

CRUSADE MISSION — INCURSION
BEHIND ENEMY LINES

Under cover of darkness, both forces are attempting to infiltrate mission specialists past the enemy and behind their front lines while preventing the foe from doing the same. If any of these forces succeed in their mission, they will return as heroes. The area, however, is littered with scramblers, as well as anti-tank and aerial mines, meaning that these specialists will have to negotiate this pass on foot.

Mission Rules

Scrambler Fields: Units must deploy wholly within their deployment zones, even if they have an ability that allows them to set up elsewhere. If a unit can move after deployment but before the first turn begins, it must end that move wholly within your deployment zone. Any time a unit is set up on the battlefield, either because it is arriving from strategic reserves or reinforcements or it has been affected by a rule that instructs you to remove the unit and set it back up on the battlefield, it must be set up wholly within your own deployment zone.

MISSION OBJECTIVES

Exfiltration (Action): Any unit from a player's army can start to perform this action at the end of their movement phase if every model in that unit is within 6" of their opponent's battlefield edge. Units that were added to your army during the battle cannot attempt this action. The action is completed at the end of your turn. If a unit completes this action, remove it from the battlefield — note that it has been exfiltrated from the battlefield and does not count as being destroyed for any reason. **VEHICLES** and units that can **FLY** must complete this action twice in two consecutive battle rounds in order to be exfiltrated from the battlefield (they must plot a course through the minefields).

Line Breaker (Progressive): Score 5 victory points at the end of your turn if two or more units from your army (excluding **AIRCRAFT**) are wholly within your opponent's deployment zone.

Behind Enemy Lines (End Game): Each time a player's unit is exfiltrated from the battlefield, that player earns a number of victory points equal to their points divided by 10. If the unit is part of a unit that has split into multiple units

during the battle, you only receive victory points if every one of those units has been exfiltrated from the battlefield; if any part of the split unit fails to be exfiltrated from the battlefield, no victory points are awarded.

Hold Them Back (Progressive): Score 5 victory points at the end of the battle round if no enemy units have been exfiltrated from the battlefield in this battle round. You cannot score this mission objective in the fifth battle round.

Victory Bonus

After the battle, the victor can select one unit from their army that has been exfiltrated from the battlefield in the battle (you must select a unit that can gain Battle Honours) - that unit gains one Battle Trait of your choice after the battle (make a note on the unit's Crusade Card and increase its Crusade points accordingly).

Command Card Draw

Add one to your roll per unit that successfully completed the exfiltration action by the end of the game.

