

## CRUSADE MISSION - INCURSION

### The Corruption of Tertious

The Tyranids have seeded this world - spores drift through the air making breathing difficult and possibly deadly. The Space Marines have a plan to clear the air with fumes that will kill the spores - the Aeldari have a longer plan, that involves allowing this world to fall to the voracious appetite of the hive mind.

## Mission Rules

**Forces of the Equilibrium:** This battle is between the Space Marine Liberator (Red Team) - the attacker and the Cosmic Balance (Purple Team) - the defender. These battles will be fought on Tertious 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 1,300 points.

**Objective Markers:** The 3 Objective Markers should be placed within a ruin or terrain feature. These are the Atmosphere Generators.

Units from the Attacker's army can perform the following action:

**Corrupt Generator (Action):** One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker you control. This action is completed at the end of your turn. If this action is completed, that objective marker is considered to be corrupted.

Units from the Defender's army can perform the following action:

**Purge Generator (Action):** One unit from your army can start to perform this action at the end of your Movement phase if it is within range of a corrupted objective marker. This action is completed at the end of your turn. If this action is completed, that objective marker is no longer considered to be corrupted.

## MISSION OBJECTIVES

### Corrupting Fumes

#### Progressive Objective

At the end of the Attacker's Command phase, they score 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 one or more corrupted objective markers.
- Two or more objective markers are corrupted.

This mission objective cannot be scored in the first battle round.

### Purifying Fumes

#### Progressive Objective

At the end of the Defender's Command phase, they score 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 one or more objective markers that are not corrupted.
- Two or more objective markers are not corrupted.

This mission objective cannot be scored in the first battle round.

### Clearing the Air

#### End Game Objective

At the end of the game the attacker scores 5 points for each of the objectives that are corrupted.

At the end of the game the defender scores 5 points for each of the objectives that are NOT corrupted.

### VICTOR BONUS

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

