

## CRUSADE MISSION - INCURSION

### Strike Down the Foe

The system is now awash with enemy forces. It has been decided that a decisive victory is needed to turn - your forces shall be martialled at the Vanguard with reinforcements enroute to prop up your position until you can turn the tide of battle.

## Mission Rules

**Combined Arms:** This mission will have 2 players from the same team playing against 2 players from another team. You will be allowed to play this mission more than once to allow everyone to take part. You have a combined CP pool to draw from and will only generate 1 per turn as normal. Use them wisely. Apart from infiltrators, each army must deploy entirely within 1 of the deployment zones - the attackers in A and the defenders in B.

**Reinforce the Front:** Your forces for this game will be, baseline 1,150 points per player. You **MUST** put AT LEAST 250 points worth into reserves to come on via Deep Strike or Strategic Reserves. NO ADDITIONAL FORCES will be allowed to enter the battle until battle round 3 for **ANY REASON**. Units can be deployed in battle round 3, 4 or 5 without penalty

## MISSION OBJECTIVES

### COMMAND THE FIELD OF BATTLE

*Progressive Objective*

*He who commands the present controls the future.*

From turn 2, at the end of your command phase each team scores the following:

- 5 points for each marker labeled "C"
- 10 points for each marker labeled "B"
- 15 points for each marker labeled "A"

### CHANGE THE FUTURE

*End Game Objective*

*He who controls the future can change the past.*

At the end of the battle, players score 10 victory points if they control both markers labeled B and score 20 victory points if they control both markers labeled C.

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

### VICTOR BONUS

This will count at 2 victories for the winning faction and will gain DOUBLE the difference in victory points in territory - EACH of the winning players will gain 3RP.

