

## CRUSADE MISSION – BOARDING ACTIONS

### Clearing A Path

*“When faced with an unknown enemy it is often best to proceed with caution, failing that open the airlock and flush them into space.” Unknown Imperial breacher.*

*The Ark lies ahead of you with a plethora of riches waiting to be plundered but time is of the essence. Scavengers must move quickly to claim their rewards and return them to their desperate allies.*

## Mission Rules

### Security Patrol:

The Patrol entry zone can only be used by the defender to set up models from their army in the deployment step. When the first battle round has started the entry zone cannot be used to deploy any units from strategic reserve.

### Set Defense:

The Defender has the first turn.

### Exposed to the Void:

No models can enter the Inaccessible area of the battlefield for any reason.

### Airlocks:

Hatchways labelled as “Airlock” behave in the same way as normal hatchways, with the following exceptions:

- An Airlock can only be opened by the Attacker.
- Once opened, an Airlock cannot be closed.

### Underdog Bonus:

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

## MISSION OBJECTIVES

### OPENING THE WAY

End Game Objective

*Only a simple hatchway lies between safety and the cold embrace of the void.*

At the end of the battle:

- The Attacker scores 20 VP for every Airlock they have opened.
- The Defender scores 20VP for each airlock that has not been opened.

### BLIND THE EYES

End Game Objective

*Key personnel often lead the defence or boarding parties. Killing such a leader is a victory in it's own.*

At the end of the battle, each player scores an additional 10 victory points if their opponent's warlord is destroyed.

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

### VICTOR BONUS

The victor will receive a token exchangeable for a relic from the Artificer tier.

