

**CRUSADE MISSION – BOARDING ACTIONS**

**The Double Cross in Umberto II's Tomb**

*With the tomb of Umberto II now opened a flood of treasure hunters have rushed in to lay claim to it's riches. With so many guns pointed in the same directions on one wants to make the first move and as a result an uneasy truce has formed. How long it will last is anyone guess but with treasures piled high temptation is rife.*

**Mission Rules**

**Sacred Blessings:**

Recon Entry Zones (the 4 zones in the centre of the map) are ignored for the purposes of determining turn order.

**Alone in the Dark:**

At the start of the deployment phase, each player must set up one unit from their army that is trapped "Alone in the Dark." This is done before any other units from the army are set up. In turn order, each player selects one unit from their army and places it within their relevant Recon Entry Zone. When selecting a unit to be "Alone in the Dark" players cannot select their warlord. Once the first battle round has started Recon Entry Zones cannot be used again. Any units that start within the Recon Entry Zones are known as Cornered units.

**Committed:**

Cornered units cannot make use of any rules that allow them to be set back up on the battlefield if they are destroyed (although Necrons units can still make use of the Transdimensional Reinforcement Army Rule), and can not be removed from the battlefield unless they are destroyed.

**Underdog Bonus:**

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

**MISSION OBJECTIVES**

**Take From Them Everything**

Progressive Objective

*With so much at stake it is now all or nothing those who set foot in Umberto II's tomb.*

From the second battle rounds onwards, at the end of each player's turn, the player whose turn it is scores 5 VP for each of the following conditions that they satisfy.

- They control one or more objective markers.
- They control two or more objective markers.

**Kill the Messenger**

Progressive Objective

*Those who parleyed are now branded thieves and liars, vengeance must be sought.*

Each time a player's army destroys a cornered unit, that player scores 30 VP.

**Bring Home the Loot**

End Game Objective

*Those cornered must desperately attempt to make it back to safety before they are hunted down.*

Each player scores a number of VP shown in the table

below based on when their Cornered unit was destroyed.

Battleround the Cornered unit was destroyed	VP Earned
1	0
2	5
3	15
4	30
5	50
Not Destroyed	75

The maximum score between the objectives & the painted bonus is 100 victory points.

**VICTORY BONUS**

Both players will receive a token exchangeable for a relic from upto the Legendary tier.

The Victor may also choose one surviving unit to receive a battle honour (Normal battle honour rules apply).

