

CRUSADE MISSION - INCURSION

Blood Offering

There is power to be had in blood, whether it be shed in ritual offerings or let upon the field of battle by the blades of the faithful.

Mission Rules

Blood for your Chosen God: This battle is between the Renegade Imperials (Blue Team) and the Chaos Domination (Green Team). These battles will be fought on Secundus and the winning team across the course of the month will gain DOUBLE the territory from their victories, with any overspill going to their chosen planet. The baseline is 1,150 points.

Spear Thrust: During battle rounds 1 and 2, add 1 to the Attacker's Advance and charge rolls.

Hold the Line: During battle rounds 1 and 2: The Defender can use the Fire Overwatch Stratagem without spending any Command points this can be used ONCE in the movement phase and ONCE in the charge phase by different units. Each time a Battle Shock test is taken for a unit in the Defenders army, it can ignore any modifiers. If it could already ignore modifiers, it automatically passes Battle Shock tests instead.

MISSION OBJECTIVES

RITUAL SITES

Progressive Objective

By holding your own ritual sites and seizing those of the foe, you increase your ability to make offerings to the gods.

At the end of the defender's Command phase, the defender 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.

At the end of the attacker's Command phase, the attacker scores 5 victory points for each of the following conditions they satisfy:

- They control one or more objective markers.
- They control both objectives in no man's land

The attacker will score 10 points for holding the objective in the defender's deployment zone.

Neither the attacker nor defender's mission objectives can be scored in the first battle round.

SOUL FEAST

End Game Objective

The gods' power and influence upon realspace grows with every offering of life-force made to them.

At the end of the battle, if you hold 2 objectives you score 15 points. If you hold 3 objectives you score 20 points and 4 objectives you score 30 points.

The max score between the two objectives and the painted bonus is 100VPs.

VICTOR BONUS

The victor can use Marked for Greatness 3 times instead of the usual once.

