#### CRUSADE MISSION — INCURSION

### DATA ACQUISITION

The enemy are attempting to intercept our scanner arrays. The accumulated data is of the utmost importance if we are to discover the true nature of what is occurring here. We must extract this information from the scanner arrays before the enemy can.

# Mission Rules

Force Resurgent: Each player draws a force of 1,200 points from their rosters for this game.

Retrieve the Data (Action): One unit from your army (excluding CHARACTERS or BEASTS) can start to perform this action at the end of your Movement phase if it is within range of an objective marker. The action is completed at the end of your turn as long as that unit is still within range of that objective marker and there are no enemy units (excluding AIRCRAFT) within range of it. Once a player has completed this action for an objective marker, they cannot use this action on the same objective marker again. Each unit can only affect one objective marker with this action each turn.

# MISSION OBJECTIVES

#### **DATA PRESERVATION**

# **Progressive Objective**

Repel the enemy from the scanner sites and defend them at all costs. Using encrypted ciphers, biovorric data-thieves or by tearing out the info-stack, ensure we obtain every trace of data contained within.

At the end of each player's turn, 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 more objective markers than their opponent.
- They completed the Retrieve the Data action this turn.

## Complete Records

### **End Game Objective**

Each scanner site only contains a partial data-gheist. We must have the full analysis if we are to have any hope of countering this stifling aura.

A player scores 30 victory points if their army has performed the Retrieve the Data action on all 4 objective markers.

## **Victory Bonus**

The victor can select two units from their army to be Marked for Greatness after the battle. instead of just 1.

### **Command Card Draw**

Add one to your roll for each time your army completed DATA PRESERVATION

