

CRUSADE MISSION - INCURSION

Kicking the Nest

The Hive Fleet has scuppered Mysaria's plans for escaping with their captives. The Bio-Fleet effectively blockading the system and preventing her escape. To dampen their psychic network she plans to weaken the hive mind sufficiently so she can finish her plans and return to Comorragh. The orks care little for the intricacies of her plan - there is krumping to do!

Mission Rules

Defenders of Life: This battle is between the New Dawn Awakens (Yellow Team) - the attacker and the Hungry Void (Orange Team) - the defender. These battles will be fought on Certus Prime and the winning team across the course of the month will gain DOUBLE the territory from their victories, with any overspill going to their chosen planet. The baseline is 1,450 points.

Neuro-synaptic Nodes: While a unit within range of an objective add +1 to the strength of their melee attacks and +1 to their charge rolls.

MISSION OBJECTIVES

Neuro-Synaptic Connection

Progressive Objective

The crackling neuro-synaptic network infesting this war zone is seen by some as worthy of study and by others as deserving of swift destruction. Field commanders are directed to oversee the securing of these sites in person, ensuring the enemy are driven from the network while the work is completed.

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.
- Their WARLORD is within range of an objective marker that they control.
- They control the objective marker in the center of the battlefield.

Spiking the Neural-Load

End Game Objective

At the end of the battle:

The player who holds the central objective at the end of the battle scores 10VP.

VICTOR BONUS

The victor can use Repair and Recuperate once for free.

