

CRUSADE MISSION - STRIKE FORCE

Last Stand

The forces of the Space Marines have come upon one of their great enemies. Abaddon the Despoiler is in their midst. His skull would be a venerable trophy for any chapter master's collection. He is seeking something in the Certus System which he direly needs - it is time to strike him down before he accomplishes his objective.

Mission Rules

Commit All Forces, Fight to the Last: This battle is the forces of the Red Team Vs the Green Team. Red Team have 1,600 points baseline, Green Team have 1,450 points baseline plus Abaddon the Despoiler - Abaddon can join his usual units plus any Terminator Squads or Power armoured battleline.

Attack Swiftly! Give Them Nothing!: Each time a Strategic Reserves unit is set up on the battlefield, in addition to the usual rules for setting that unit, it can also be set up anywhere on the battlefield wholly within 6" of an objective marker controlled by that unit's player. This cannot allow a unit to be set up within Engagement Range of any enemy models.

MISSION OBJECTIVES

Deny the Enemy

Progressive Objective

At the end of each player's Command phase, they score 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent controls.

This mission objective cannot be scored in the first battle round.

High Stakes

End Game Objective

At the end of the battle players can score the following:

- each player scores 5 victory points for each objective marker they control.

- If Abaddon the Despoiler is killed the Space Marine player scores 20 VPs. The unit that kills Abaddon is also Marked for Greatness.
- If Abaddon the Despoiler holds the objective in the Space Marine deployment zone, the Chaos player scores 20 VPs

VICTOR BONUS

Each surviving unit in the victor's army gains 3xp.

