

The Final Day of Certus

Legends clash upon the ash-choked wastes of The Obsidian Maw. Certus Minor burns as the FINAL day dawns. Armies tear at one another in a storm of betrayal and desperation. As the shattered alliances wage their final war, their battles spill into every corridor and canyon. In the chaos, champions rise, fates unravel, and destinies collide. Who will be consumed by The Fires of Treachery... and who will endure to claim the ultimate victory?

MISSION RULES

BATTLE FORMATIONS

Players decide on the battle size, in 100pts increments between 1600-2000pts.

CHAMPIONS OF CERTUS

Each player's Warlord must be your Champion of Certus Unit. This unit must be deployed within The Fires of Treachery (can do so even if embarked). If there are teams, one player in a team must nominate their Warlord. Once that Warlord is destroyed the remaining Warlord will become the Champion of Certus Unit.

At the end of each player's turn, if a player's Champion of Certus Unit is not within The Fires of Treachery it suffers D6 mortal wounds (mortal wounds are still applied to that model / unit even if embarked). At the end of the turn, for each player, if that player's Champion of Certus Unit is destroyed that player selects a new Champion of Certus Unit.

Designer's Note: If your Champion of Certus Unit is destroyed, we recommend replacing your Champion of Certus Unit with the most appropriate unit of narrative consequence. This could be your Warlord's second in command for example, an internal rival or a unit that has gained particular renown during your Crusade journey.

MISSION OBJECTIVES

SECURE THE STAGE FOR GREATNESS

Progressive Objective

Starting from the second battle round, at the end of the Command Phase (or the end of the turn if it is the fifth round and the player/team is going second):

- Score 5VP if you control one objective.
- Score 5VP if you control two objectives.
- Score 5VP if you control more objectives than your opponent.

A LEGEND CUT SHORT

Progressive Objective

Each time a player's Champion of Certus Unit unit is destroyed, their opponent scores 10VP.

A LEGEND OF CERTUS

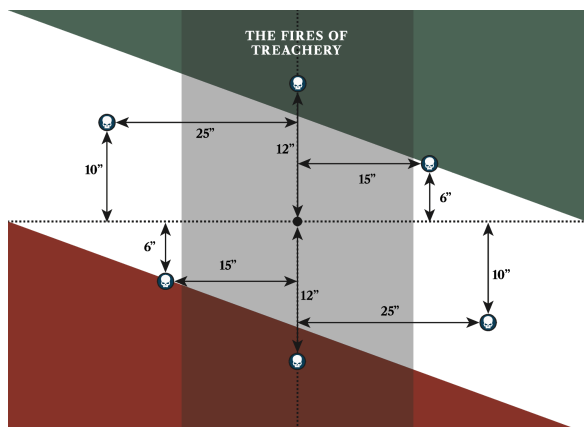
End of Game Objective

If your Champion of Certus Unit controls your opponents home objective in The Fires of Treachery, you score 5VP.

VICTOR BONUS

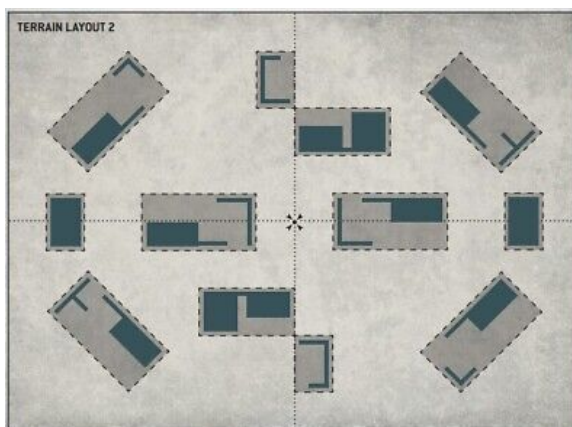
Inform your Alliance Leader of your victory or defeat.

BATTLEFIELD



For objective placement, the objective aura is best placed one two sides of a ruin wall so both players can move units onto them.

TERRAIN SUGGESTION



We recommend the terrain suggestion as a guide to how dense the battlefield should be: 10-14 pieces. You may come up with your own layouts and create even an aystematrical formation.