

BOARDING ACTION MISSION

DEATH IN THE DARK

Amidst the savage mayhem of a shipboard battle, power fluctuations and sudden, violent malfunctions are common. Whether due to enemy fire hammering from outside, acts of sabotage by boarders and desperate defenders, or even supernatural or sorcerous energies being unleashed, entire decks are plunged suddenly into darkness. Pipes rupture, spewing scalding steam or blinding plasma, or else choking smoke fills entire corridors quicker than purifier shrines can draw it away. In such conditions, the fighting becomes more desperate than ever.

Mission Rules

Lights Out: At the end of each player's Movement phase, roll one D6 for each Lighting Area: on a 1-3, until the end of the turn, the lights in that area turn off. When selecting a target for a ranged attack, if the attacking unit or the target are wholly within a Lighting Area that has the lights off:

- If the target is more than 9" away, that attack cannot be made.
- If the target is within 9", subtract 1 from that attack's hit roll.

When selecting the targets of a charge, if the charging unit or the potential target are wholly within a Lighting Area that has the lights off:

- If the potential target is more than 9" away, that unit cannot be a target of that charge.
- If the potential target is within 9", subtract 1 from the charge roll (to a maximum of -1, regardless of how many units are in Lighting Areas with the lights off).

MISSION OBJECTIVES

LOCK IT DOWN!

Progressive Objective

From Turn 2, at the end of each player's Command phase, 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 two or more objective markers.
- They control more objective markers than their opponent controls.

This objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase; instead, at the end of their turn, they score 5 victory points for each of the above conditions they satisfy (for a maximum of 15 victory points).

SEEK SANCTUARY

End Game Objective

At the end of the battle, each player scores 15 victory points for each of the following conditions they satisfy (for a maximum of 30 victory points):

- They control both objective markers in Lighting Area 1.
- They control both objective markers in Lighting Area 2.

Victory Bonus

The player with the highest score gains an antiquity level relic

Command Card Draw

Add 2 to your command roll for each objective held at the end of the battle to a max of 4.

