

Chapter 2

v20221030

Points: 750	Board Size 44x30	Command Points: 3 + Crusade Blessings
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1. Determine Mission

Roll 1d6 and match the dice outcome with the mission table below and write down the mission on your crusade scoring sheet

D6	Mission	Victor Bonus	Terrain	Book
1	Supply Cache	Supply Cache	Option 2	Core - Narrative
2	The Relic	The Relic	Option 1	Core - Narrative
3	Sabotage	Sabotage	Option 1	Core - Narrative
4	Divide and Conquer	Supply Cache	Option 1	Core - Matched Play
5	Crossfire	The Relic	Option 2	Core - Matched Play
6	Centre Ground	Sabotage	Option 2	Core - Matched Play

2. Read Mission Briefing

Each mission has a mission briefing that will detail the mission objectives that award victory points to the players. Some mission briefings also list one or more mission rules that will apply for the duration of the battle. The players should read and familiarise themselves with these before proceeding.

3. Objectives & Agendas

Primary Objectives

The players now set objective markers up on the battlefield. Each mission's deployment map will show the players how many to set up, and where each should be placed. On your crusade scoring sheet write down the primary objective(s).

Agendas

Each player then secretly selects Agendas for the battle and writes them down. Each can award experience points to certain units in that player's army, as described on the Agenda itself. Once both players have selected their Agendas, they reveal their selections to their opponent. Refer to Crusade rules, or your factions codex for additional details. On your crusade scoring sheet write down each player's agendas. Do not use any secondary objectives for any mission, these are always replaced by AGENDAS.

Matched Play Missions do not have crusade victor bonuses, these are individually defined.

Tertiary Objectives

This chapter includes a Tertiary Objective.

SETUP

Place the Augur Array Station in the center of the battlefield.

INTERCEPT BROADCAST DATA

One INFANTRY unit can attempt to Intercept Broadcast Data at the end of their Movement phase if it is within 3" of the Augur Array Station objective marker. This does not count as an action. You cannot attempt to Intercept Broadcast Data in the first battle round. If the Intercept Broadcast Data attempt is successful, Roll one D6 and consult the chart below:

- 1: AUTOMATED DEFENSE SYSTEMS ACTIVATE. The Augur Array Station's defense mechanisms detect intruders. The unit suffers D3 mortal wounds.
- 2: WARP STORM INTERFERENCE. Horrifying sounds fill the ears of the unit. Subtract one from the Leadership characteristic of the unit until start of your next Movement phase.
- 3+ SUCCESSFULLY INTERCEPTED DATA. Add 1 to your Intercept Broadcast Data tally. At the end of the battle, the player with the highest Intercept Broadcast Data tally wins the tertiary. They will receive a portion of the complete message.

The player who decrypts the most data wins the tertiary. They will receive a portion of the complete message.

4. Place Terrain (Optional Rule)

Terrain location and placement is optional, but recommended to provide fair matches. Two players may choose any terrain setup. If agreed upon by both players, one player can set up terrain before the battle. Identify the terrain setup for the mission in the table in DETERMINE MISSION.

Roll 1d6 to determine who places the first piece of terrain. Take in turn placing terrain. Place each terrain type until all pieces of that type have been placed in the following order:

Terrain Piece 1 - Large Ruins

Terrain Piece 2 - Mid Sized Ruins

Terrain Piece 3 - Small Terrain Pieces

5. Determine Attacker and Defender

The players roll off and the winner decides who will be the Attacker and who will be the Defender.

6. Choose Deployment Zone

The deployment maps for some missions will tell you which deployment zone is the Attacker's and which is the Defender's. If the deployment map does not show this, but instead labels deployment zones as Player A's or Player B's, then the Defender

7. Declare Reserves and Transports

Unless the mission briefing states otherwise, these missions use the Strategic Reserves rules.

Refer to [Warzone Nephilim for additional details](#)

8. Deploy Armies

The players alternate setting up their remaining units one at a time, starting with the Defender.

Refer to [Warzone Nephilim for additional details](#)

9. Determine First Turn

Unless the mission briefing says otherwise, the players roll off. The winner takes the first turn.

10. Resolve Pre-battle Abilities

Players alternate resolving any pre-battle abilities units in their army may have, and resolving any Stratagems that are used before the battle, starting with the player who will take the first turn. Remember that Crusade forces can only make use of Stratagems that upgrade units by using Requisition points.

11. Begin the Battle

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

12. Determine Victor

At the end of the battle, the player with the most victory points is the winner. If players are tied, the battle is a draw. If every model in a player's army was painted to a Battle Ready standard, that player is awarded a bonus 10 victory points. The victor of a mission can then claim the victor bonus listed on that mission. If the game is a draw, neither player can claim the bonus.

13. Update Crusade Cards

The players must now update their Crusade cards for all the units they used in the battle

Refer to [Crusade rules for additional details](#)

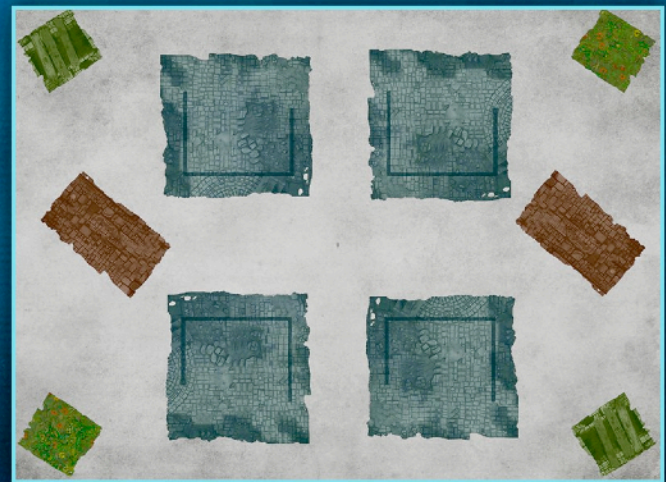
14. Update Order of Battle

Refer to [Crusade rules for additional details](#)

15. Notify Crusade Leader

Provide an image of the completed crusade score sheet to the Crusade Leader

TERRAIN SET-UP 1



TERRAIN PIECE 1 TERRAIN PIECE 2 TERRAIN PIECE 3

WARHAMMER COMMUNITY

TERRAIN SET-UP 2



TERRAIN PIECE 1 TERRAIN PIECE 2 TERRAIN PIECE 3

WARHAMMER COMMUNITY



TERRAIN PIECE 1

These large Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.



TERRAIN PIECE 2

These midsize Ruins terrain pieces all fall into the Area Terrain category and have the Scalable, Breachable, Light Cover, Defensible, and Obscuring traits.



TERRAIN PIECE 3

These small terrain pieces also fall into the Area Terrain category and have the Scalable, Dense Cover, Breachable, Defensible, and Difficult Ground traits.