will be used in the event.







## MODELING & PAINTING

As a narrative event we strive to make **Crucible of War II** a celebration of the best the hobby has to offer, giving players the opportunity to play exciting games and to showcase their collections on the tabletop.

All levels of modelling & painting skills are welcome, however we ask that the models you bring in your army on the day meet the following guidelines.

### Guidelines:

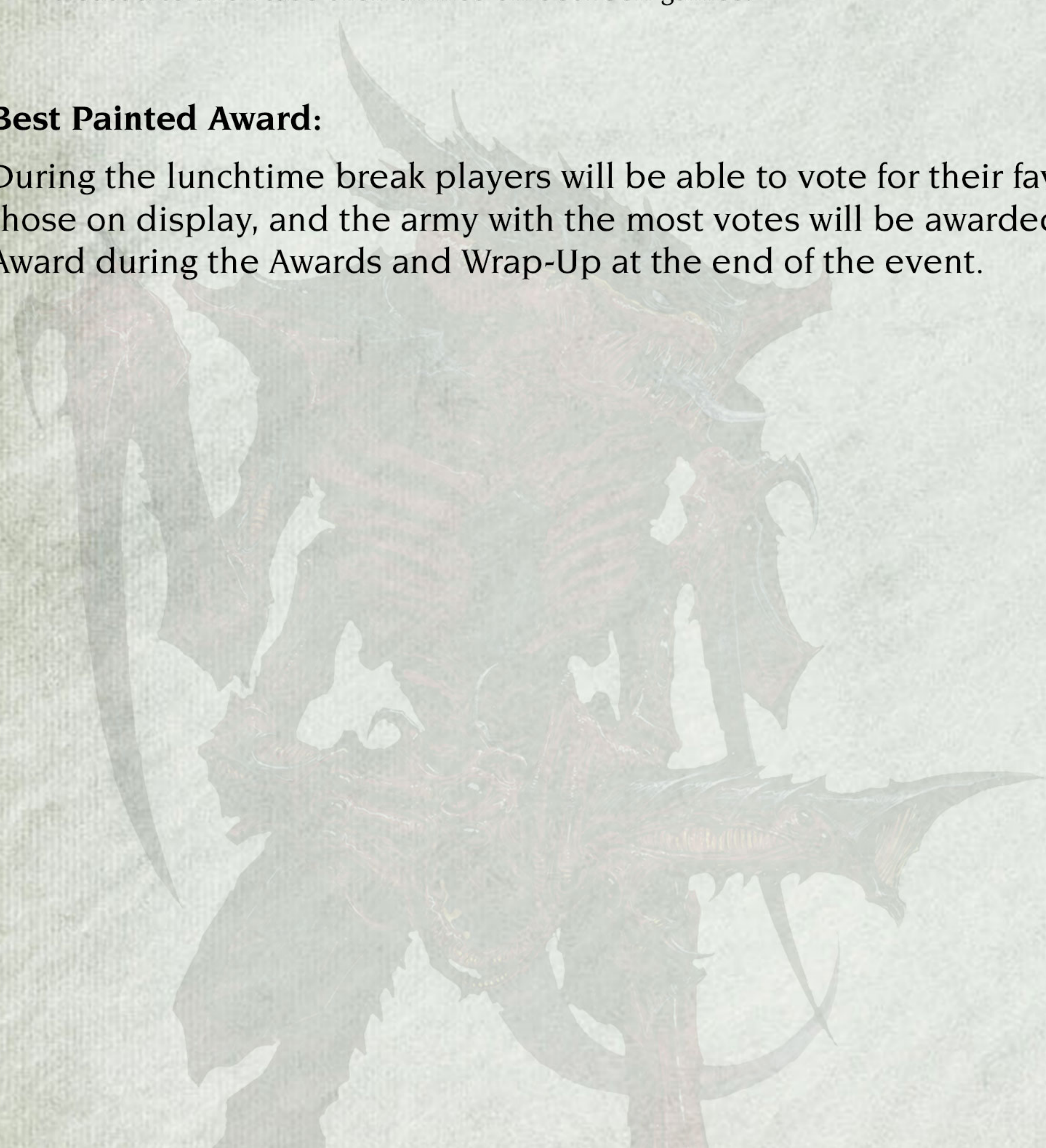
- All models must accurately represent any weapons and wargear they are listed as having on your army roster (i.e What You See Is What You Get).
- All models in your army must be painted to at least a tabletop standard (i.e. have at least 3 colours on them and be based).
- Proxies for models and/or wargear are not allowed.
- Conversions are allowed, but should be roughly the same size and shape as the original model they are representing.

(If you are unsure if a particular conversion will be acceptable please contact us before submitting your army list for clarification via [narrativewargamer@gmail.com](mailto:narrativewargamer@gmail.com))

- Armies and/or detachments painted in a specific **sub-faction** colour scheme can only use the associated rules for that **sub-faction**, e.g. models painted as Ultramarines can only use the Ultramarines Chapter Tactic, etc
- Commission painted armies are welcome but are not eligible for the Best Painted Award, therefore please declare if your army has been commission painted when submitting your army list.
- While not required, we encourage players to bring along any display boards they may have created to showcase their armies on between games.

### Best Painted Award:

During the lunchtime break players will be able to vote for their favourite army from those on display, and the army with the most votes will be awarded the Best Painted Award during the Awards and Wrap-Up at the end of the event.







# EVENT SCHEDULE

9:00 - 9:30	Registration
9:30 - 9:45	Welcome & Event Briefing
9:45 - 10:00	Round 1 - Mission Briefing
10:00 - 12:30	Round 1
12:30 - 13:30	Lunch, and Best Painted Voting
13:30 - 13:45	Round 2 - Mission Briefing
13:45 - 16:15	Round 2
16:15 - 16:45	Break
16:45 - 17:00	Round 3 - Mission Briefing
17:00 - 19:30	Round 3
19:30 - 20:00	Awards & Wrap-Up

## Mission Briefings

As every round at the event will be a unique pairing of a narrative mission and a Theatre of War there will be a scheduled 15 minute period before each game to allow players to read the mission details and the environment rules for the game they will be playing.

This will help players familiarise themselves with the specifics of the game ahead and to agree on any pre-game details such as assigning Attacker and Defender roles if the mission requires any.

## Sportsmanship

It goes without saying that as a Narrative Play event we aim to provide an entertaining and enjoyable experience above all.

We hope all attendees will be respectful to one another and will endeavour to uphold the spirit of the event. Any unsportsmanlike behaviour will not be tolerated.

If there are any concerns that need to be raised please speak to an event organiser.

## Disputes

While we encourage players to embrace the collaborative storytelling experience that is a game of Warhammer 40,000 we understand this is a complicated game and situations may arise which players are unsure how to resolve within the rules of the game.

We advise players first attempt to resolve these situations between themselves in an agreeable manner. Where possible we recommend applying the ‘rule of cool’ and proceeding with whichever resolution results in the more exciting outcome for the game!

Failing this we suggest the ever reliable method of rolling a dice to decide the outcome. This helps keep the game flowing and avoids arguments.

If however the issue absolutely cannot be resolved in this manner then please seek an event organiser who will make a final ruling on the matter.





**NOTE:** On the following pages are some **examples** of missions that could be encountered during the event. Each includes a Mission description and a Theatre of War environment that it would be played alongside with.



# EXAMPLE MISSION 1 - ORBITAL EVACUATION

## MISSION RULES

### Orbital Elevators:

At the start of each battle round, for each of the objective markers on the battlefield, if one player controls that objective marker, they can select one of the units from their army (excluding **Aircraft** units) within 3" of that objective marker and remove that unit from the battlefield. That unit is said to have Escaped and can play no further part in the battle. Escaped units do not count as destroyed.

## MISSION OBJECTIVES

### BITTER CONFLICT

#### Progressive Objective

At the end of each battle round, each player scores a number of victory points equal to the combined Power Rating of all of their opponent's units that were destroyed that battle round.

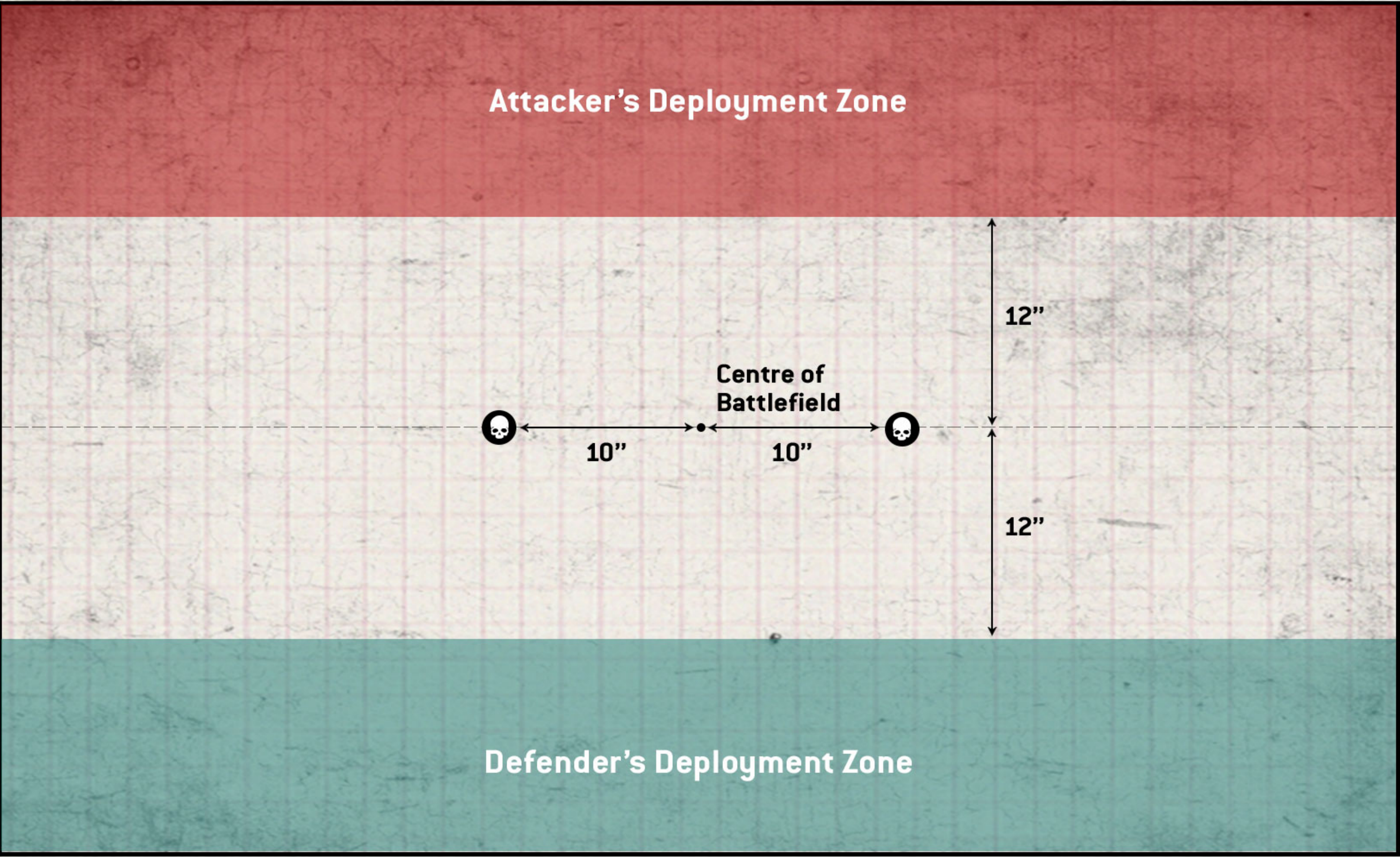
### ESCAPE

#### Progressive Objective

At the end of each battle round, each player scores a number of victory points equal to twice the combined Power Rating of all of their units that Escaped that battle round.

If a unit splits during the battle, then for the purposes of these mission objectives, divide the unit's original Power Rating as equally as possible between the individual units. Excluding **T'au Empire Drones**, which count as Power Rating 0, if they split from their original unit.

ATTACKER'S BATTLEFIELD EDGE



DEFENDER'S BATTLEFIELD EDGE





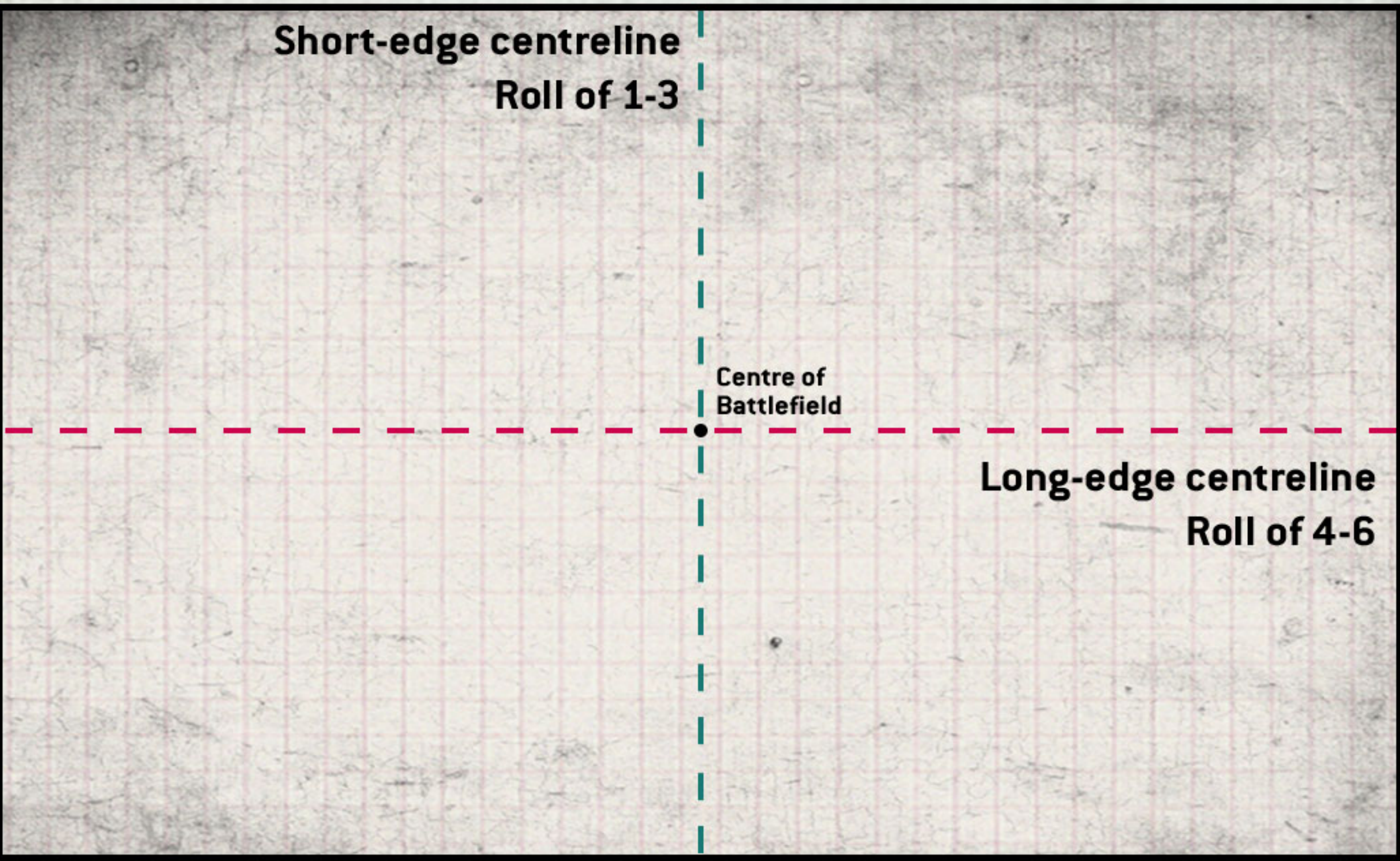
**NOTE:** This is an **example** of a possible Theatre of War from the event.



# EXAMPLE THEATRE OF WAR 1 - SEPTIOS DRY RIVER VALLEY

## Flood Waters

Before the battle, after determining who the Attacker and Defender will be, the Attacker rolls one D6 and consults the diagram below to determine the centre line of the valley.



## Damage to the Dam

At the start of the battle, the dam has 0 damage points.

At the end of each battle round, the dam accrues D3 damage points.

## Sabotage

At the end of each battle round, starting with the Attacker, each player can select one unit from their army that is in **Strategic Reserves** to damage the dam.

For each unit that does so, if that unit has a Power Rating of 5 or less, the dam accrues D3 damage points; otherwise, the dam accrues D6 damage points.

## Dam Bursting

From the second battle round onwards, at the start of each battle round, if the dam has not already burst, the Attacker rolls one D6 and consults the table below to see if the dam bursts.

Dam's Damage Points	Dam Bursts On A Roll Of	Units Caught By The Floodwaters
0 - 5	5+	Any unit within 6" of the centre line of the valley.
7 - 12	4+	Any unit within 9" of the centre line of the valley.
13+	3+	Any unit within 12" of the centre line of the valley.

When the dam bursts, any unit (excluding **Aircraft** units) that is caught by the floodwaters suffers D3 mortal wounds and must Remain Stationary during its next Movement phase.

If the dam has not burst by the start of the fourth battle round, it bursts automatically.

## Mud Lake

After the dam has burst, the following rules take effect:

- Subtract 1" from the Move characteristic of all models (excluding models that can **Fly**).
- Models cannot receive the benefits of cover from Obstacle terrain features (remove them from the battlefield if able).

In the Movement phase, each time a **Vehicle** or **Monster** unit is selected to move (excluding units that can **Fly**), roll one D6, subtracting 1 if the unit has the **Titanic** keyword: on a 1, that unit is stuck in the mud and can only Remain Stationary.





**NOTE:** This is an **example** of a possible Mission from the event.



# EXAMPLE MISSION 2 - DANGEROUS SPECIMENS

## MISSION RULES

### Dense Terrain:

At the end of the Deploy Forces step, the Attacker can select up to three **Infantry** units from their army and redeploy them. If the mission uses the Strategic Reserves rules, any of these units can be placed into Strategic Reserve without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first.

### Desperate Intervention:

Every unit in the Defender's army (excluding **Titanic** units) is eligible to make Heroic Interventions as if it were a **Character** unit.

### Cornered Beasts:

At the start of each battle round, each player rolls four D6 for each unit from their army that is within range of any objective markers. For each result of 1, that unit suffers 1 mortal wound.

## MISSION OBJECTIVES

### PREDATOR DENS

#### Progressive Objective

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

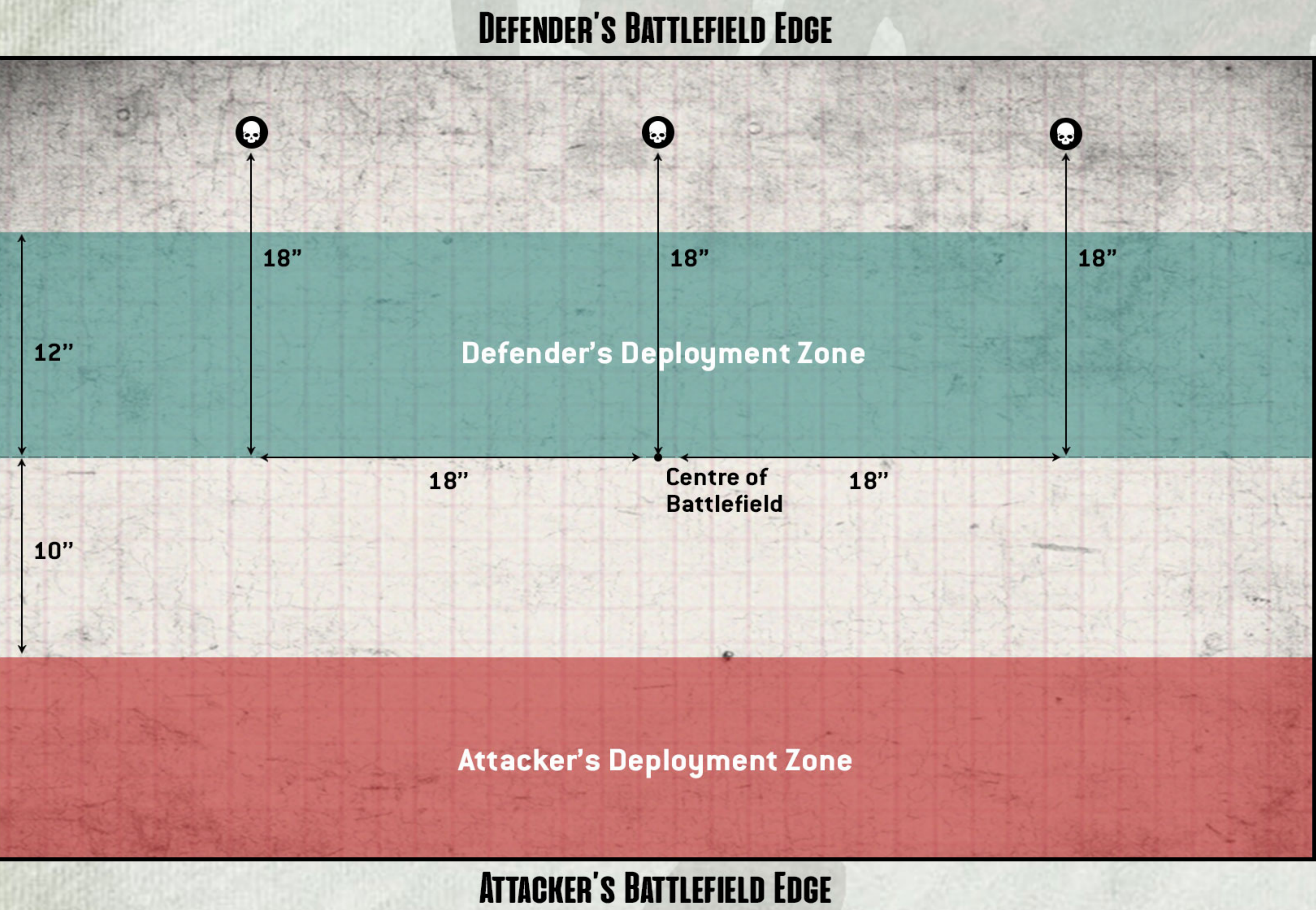
- They control one or more objective markers.
- They control two or more objective markers.
- They control three or more objective markers.

This mission objective cannot be scored during the first battle round.

### DENS SECURED

#### End Game Objective

At the end of the game, if one player controls more objective markers than their opponent, that player scores 20 victory points.





**NOTE:** This is an **example** of a possible Theatre of War from the event.



# EXAMPLE THEATRE OF WAR 3 - ICE FIELDS

## Ice Floes

Each time a unit Advances or Charges, for each dice result of a 1 or 2, that unit suffers 1 mortal wound.

## Swirling Ice Storms

Each time a ranged attack is made, if the attacker is more than 24” from the target, a hit roll of 1-4 fails, irrespective of any abilities the weapon, or the model making the attack, may have.

## Devastating Avalanches

At the start of the first battle round, the player who is taking the first turn randomly determines one battlefield edge that is not a player’s battlefield edge (e.g. Attacker’s battlefield edge or Defender’s battlefield edge) to be the Avalanche battlefield edge. At the start of each battle round, the avalanche covers more of the battlefield in crushing snow and ice, as shown on the example diagram below.

At the start of the second battle round, all units (excluding units that can **Fly**) in Avalanche zone 1 suffer D6 mortal wounds.

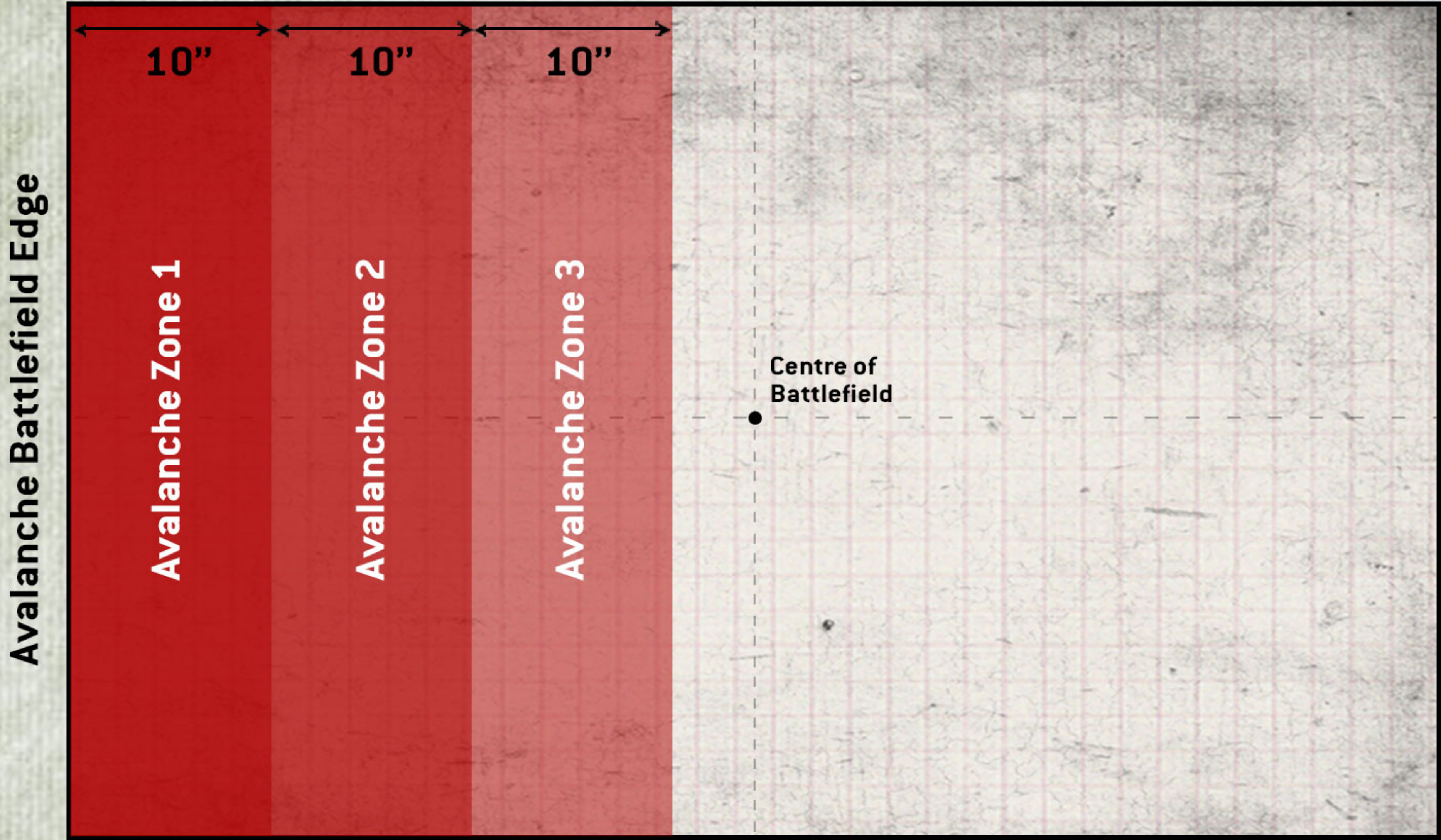
- Until the end of the battle, units (excluding **Aircraft** units) in Avalanche Zone 1 gain the benefit of Light Cover and Heavy Cover.
- Until the end of the battle, every part of the battlefield in Avalance Zone 1 has the Difficult Ground terrain trait.

At the start of the third battle round, all units (excluding units that can **Fly**) in Avalanche zone 1 and 2 suffer D3 mortal wounds.

- Until the end of the battle, units (excluding **Aircraft** units) in Avalanche Zone 2 gain the benefit of Light Cover and Heavy Cover.
- Until the end of the battle, every part of the battlefield in Avalance Zone 2 has the Difficult Ground terrain trait.

At the start of the forth battle round, all units (excluding units that can **Fly**) in Avalanche zone 1, 2, and 3 suffer 1 mortal wound.

- Until the end of the battle, units (excluding **Aircraft** units) in Avalanche Zone 3 gain the benefit of Light Cover and Heavy Cover.
- Until the end of the battle, every part of the battlefield in Avalance Zone 3 has the Difficult Ground terrain trait.





**NOTE:** This is an **example** of a possible Mission from the event.



# EXAMPLE MISSION 3 - DESPERATION AND DESPAIR

## MISSION RULES

### Objective Markers

Players alternate placing a total of six objective markers on the battlefield, one at a time starting with the Defender. Objective markers can be placed anywhere on the battlefield that is more than 6” away from any battlefield edge and more than 12” away from any other objective marker.

### Scattered Forces

The following rules are in effect:

- During deployment, units cannot be set up within Engagement Range of any enemy models.
- During deployment, units that are set up on the battlefield cannot be set up in a location other than their deployment zone, even if they have a rule that allows them to do so (e.g. Concealed Positions).
- Units cannot move before the first turn begins, even if they have a rule that allows them to do so.

### Desperation

Unless a unit is within 6” of another friendly unit, each time a Morale test is taken for that unit, halve its Leadership characteristic for that test.

### Wild Abandon

- Each time a unit makes a pile-in or consolidate move, it can move an additional 1” for that move.
- All units are eligible to perform Heroic Interventions as if they were **Characters**. If a unit is already able to perform Heroic Interventions, it can move an additional 1” when performing a Heroic Intervention.

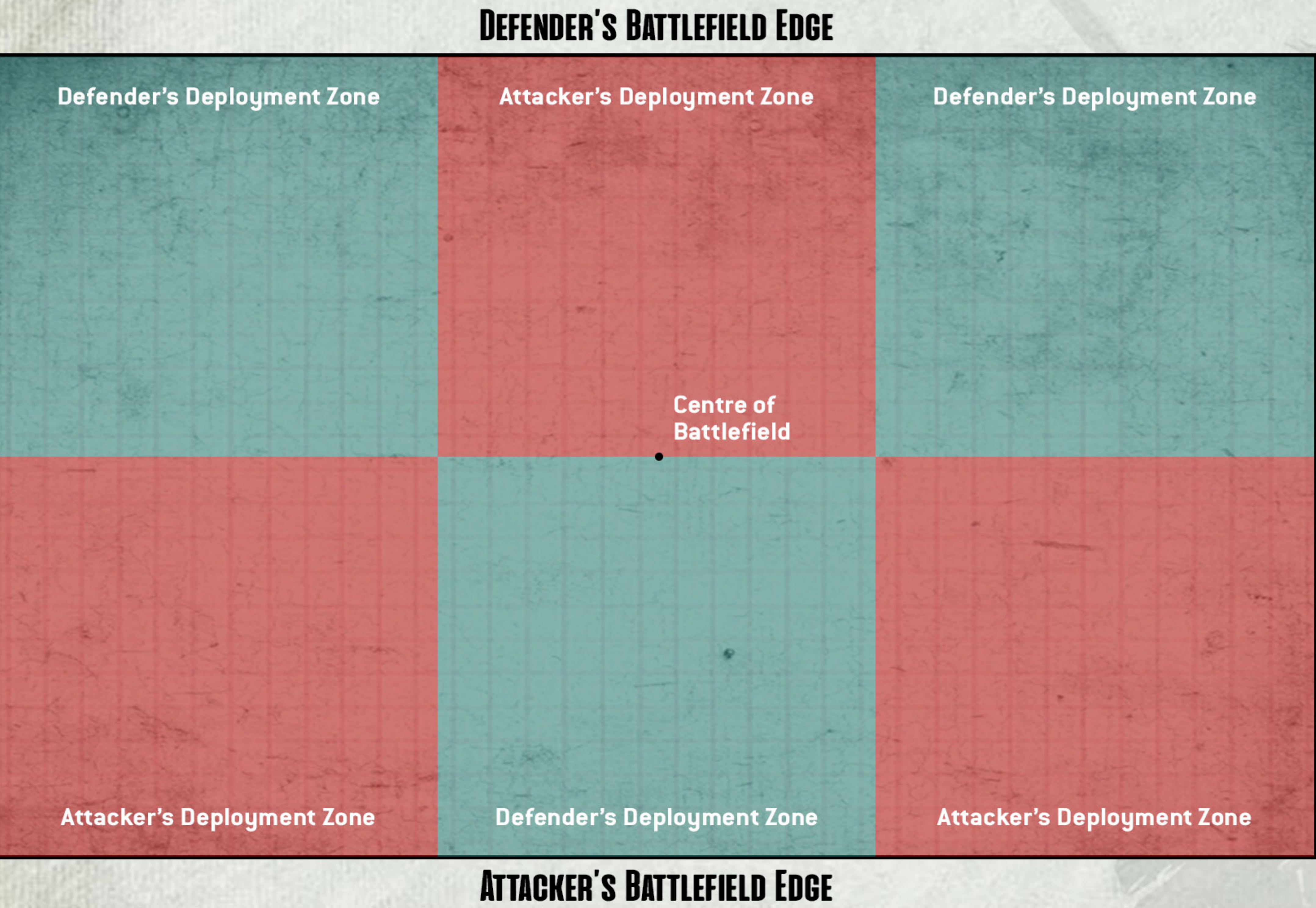
## MISSION OBJECTIVES

### SECURE AND CONTROL

#### Progressive Objective

At the end of each player’s Command phase, the player whose turn it is scores 4 victory points for each objective marker they control (to a maximum of 18 victory points per turn).

This mission objective cannot be scored in the first battle round.





**NOTE:** This is an **example** of a possible Theatre of War from the event.



## EXAMPLE THEATRE OF WAR 3 - DEADLY STORM

### Swirling Cyclone

After players have chosen deployment zones, the player that is setting up the first unit must number the sections of the battlefield 1-6 as shown in diagram **A**, and then roll a D6. The section of the battlefield with the number corresponding to the result is affected by the deadly storm.

### Flying Particulate

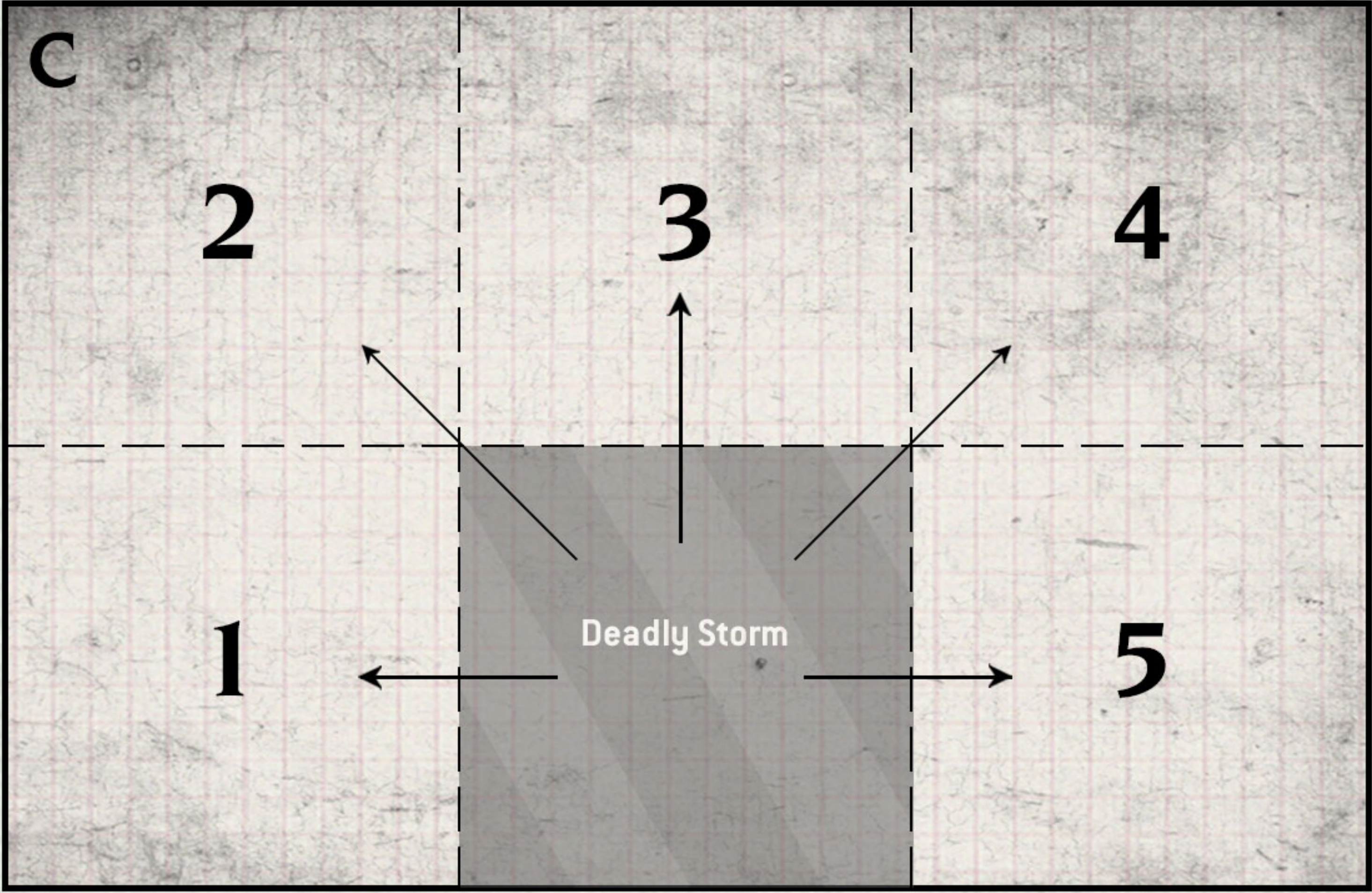
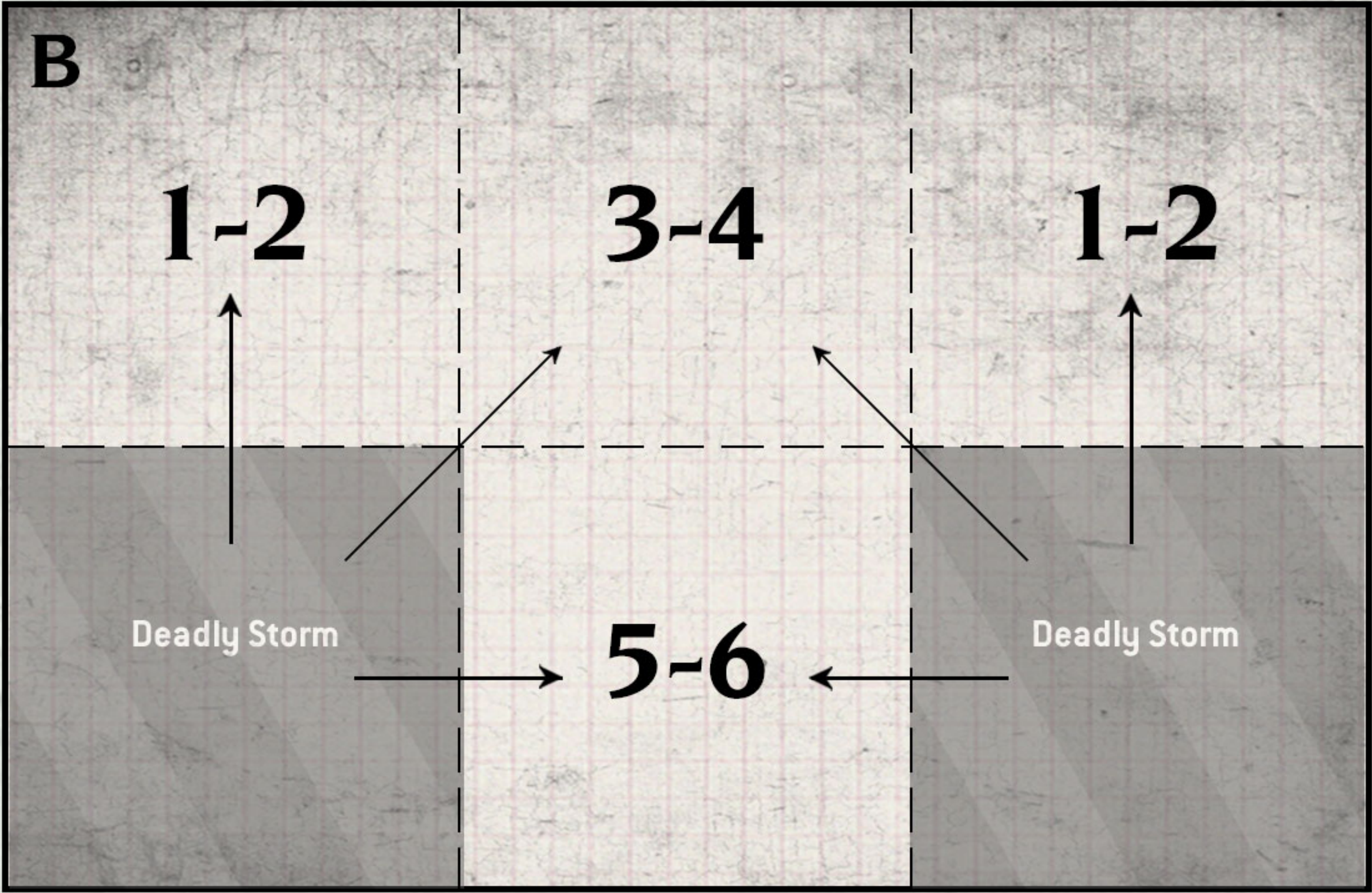
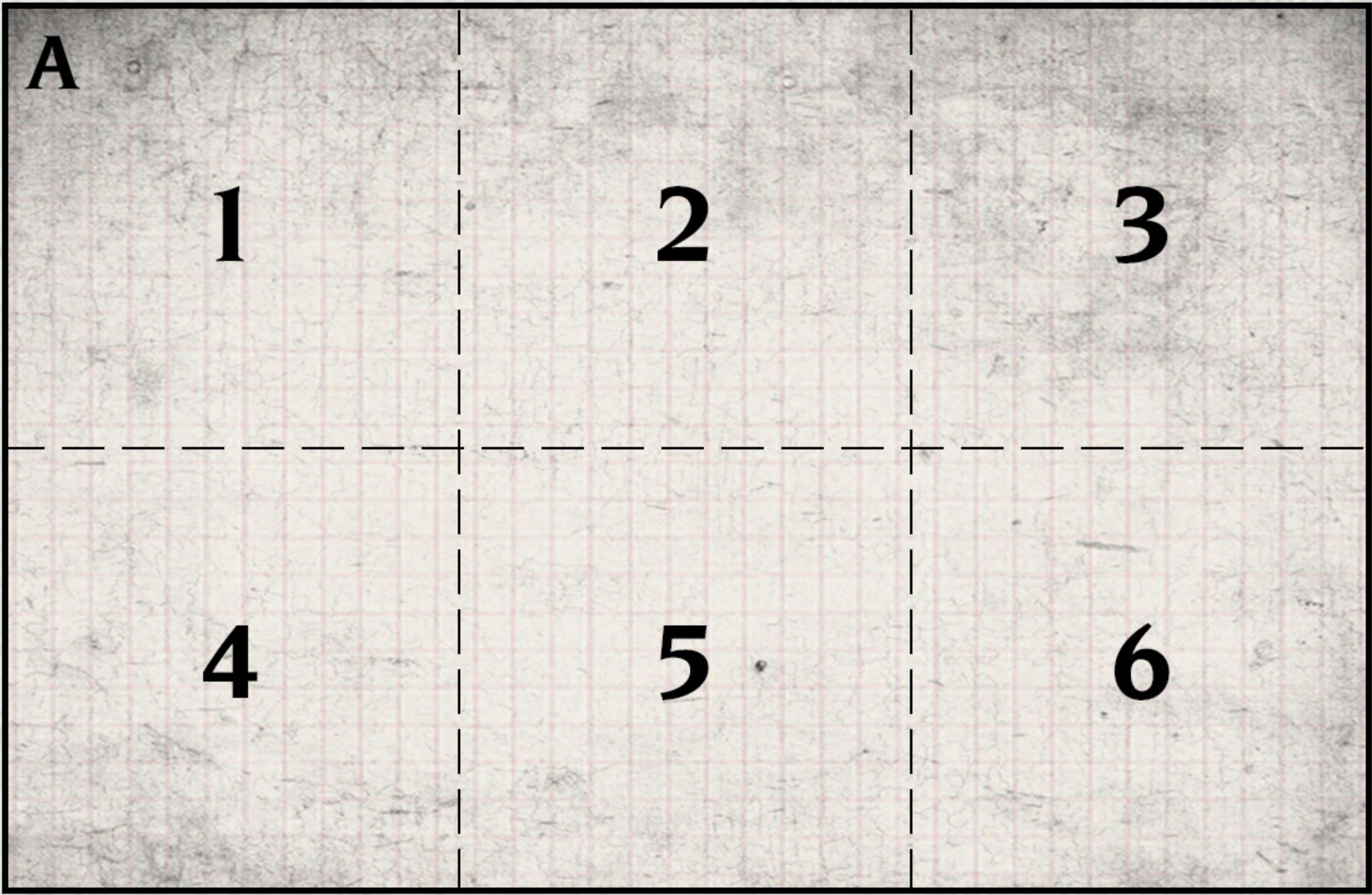
Models cannot pick an enemy unit as the target of a shooting attack if a line drawn from any part of the attacking model's base to any part of the base of the closest model from the enemy unit they wish to target passes over a battlefield section affected by the deadly storm.

In addition, at the end of each battle round, each unit even partially within the battlefield section affected by the deadly storm suffers D3 mortal wounds.

### Roaming Maelstrom

At the start of each battle round after the first, the deadly storm moves into a different section of the battlefield, roll a D6 and consult diagram **B** to see which section the deadly storm moves into.

If the deadly storm is in one of the middle sections of the battlefield, roll a D6, re-rolling results of 6, and consult diagram **C** to see which section the deadly storm moves into.







## CONTACT DETAILS

### Venue Location:

Table Top Events  
The Old Telephone Exchange  
Wellington Court  
Belper,  
Derbyshire  
DE56 1UP

### Get In Touch:

If you have any questions you would like to discuss, would like any further details, or would like to show us your awesome conversations, please feel free to get in touch with us via email at:

[narrativewargamer@gmail.com](mailto:narrativewargamer@gmail.com)



**Wargames  
Tournaments** 

Crucible of War II event pack by Tony Rhodes

Venue and terrain by Table Top Events, March of War, & Wargames Tournaments

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