

The Poisoned Moon of Certus

The Poisoned Moon of Certus festers with cursed shrines and corrupted vaults. Vital intelligence still lies buried within, a lure for the bold and a death sentence for the careless. Strike swiftly, seize what knowledge remains from the lost souls, and reduce the shrines to ash - for no warlord can afford to let their foe draw strength from the moon's poisoned heart.

MISSION RULES

SOUL PURGE (ACTION)

STARTS: Your Shooting phase, from the second battle round onwards.

UNITS: One unit from your Crusade army that is within range of an objective marker that is not within your own Deployment Zone.

COMPLETES: End of your opponent's next turn or the end of the battle (whichever comes first), if you control that objective marker.

IF COMPLETED: That objective marker is **siphoned** and removed from the battlefield.

SOULSTORM

At the end of each battle round, number the remaining objective markers starting from 1. Then roll one D6 to determine which objective marker is **cursed**. If the result does not correspond to any remaining objective marker (for example, if fewer than 6 are on the battlefield), keep rolling until a valid result is generated.

Each player then rolls one D6 for each unit from their army that is within range of any **cursed** objective marker, adding 1 to the roll if that unit is a CHARACTER unit, and adding 2 to the result of that unit is TITANIC.

- 4-5, that unit suffers D3 mortal wounds.
- 6, that unit suffers D6 mortal wounds.

THE BURDEN OF THE MOON

You must put at least 500 points worth into reserves to come on via Deep Strike or Strategic Reserves. No additional forces are allowed to enter the battlefield until battle round 3 for any reason. Units can be deployed in battle rounds 3, 4 or 5 without penalty.

VICTOR BONUS

The **victor** can select one unit from their Crusade army and give it a Battle Trait. This must be a unit that can gain a Battle Trait and was in the mission.

If **either** player has a unit which **siphoned** the objective marker in their opponent's deployment zone, that unit gains A Mark For Greatness.

MISSION OBJECTIVES

COMMUNE WITH SOUL-SHRINE

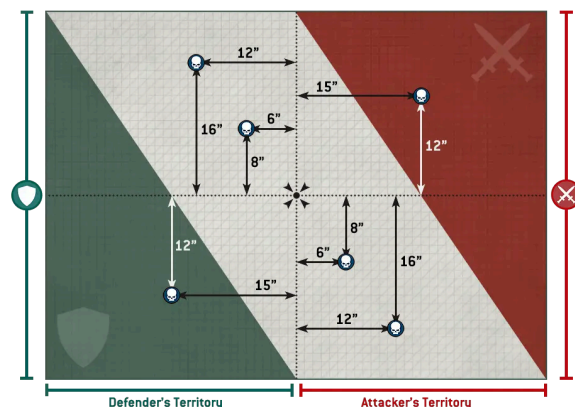
Progressive Objective

From the second battle round onwards, at the end of each player's Command phase, the player whose turn it is scores 5VP for each objective marker they control (to a maximum of 10VP). In the fifth battle round, the player who has the second turn scores VP as described above, but does so at the end of the turn instead of at the end of their Command phase.

SOUL PURGE

Progressive Objective

Each time a player whose turn it is **siphons** an objective marker, that player scores 10VP, or 20VP if that objective marker is within their opponent's territory.



Recommended Terrain Layouts for The Poisoned Moon of Certus

