

CRUSADE MISSION - INCURSION

Treacherous Ground

Some battlefields are made dangerous by the terrain as much by the enemy. Firing in enclosed spaces can cause heavy walls to come crashing down or holes to be made in floors. Troops can be crushed, fall to their deaths or be exposed to extremely hazardous environments.

Mission Rules

The baseline for this mission is 1,300 points

Damaged Supports: Each time the last model in a unit is destroyed, that unit's player rolls one D6: on a 3+ each unit within 6" takes D3 mortal wounds. Attached units count as separate for this rule.

Sweep & Clear: In this mission, if you control an objective marker at the end of your Command phase, it remains under your control, even if you have no models within range of it. unless your opponent controls it at the end of any subsequent phase.

MISSION OBJECTIVES

Control the Harvesting Rigs

Progressive Objective

Every secured aqua-harvesting rig is one denied the enemy. Without these under control, Fathom belongs to the enemy.

At the end of each battle round, each player scores 5 victory points for each of the following conditions they satisfy (for a maximum of 25 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control the objective marker closest to their opponent's deployment zone.
- They control more objective markers than their opponent controls.
- They control all of the objective markers.

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

Cutting their supply

End Game Objective

At the end of the battle:

Each player will score 10 victory points if they control the objective nearest to their opponent's deployment zone.

VICTOR BONUS

The victor can gain 3RP.

