

Crusade Mission – Asymmetric Strike Force

Divide and Conquer

Enemy forces are over-extended and committed to their central advance—their flanks are vulnerable.

A direct assault would be costly but a coordinated strike could trap and crush them with devastating efficiency.

Mission Rules:

The battlefield limit for this mission will be 1000 points per player.

As this is an Asymmetric Mission, the Attackers will go first.

Combined Arms: This mission will have 2 players from the same Alliance playing against 2 players from another Alliance. You will be allowed to play this mission more than once to allow everyone to take part. Each team will share a combined CP pool and will only generate 1CP per turn as normal. Apart from units with the Infiltrator keyword, units must be deployed entirely within the deployment zones specified.

Fully Committed: Before the game begins, each player must nominate which of their units are being placed in Strategic Reserves and place a token next to these units. During the Deployment step, each player must deploy all of their units on the table—including those arriving from Strategic Reserves. Once the battle begins, players may remove those units during the first battle round as follows:

For the Attackers, units may be removed at the start of their Command Phase. If more than one rule applies (e.g. the removal of that unit and the application of a Stratagem to that unit), the controlling player may decide in what order those rules are resolved.

For the Defenders, units may be removed either at the end of their opponent's Fight Phase, unless that unit is within Engagement Range of one or more enemy units.

Designer's Note: Units which are removed from the battlefield in this way are placed into Strategic Reserves. For clarification, all units removed in this way will count as having started the game on the table.

Mission Scoring:

When: End of the Command phase (or the end of your turn if it is the fifth battle round and you are the Defenders).

Beginning in the second battle round, if the team whose turn it is does not control each objective marker in their deployment zone, they score 3VP for each objective marker they control. If the team whose turn it is does control each objective marker in their deployment zone, they score 3VP for each of those objective markers, and 5VP for each other objective marker they control (to a maximum of 15 VP per turn).

When: Each time a unit is destroyed.

Whenever the last model in a unit is destroyed, the controlling player must provide the total point cost of that unit as recorded on their Order of Battle. At the end of each battle round, each team must add up how many points have been lost during that battle round. The team which has destroyed the highest number of points during that battle round scores 6VP.

Designer's Note: Attached units should be worked out separately for the purposes of this rule.

