

CRUSADE MISSION – BOARDING ACTIONS

The Silver Plated Elevator

Following the sacred path has lead toward the Great Mausoleum of Umberto II but there are a few obstacles yet before it's riches can be plundered. These grand tombs cover multiple levels and hide many secrets that could lead to the key required to open the most sacred Mausoleum. However there is a growing unrest in those within the Necroplex that can't be shaken. Something is coming....

Mission Rules

Set Defense: The Defender has the first turn.

Multi- Level: When setting up the battlefield, each board represents a different level of the tomb. It is not possible to move from one board to another unless using the Change Level Rule. Units on one game board are not visible to those on the other.

Change Level: At the end of each players movement phase, one or more units from that player's army can, if every model is within an Access Zone (labelled A - E), change level. To do so, remove that unit from the battlefield and set it up on the corresponding Access Zone on the other game board(e.g. a unit removed from Access Zone A on the upper floor will be set up in Access Zone A on the Lower floor.) When setting up a unit this way it may be placed within engagement range of enemy units. If this happens, then those units would be able to fight in the subsequent fight phase, but neither of the units would count as having made a charge.

Fighting between Floors: During the fight phase, while a model is within an Access Zone it counts as being in Engagement range of any enemy models that are in the corresponding Access Zone on the other game board. This means that those units are eligible to fight and can make melee attacks against each other. Each time a model make a pile-in or consolidation move, it can move to either floor but must end closer to the centre of the Access Zone.

Focused Operatives: All units can preform the Secure Site Tactical Manoeuvrer on objectives regardless if the are battline.

Underdog Bonus:

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

MISSION OBJECTIVES

Locating the Key

Progressive Objective

The terminals need powering up so their secrets can be gathered.

At the end of the attacker's Command Phase, for each generator (Lower floor) objective marker they control, they can select one Terminal (Upper Floor) objective marker to be powered up till the end of their turn. For each powered up terminal marker they control at the end of their turn they score 10VP.

In the 5th battle round, the attacker powers up the terminals at the end of their turn instead of their command phase.

Uninvited Guests

End Game Objective

Those who seek to plunder these tombs must not be interrupted.

At the end of the battle, total the points value of the attacker's units that are destroyed. The defender then scores the corresponding point from the table.

Points Total of Destroyed Units	Defender VP
0-124	0
125-249	15
250-374	40
375-499	60
500	80

In addition the defender also scores 20vp for killing the opponent's Warlord.

The maximum score between the 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.

