

Crusade Mission – The Tomb of Umberto II [Strike Force 1400 points]

Beneath the towering basilica Umberto II sprawls a vast network of catacombs, transforming the sacred bastion into a fortress-city capable of hiding entire armies and shaping the fate of all who live in its shadow.

Mission Rules:

The Attacker and Defender will be determined by which Alliance holds the most territory in this location at the start of the battle. The Alliance which holds the most will be the Defender.

Players will deploy one unit at a time, alternating between players.
Players will roll to determine first turn once both armies have fully deployed.

Catacombs: Each objective marker represents an access point to the catacombs below. At the end of the controlling player's turn, any units wholly within 3" of an objective marker may enter the catacombs. When a unit enters the catacombs, remove that unit from the table. Units may return to the table from the catacombs during the controlling player's next turn (or during their opponent's next turn via the Rapid Ingress stratagem). Units may also remain in the catacombs. When a unit returns from the catacombs, select one objective marker and set that unit up wholly within 3" of that objective marker (and not within engagement range of any enemy units). The unit can now move, shoot and declare a charge as normal during the controlling player's turn.

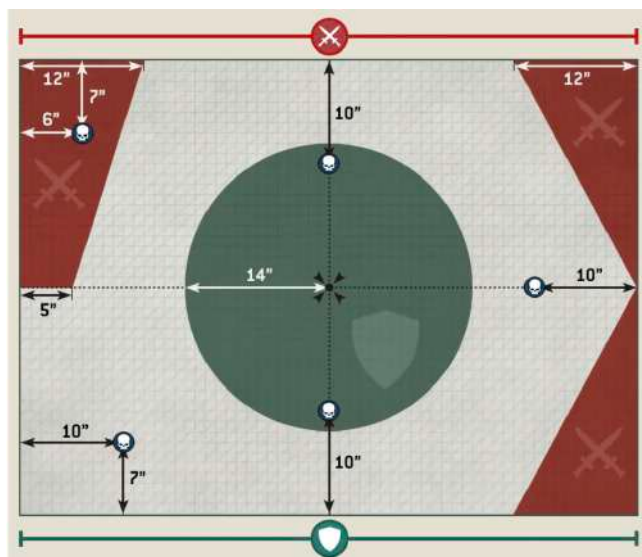
Mission Objectives:

The maximum score for this mission is 100 VP (90 VP primary + 10 VP painted).

At the end of the game, players will score VP as follows:

- each objective marker within the Defender's deployment zone is worth 30 VP.
- each objective marker within No Man's Land / the Attacker's deployment zone is worth 10 VP.

Alternatively, at the end of the battle, if either player controls both objectives within the Defender's deployment zone, and there are no enemy units left on the battlefield (or if the remaining enemy units are Battle-Shocked), that player will automatically score 90 VP primary.



Designer's Note: *This deployment works best when terrain is set up in and around the Defender's deployment zone to make a well-fortified position while the rest of the battlefield has relatively few pieces of terrain*

Victor Award:

If victorious, the Attacker must claim victory in this location.

In addition, at the end of the battle, each unit in the Victor's army that is wholly within range of one or more objective markers in the Defender's deployment zone will receive 5 XP (note, that unit does not need to be wholly within the Defender's deployment zone).

Crusade Mission – The Mire of Saint Veyra [Strike Force 1400 points]

A treacherous swamp of sunken ruins and corpse-choked waters, the thick mud and stifling shadows of the Mire conceal it's strategic value and territorial advantage.

Mission Rules:

The Attacker and Defender will be determined by which Alliance holds the most territory in this location at the start of the battle.
The Alliance which holds the most will be the Defender.

Players will deploy one unit at a time, alternating between players.
Players will roll to determine first turn once both armies have fully deployed.

Stifling Shadows: Before the battle begins, place a token face-up on the battlefield. At the end of each battle round, flip this token. When this token is face-down, halve the Move characteristic of all units (rounding down). In addition, all Ranged weapons gain the Hazardous ability.

Note: If any rule increases the Move characteristic of a unit, apply that rule before applying the mission rule e.g. $(6''+2'')/2 = 4''$.

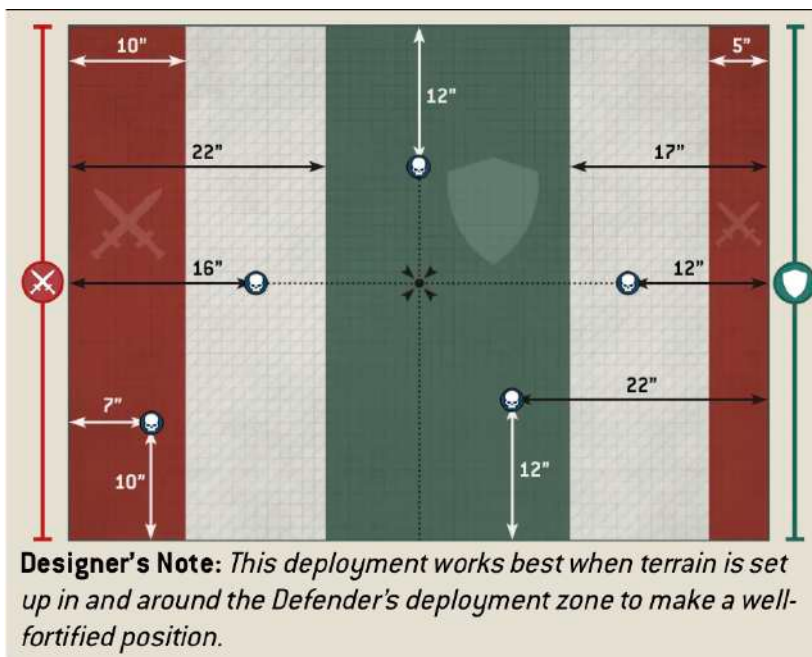
Mission Objectives:

The maximum score for this mission is 100 VP (90 VP primary + 10 VP painted).

Second Battle Round onwards:

At the end of each player's turn, that player will score 5 VP for each objective they control (to a maximum of 15 VP per turn).

At the end of the battle, each objective in the Defender's deployment zone is worth 15VP.



Victor Award:

If victorious, the Attacker must claim victory in this location.

The Victor may select one unit from their Crusade army, that unit now gains the following Battle Trait:

Models in this unit have the Stealth ability.

Crusade Mission – **Hive Mordigan, The Black Sepulchre** [Strike Force 1400 points]

Carved into a necropolis mountain, Hive Mordigan is a ruined fortress-shrine whose vast catacombs, sacred relics, and unyielding walls make it a coveted prize for zealots, warlords, and all who seek to wield death.

Mission Rules:

The Attacker and Defender will be determined by which Alliance holds the most territory in this location at the start of the battle.
The Alliance which holds the most will be the Defender.

Players will deploy one unit at a time, alternating between players.
Players will roll to determine first turn once both armies have fully deployed.

Before the battle begins, the Defender may select one of the Relic blessings listed below.
The remaining blessing will be given to the Attacker.

Mordigan's Shroud: At the start of the battle, the player may select one unit in their Crusade Army to receive this relic. Once per battle, when an attack targets that unit, this relic may be used by that unit. Models in that unit now have a 3+ Invulnerable save until the attacking unit has resolved all its attacks.

Wrath of the Hive: At the start of the battle, the player may select one unit in their Crusade Army to receive this relic. Once per battle, when this unit declares an attack, this relic may be used by that unit. Until that unit has resolved all of its attacks for that phase, each time an attack is made by models in that unit, add 1 to the wound roll. If that unit already benefits from this rule, re-roll a wound roll of 1.

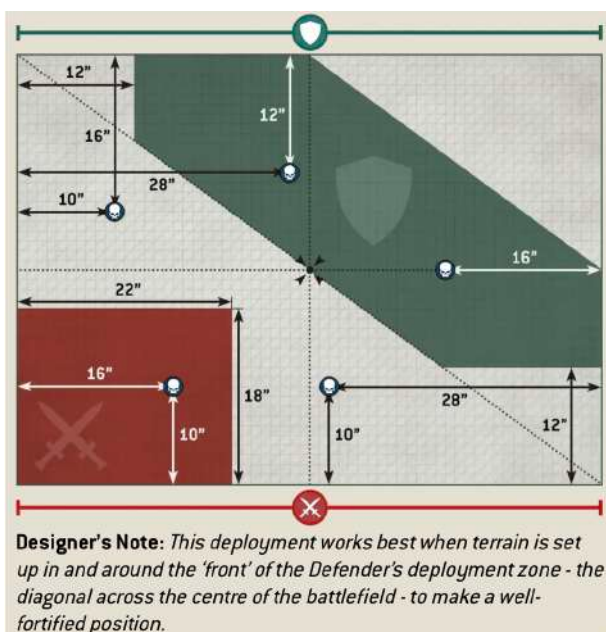
Mission Objectives:

Second Battle Round onwards:

At the end of the Command Phase (or at the end of your turn if it is the fifth battle round and you are going second), the player whose turn it is will score VP as follows (to a maximum of 15VP per turn):

- 2VP for each objective marker within their deployment zone that they control.
- 4VP for each objective marker within No Man's Land that they control.
- 6VP for each objective marker within their opponent's deployment zone that they control.

At the end of the battle, if their opponent's Warlord was slain during the battle, that player scores 15 VP.



Victor Award:

If victorious, the Attacker must claim victory in this location.

The Victor may also select one unit from their Crusade army, that unit will gain one of the following:

- if Mordigan's Shroud was active for that player during this mission, that unit gains Mordigan's Shroud as a Battle Trait.
- if Wrath of the Hive was active for that player during this mission, that unit gains Wrath of the Hive as a Battle Trait.

Crusade Mission – The Silent Dockyards [Strike Force 1400 points]

Once a hub of orbital trade, the Silent Dockyards are now a rusting graveyard of void-ship gantries and shattered platforms, whose control offers strategic command of off-world access, vital salvage, and the last link between the stars and the war-torn world below.

Mission Rules:

The Attacker and Defender will be determined by which Alliance holds the most territory in this location at the start of the battle.

The Alliance which holds the most will be the Defender.

Players will deploy one unit at a time, alternating between players.

Players will roll to determine first turn once both armies have fully deployed.

Industrial Hazard: When creating the battlefield for this mission, set up 4 shipping containers randomly on the battlefield. At the start of the game, both players must roll one D6. The player that rolls the highest result will take control of the dockyard. At the start of their turn, the controlling player may reposition up to two of the shipping containers. Containers cannot end a move on objectives, other bits of terrain, or player or enemy models (except as outlined below). At the start of each battle round, the player not in control may re-roll their D6, adding 1 to that roll for each battle round that has been completed. If the result is higher than their opponent's, they will take control of the dockyard.

For the purposes of this mission, shipping containers will count as terrain items that block line-of-sight. Models cannot move through containers and cannot end a move on top of them. The containers can however be targeted, both with Ranged and Melee attacks and with the Tank Shock stratagem. For the purposes of this mission, containers will have the following profile and the **Fortifications** keyword:

M: 0" T: 11 SV: 5+ W: 8

If the controlling player wishes to target a container with the Tank Shock stratagem, that player must first purchase the stratagem as normal and then select one enemy unit, resolving the effects of this stratagem against that unit using the profile above. That shipping container will now count as destroyed and should be removed from play.

Mission Objectives:

Any Battle Round (Defender):

At the start of your turn, select one objective marker. At the end of your opponent's next turn or the end of the battle (whichever comes first), if you control that objective marker, it is denied and removed from the battlefield.

Second Battle Round Onwards (Defender):

Each time you deny an objective marker, you score VP depending where that objective marker is, as follows:

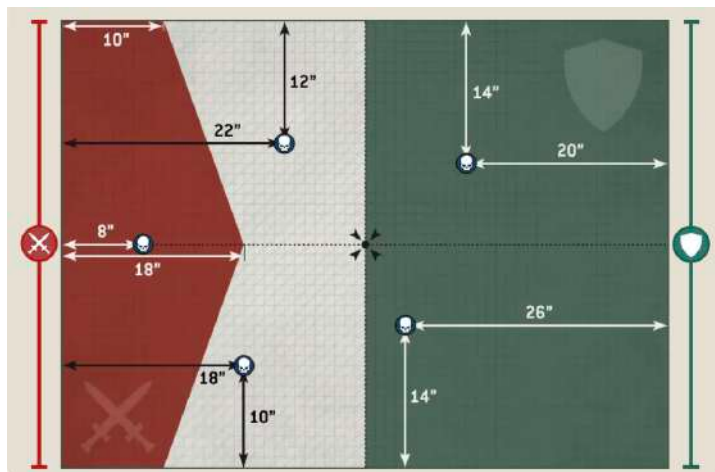
- 7VP for each objective marker within your deployment zone.
- 10VP for each objective marker within No Man's Land.
- 16VP for each objective marker within your opponent's deployment zone.

Second Battle Round Onwards (Attacker):

Each battle round, at the end of your Command Phase, you score VP as follows (to a maximum of 10VP per turn):

- 3VP for each objective marker within your deployment zone that you control.
- 5VP for each objective marker within No Man's Land that you control.
- 8VP for each objective marker within your opponent's deployment zone that you control.

At the end of the battle, each container that has survived will count as an additional objective, worth 10 VP each. To score these objectives, players must have a higher level of OC within 3" of each container than their opponent.



Victor Award:

If victorious, the victor must claim territory in this location.

The Victor may also select one unit from their Crusade army, that unit now gains the following Battle Trait:

Models in this unit always have the benefit of cover.