CRUSADE MISSION - STRIKE FORCE

Myths and Monsters

The greatest battles of the Certus Campaign sees monstrous fiends and stalwart warriors clash amidst the flames Like the subjects of some ancient fresco Upon such a stage were Legends written and nightmares spawned.

Mission Rules

The Ruler of Certus: This battle is the forces of the Orange Team Vs the Purple Team. The baseline for this game is 1,600 points.

Battlefield Exemplars: At the start of the battle, each player selects one unit from their Crusade army that is within the Heart of the Battle (see below) to be their Heroic Champions unit. If a player does not have any units within the Heart of the Battle, they must select the unit from their Crusade army that is closest to the Heart of the Battle. At the end of each player's turn, if their Heroic Champions unit is not within the Heart of the Battle, it suffers D6 mortal wounds. At the end of the turn, for each player, if that player does not have an undestroyed Heroic Champions unit, they must select a new unit from their Crusade army (following the instructions above) to take on this mantle. (please keep the Hearth of the battle marked and the Heroic Champion unit marked).

MISSION OBJECTIVES

A Legend Cut Short

Progressive Objective

There is great value in annihilating the enemy's most inspirational or terrifying champions.

Each time a player's Heroic Champions unit is destroyed, their opponent scores 15VP.

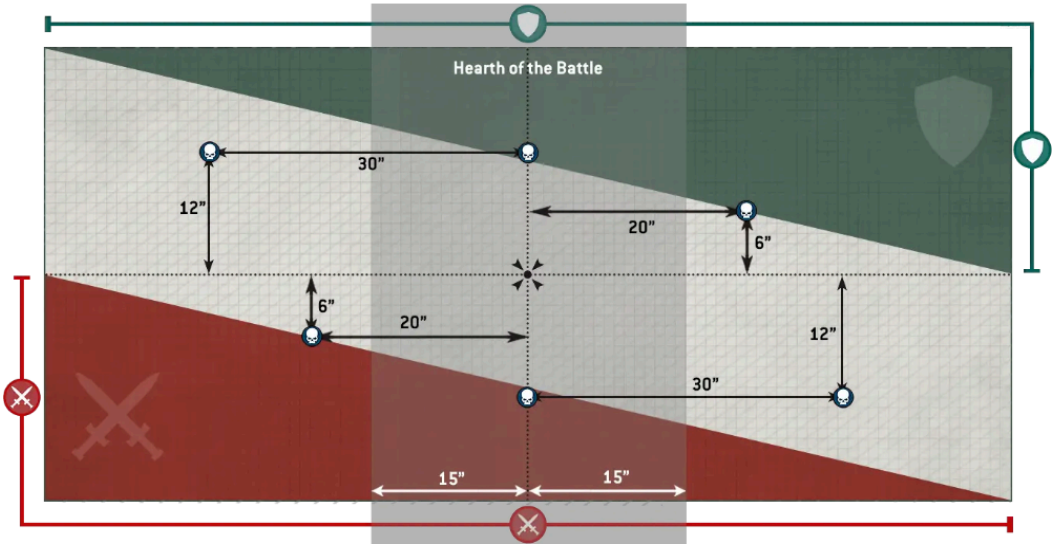
Secure the Stage of Greatness

Progressive Objective

Harder for your foes to fashion legends, and easier for your own forces to do so, if you control the field of war.

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.
- They control more objective markers than their opponent.

VICTOR BONUS

One SURVIVING unit from the each army gains a battle honour. The victor's Heroic Champions unit also gains 1 Battle Honour.