

CRUSADE MISSION - INCURSION

Fragments of the Key

The alliances have located the inner vault within the Mausoleum but it is guarded by remnants from the Dark Age of Technology. There are rumours that the key to the locking mechanism have been shattered in a previous battle.

Mission Rules

The baseline for this mission is 1,450 points

Extract Fragment: At the start of the battle, each objective marker on the battlefield contains one fragment, which remains until extracted.

At the start of each player's Shooting phase, the player whose turn it is can select one **CHARACTER** unit from their army that is not Battle-shocked and is eligible to shoot. That unit is tasked with extracting a fragment from an objective marker, and until the end of that player's turn is not eligible to shoot or declare a charge.

At the end of that player's turn, if that unit is within range of an objective marker they control that contains a fragment, it extracts that fragment.

MISSION OBJECTIVES

Contain Fragment Sites

Progressive Objective

Having located sources of promising fragments, these must be aggressively laid claim to and attempts to pillage or taint them denied with lethal force.

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 more objective markers than their opponent.

Fragment Secured

Progressive Objective

Sealed in bio-stasis canisters, spirited away through pan-dimensional portals or digested in pulsating sacs, such bio-samples could prove the enemy's undoing.

During the battle, each time a unit from a player's Crusade army extracts a bio-sample from an objective marker, that player scores 10VP.

VICTOR BONUS

The victor can select up to three different units from their Crusade army that extracted one or more bio-samples from an objective marker during the battle. Each of these units gains 2XP.

