THE RUINED CROSSING

FIRST PLAYTEST MISSION · VERSION 2.4

Mission brief

Two opposing 400-point companies begin their five-mission campaign across a 36 x 36 inch wasteland. Standalone play may use 500 points if both players agree. There is no separate model limit. 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 two compulsory Core squads. A third and fourth Core squad, up to two Elite squads, two Skirmisher patrols and two single-model Heavies are optional within the points limit. 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 requisition

Each player begins a separate five-mission campaign with a personal 400-point allowance. After Missions 1 to 4, earn +18 RP for participating, +10 for a win, +2 per mutant killed, and +10/+4 for first/second in actual cryptid damage. Earned RP immediately increases your own allowance: a 28-point reward makes it 428; an 18-point reward makes it 418. The absolute maximum is 500. The Army Builder and Campaign Journal share this personal allowance. All point costs are even. Rewards and upgrades remain in this campaign ID only.

Veterans and Cryptid Dice

A squad with at least one survivor, even after retreating successfully, earns a service mark. One mark gives one Veteran Six in future battles; three marks give two. Before rolling, replace one D6 with a six, once per squad activation. A critical hit still requires a Wound and failed Save. Separately, each five actual cryptid Wounds earns a later-use Cryptid Die to reroll a failed Hit, Wound or Save against a cryptid, never a natural 1. Unique trophies must be secured from the corpse marker.

Fair opponents

Normally play all five battles against one regular opponent. Different established campaigns may meet at the same mission level with matched fielded points. A fresh guest may be given the veteran player’s exact deployed points and equal Veteran Sixes, or disable Veteran Sixes for both sides. A genuinely new campaign starts with a new 400-point force and no transferred upgrades.

Playtesting note

Please record total game time and any unclear rules after the match.