

CRUSADE MISSION — INCURSION

FLANKING MANOEUVRE

Our front lines have been grinding against the foes for weeks to no avail, as a soul-sapping sickness plagues our army. But our scouts have uncovered a weakness in the enemy flank. If we divert a portion of our force, we can roll up the enemy line and defeat them before they can overwhelm our front.

Mission Rules

Objective Markers: Place one objective marker in the Attacker's deployment zone, as shown on the map below. The Defender then places one objective marker wholly within their deployment zone and more than 3" away from any battlefield edge.

Anchoring the Line: Units that are within range of the objective marker in their own deployment zone automatically pass Battleshock tests.

Biding their Time: The Attacker chooses who gets the first turn in this mission.

Both armies are up to 1,400 points max.

MISSION OBJECTIVES

SPEAR THE SENTINEL

Progressive Objective

From Turn 2 at the start of each player's Command phase, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 20 victory points):

- They have one or more units wholly within their opponent's deployment zone.
- There are no enemy units within range of the objective marker in their own deployment zone.

BREAK THE ENEMY LINE

End Game Objective

If a player controls the objective marker in their opponent's deployment zone, they score 30 victory points

Max Victory Points before painting = 90

Victory Bonus

The winner can use "Fresh Recruits" once for free

Command Card Draw

Add 3 to the roll if you complete "Break the enemy Line"

