

Crusade Mission – Armageddon Strike Force

The Gauntlet

Amid the thunder of artillery and the shriek of void-born winds, two armies clash over the shattered span of The Martyr's Reach—a crumbling suspension across an ancient and deep abyss. Only blood and fire will decide who controls the crossing.

Mission Rules:

The battlefield limit for this mission will be 1500 points per player.

Players should roll ahead of the game in the Discord Channel to determine Attacker and Defender.

Players will deploy one unit at a time, beginning with the Defender.

The Attacker will go first.

If a player has already completed this mission as the Attacker, that player must go the Defender. If both players have already played this mission as the Attacker, players should roll as above to determine Attacker and Defender.

Chasm: These areas of the battlefield represent impassable terrain. Before the game begins, mark out these areas. Models cannot be set up within these areas and cannot end a move within these areas. Models cannot move into or through these areas unless they contain the Fly keyword. The two zones marked Entry Point represent the narrow channels through which forces must engage.

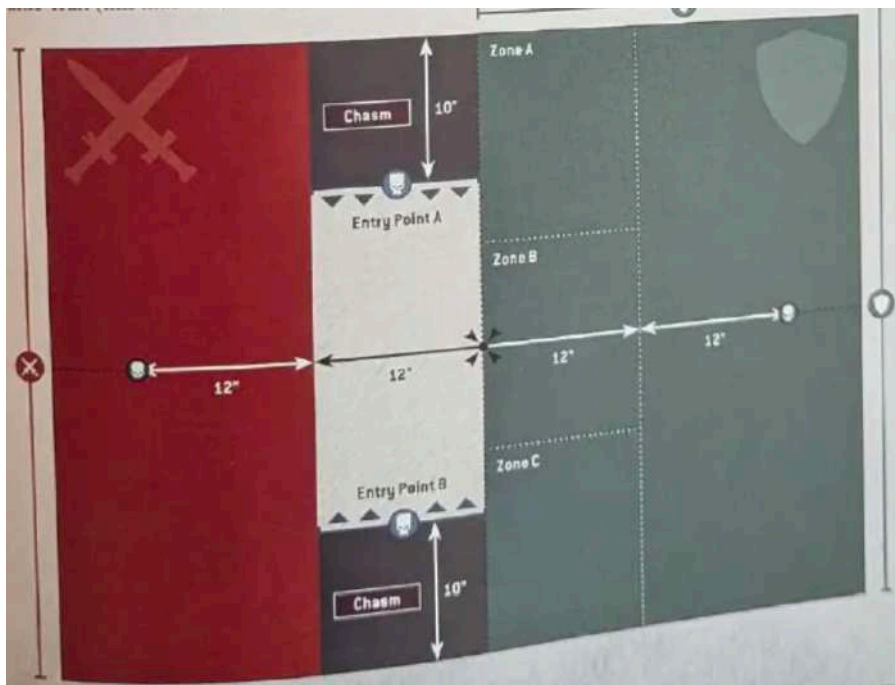
Mission Objectives:

Plant the Flag: At the end of the game, the Attacker will score as follows (cumulative):

- for each zone (A/B/C) that contains one or more friendly units (excluding units which are battle-shocked), the Attacker scores 15 VP.
- if the Attacker controls the objective in their opponent's deployment zone, the Attacker scores 55 VP.

Plant the Flag: At the end of the game, the Defender will score as follows (cumulative):

- if the Defender controls the objective in their deployment zone, the Defender scores 15 VP
- for each zone (A/B/C) that does not contain any enemy units (or if those enemy units are battle-shocked) the Defender scores 15VP.
- if there are no enemy units left (or if the remaining enemy units are battle-shocked), the Defender scores 40 VP.



Victor Bonus:

If victorious, the Defender gains 3RP (for a total of 4RP).

If victorious, the Attacker may claim an additional D3+1% territory in an eligible location of their choice.

Terrain Layout:

There is no set layout for this mission. Terrain however should be placed in a balanced manner that supports the mission narrative i.e. provide cover but don't just block the entry points.