

## CRUSADE MISSION - INCURSION

### Empty the Vaults

A soulstorm has hit the Certus system - millions are dead. The Orks and Necrons Rise! The threat of the hive fleet hangs over the system. Chaos forces plunder at will! Anything of any value is being stripped and sold for passage anywhere - grab what you can and bury those that cross your path.

## Mission Rules

The baseline for this mission is 1,450 points

**Auto-seal Protocols:** At the start of each battle round, from the second battle round onwards, the Defender **randomly** selects one objective marker on the battlefield and removes it.

## MISSION OBJECTIVES

### Essential Supplies

#### Progressive Objective

*For some, the essential contents of this site are worth any number of lives. To others, they represent black market riches, trophies to be crowed over or just another lure that draws prey into the jaws of a trap. Whatever the case, they must be secured or overrun with haste.*

At the end of each battle round, each player scores 5VP for each of the following conditions they satisfy:

- They control one or more objective markers.
- They control two or more objective markers.

At the end of each battle round, the player who controls the most objective markers also scores an additional 10VP.

### Last Man Standing

#### End Game Objective

*All that matters is that you have the supplies at the end. It doesn't matter who had them when you got here.*

At the end of the battle the players score 10VP if they have killed the enemy warlord

### VICTOR BONUS

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

