

Chapter Eleven Downfall

The eleventh hour has come for the forces of the Imperium on Vastum. While many of their strongholds remain intact, the wall surrounding the capital has been breached. Minions of a score of different gods bray their defiance to the sky, and artillery rains down on the battered city.

Though the enemy is launching this massed assault, it is a desperate one. Their own forces have become overextended in the continual fighting, and they are relying on this brutal push to topple the opposition. The faction that controls the ruins will be best situated for the inevitable counterattack.

THE ARMIES

Both players select a Battle-Forged army to an agreed points limit. If only one player has Imperial factions in his force, he is the Defender. In any other scenario, roll off to determine who is the Attacker and who is the Defender.

THE BATTLEFIELD

Set up the table to represent the ruins on the outskirts of an Imperial city. The players then take it in turns to place six Tactical Objectives. These may be placed anywhere on the board that is more than 12" from all other objectives and more than 6" from any board edge.

Once this is done, the Imperial player may choose deployment types, and their deployment zone.

Starting with the opposing player, the players take it in turns to deploy one unit at a time until their forces are completely deployed. The Attacker then takes the first turn.

VICTORY CONDITIONS AND SPECIAL RULES

Slay the Warlord, Linebreaker, First Blood, Tactical Objectives

At the end of the game, the player with the most victory points is the winner.

No Turning Back

The Attacker's forces may reroll failed Morale checks.

Concentrated Support

Each turn, the Defender may make an attack using the following profile. It always hits on a 5+ regardless of any other modifiers, and does not require line of sight for targeting purposes.

	Type	S	AP	D
Artillery Barrage	Heavy D6	10	-3	D6

What to report:

1. Which factions played, and who was the Defender?
2. Which faction won the game?