

Chapter 1

Points: 500

Board Size 44x30

Command Points: 3 + Crusade Blessings

1. Determine Mission

Roll 1d6 and match the dice outcome with the mission table below

D6	Mission	Victor Bonus	Terrain	Book
1	Supply Drop	Supply Drop	Option 2	Core - Narrative
2	Sweep and Clear	Sweep and Clear	Option 1	Core - Narrative
3	Assassinate	Assassinate	Option 1	Core - Narrative
4	Incisive Attack	Supply Drop	Option 1	Core - Matched Play
5	Outriders	Sweep and Clear	Option 2	Core - Matched Play
6	Encircle	Assassinate	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 a terminal model in the center of the battlefield.

ACTION

One INFANTRY unit from your army can start to perform this action at the end of your Movement Phase if it is within 3" of the Huthar Port Starmap. This action completes at the beginning of your next command phase. The player who completes this action the most wins the Tertiary Objective for the game. On your [crusade scoring sheet](#) write down this chapter's tertiary objective.

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:

1. Terrain Piece 1 - Large Ruins
2. Terrain Piece 2 - Mid Sized Ruins
3. 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 now selects one of the deployment zones for their army. Their opponent uses the other deployment zone.

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

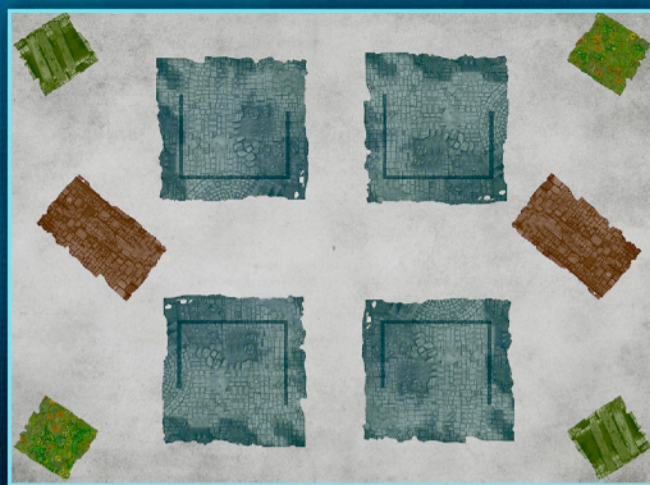
The players must now update their Crusade cards for all the units they used in the battle

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

14. Update Order of Battle

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

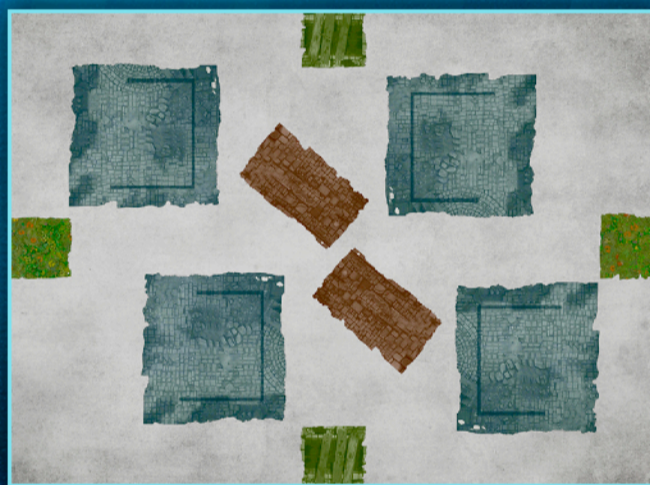
TERRAIN SET-UP 1



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.