

**CRUSADE MISSION – BOARDING ACTIONS**  
**The Search For The Sacred Path**

*Within the heart of The Necroplex under Obsequa City there was rumoured to be a most sacred path down to the final resting place of the former Highlord and ruling Ecclesiarch, Umberto II. This area of the Necroplex is home to some of the most wealthy but it is not just the dead that are attracted to this place. Following their guides several strike forces have arrived at the same time looking to exploit these rich pickings and look to follow the sacred path for themselves.*

## Mission Rules

### Sacred Blessings:

From the second battle round onwards, at the start of the battle round, each player rolls one D6 for each Sacred Path objective marker they control. On a 4+ that player gains 1CP.

### Underdog Bonus:

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

## MISSION OBJECTIVES

### Walking the Path

Progressive Objective

*Following in the footsteps of some of the most pious individuals in the long history of the Imperium of Man, new feet now tread.*

From the second battle rounds onwards, at the end of each player's turn, the player whose turn it is scores 5 VP for each of the following conditions that they satisfy.

- They control one or more objective markers.
- They control two or more objective markers.
- They control the most objective markers (if there is a tie with one or more player for controlling the same number of objective markers, the player will still score the 5VP for this condition).
- They control one or more Sacred Path objective markers.

### The Strength To Continue

End Game Objective

*Death fills the air as the newly deceased join those long dead. Forces must ensure they have the strength remaining to push on once the battle is over.*

At the end of the battle, each player work out the combined points total of all their surviving units. The player with the highest total scores 15 VP (if multiple players are tied for the highest total, then each scores 15VP).

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

### VICTORY 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.

