

Crusade Mission – Blood Challenge

In the grim dark of the far future, upon the blood-soaked sands of an ancient colosseum, unrelenting ambition meets unbound aggression. Glory, riches, and survival hang in the balance. Let the blood challenge begin!.

Mission Rules:

The battlefield limit for this mission will be 500 points per player. Your roster for this battle must include your Crusade Warlord. If applicable, you may attach one bodyguard unit to your Warlord. This must be a unit that Character can normally attach to.

No other units in your army list can contain the Character keyword.

The maximum Toughness value for this mission is 9. If the Toughness rating of your Warlord is higher than this, the Toughness rating for that model will be capped at 9 for the duration of this battle.

During this mission, all walls are LOS blocking and impassable. Units may use entry points or scale the walls. For the purposes of scaling, all walls should be measured as 4" tall (so 4" up, 1" across, 4" down). Models cannot engage through the walls.

Mission Objectives:

At the end of each player's turn, that player will score as follows (cumulative):

- if they hold one objective marker, that player scores 5 VP
- if they hold two objective markers, that player scores 5 VP
- if they hold more objectives than their opponent, that player scores 5 VP.

The maximum which can be scored from this by each player is 15 VP per turn.

If, at any time during the battle, the enemy Warlord is destroyed, that player scores 25 VP.

Outcome:

The Warlord that was victorious gains one Relic. This Relic can be selected from the Crusade or Certus Progression Tables. The Warlord that was defeated automatically gains one Battle Scar. To determine which, roll in the Discord server.

If a Relic is gained from this battle, that Relic becomes a Blood Relic. Please note this in your Battle Roster on Goonhammer.

Blood Relics cannot be stolen but can be targeted by the Betrayal Requisition. When a Blood Relic is targeted, the player enacting the Betrayal will automatically challenge the owner of that Blood Relic to a Blood Challenge. The battle will then be contested for that particular Blood Relic. No other Blood Relics can be obtained, regardless of the outcome.