

CRUSADE MISSION – BOARDING ACTIONS HEIRLOOM ACQUISITION

With a guide procured the forces in the Certus system have sent forth strike forces delve deeper into the Necroplex. The tombs of important figures from the systems past have been identified as the hunt for powerful relics that might help change the tides of battle intensifies. Violent skirmishes break out as rival factions refuse to give their enemies the opportunity to acquire such powerful heirlooms that could spell doom for their forces in the future.

Mission Rules

Underdog Bonus:

If one player is the underdog, that player starts the battle with one additional command point.

MISSION OBJECTIVES

Staking Claims

Progressive Objective

With many possible caches of powerful archeotech the forces of the Certus system must move quickly to secure potential boons.

In the second, third & fourth battle rounds, at the end of each player's command phase, the player whose turn it is scores 5 VP for each of the following conditions that they satisfy (to a maximum of 20 Victory points per turn).

- They control one or more objective markers.
- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponent.

In the final battle round the player who has had the first turn will score at the end of their command phase as above. The player who took second turn does not score any victory points at the end of their command phase instead they score at the end of their turn. 5 victory points are earned for each of the above conditions they satisfy.

Extinguishing the Lights

End Game Objective

The those who guide carry the torches for those they lead. Extinguishing their lights will leave their allies alone in the darkness

At the end of the battle, each player scores an additional 10 victory points if their opponent's warlord is destroyed.

The maximum score between the two objectives & the painted bonus is 100 victory points.

VICTOR BONUS

The victor will receive a token exchangeable for a relic from upto the Antiquity tier.

The losing player will receive a token exchangeable for a relic from the Artificer tier.

