

**BOARDING ACTION MISSION**  
**STRONGROOMS**

Many a naval vessel holds within its depths potent weapons and ancient artefacts. Invariably these are stored within all but impenetrable vaults, secured by psychic wards, automated weapons systems, shield generators or by other means. Should an attacker successfully seize these treasures, they will not only gain powerful assets for themselves, but also grievously undermine the morale of their enemies.

## Mission Rules

- Rapid Offence:** The Attacker has the first turn.
- Guard Duty:** Before the battle, at the start of the Deploy Armies step, for each Strongroom, the Defender selects one unit from their army and sets that unit up within that Strongroom.
- Underdog Bonus:** If a player receives an Underdog bonus, that player starts the battle with 1 additional Command point.

- Victory Bonus**  
One of the units that either defended the strongroom or controlled the objective at the end of the game gains an artificer relic.

- Command Card Draw**  
Add one to your roll per unit that your army has slain through the course of the mission.

## MISSION OBJECTIVES

### THEY ARE OURS

#### End Game Objective

The capture of each enemy artefact is an impressive feat in itself, showing courage, daring and warrior skill in equal measure. Such deeds are not only short-term victories, however, as word of the attackers' success will undoubtedly buoy the spirits of their comrades across a multitude of other battlefronts.

At the end of the battle, the Attacker scores 45 victory points for each objective marker they control.

### PURGE THE THIEVES

#### End Game Objective

For every warrior slain in their foolhardy effort to seize the defenders' most prized possessions, a warning is sent out to any others who might dare to do the same: to attempt this is to be ruthlessly destroyed.

At the end of the battle, total the points values of the Attacker's Boarding Squads that are destroyed. The Defender scores the corresponding number of victory points shown in the table below.

PURGE THE THIEVES	
POINTS TOTAL OF DESTROYED BOARDING SQUADS	DEFENDER VICTORY POINTS
0-124	0
125-249	30
250-374	60
375+	90

