

Chapter 3

v20221126

Points: 1000

Board Size: Roll 1d6 Odd 44x30 Even 44x60

Command Points: 3 + Crusade Blessings

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	Recon Patrol	Recon Patrol	Option 2	Core - Narrative
2	The Ritual	The Ritual	Option 1	Core - Narrative
3	Behind Enemy Lines	Behind Enemy Lines	Option 1	Core - Narrative
4	Forward Push	Recon Patrol	Option 1	Core - Matched Play
5	Ransack	The Ritual	Option 2	Core - Matched Play
6	Shifting Front	Behind Enemy Lines	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 4 tunnel entrances around the battlefield on the Terrain Piece 3 in determine mission terrain placement.

VAULT SEARCH

Players can control the vault entrance as long as they are within 3" of the vault model. The player who controls the vault will be determined in the same way that control of an objective is determined, with the exception of the vault model being considered the objective marker.

ENTER VAULT TUNNELS (ACTION):

Up to two INFANTRY unit from your army can embark into the tunnels if it is within 3" of each vault entrance during your movement phase. Remove this unit from the battlefield. They are now located in the vault tunnels, and can search the various vaults for key code intel. Only two of each player's units are allowed to be embarked in the tunnel at any time.

For each friendly unit in the tunnel system in your movement phase, roll a D6. On a roll of 5+, that unit discovers a Teleportarium Key Code. Each time a friendly unit attempts this search, reduce the required roll to a minimum of 2+.

If an enemy unit is currently embarked in the tunnels: on an unmodified roll of 1, when searching for Teleportarium Key Codes, a **tunnel fight** occurs. The unit that rolled to search for the Teleportarium Key Code and one random enemy unit will be deployed onto the tunnel fight side board. Each unit will be deployed within 3" of the short side of the tunnel fight side board and on the same side of the table as that player's table edge. For the remainder of the round the side board follows the phases and procedures as the main play area but contained inside the tunnel fight side board.

Sideboard

The sideboard size is 11x17. Off the Wall Games has side board cards to help. If no enemy units are left in the tunnel fight at the beginning of the movement phase you may remove all of your units in the tunnel fight and continue to search for Teleportarium Key Codes or exit the tunnels as normal.

If a tunnel fight is currently on going and another 1 is rolled when attempting to discover a Teleportarium Key Code, and there is currently an enemy unit in the tunnel fight, then that unit is deployed to the tunnel fight as prescribed above but no enemy unit is added to the tunnel fight.

If the unit involved in the tunnel fight had moved any other time this turn with the exception of embarking in the tunnels it may not move any further in the tunnel fight side board.

Units that are currently tunnel fighting cannot attempt to discover a Teleportarium Key Code.

If it is not the first turn of the tunnel fight for a unit you control, in the movement phase, the player who's turn it is may choose to have that unit retreat from the tunnel fight by exiting the tunnels through a valid tunnel entrance and suffers D3 mortal wounds. Follow **EXIT VAULT TUNNELS** below.

EXIT VAULT TUNNELS:

At the start of your movement phase, any units currently in the tunnel system may exit from any uncontrolled or friendly-controlled tunnel entrance. Follow disembark rules when a unit is redeployed to a tunnel exit. If the unit is unable to exit the vault tunnels, they may do so next turn. If any unit is inside the tunnel system at the end of the game, consider this unit destroyed.

DESTROY TUNNEL ENTRANCE (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 a vault entrance. The unit places a timed explosive on the tunnel entrance. If this unit is still on the battlefield at the start of your next command phase, the tunnel entrance is destroyed, and cannot be controlled, entered, or exited from for the rest of the game. Remove the tunnel entrance from the battlefield.

The player who discovers the most Teleportrium Key Codes wins the tertiary for the game. **NOTE:** Track the number of key codes each player discovers. This will impact your ability to complete the tertiary objective in a future chapter.

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 - Tertiary Terrain Piece

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.

8. Deploy Armies

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

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

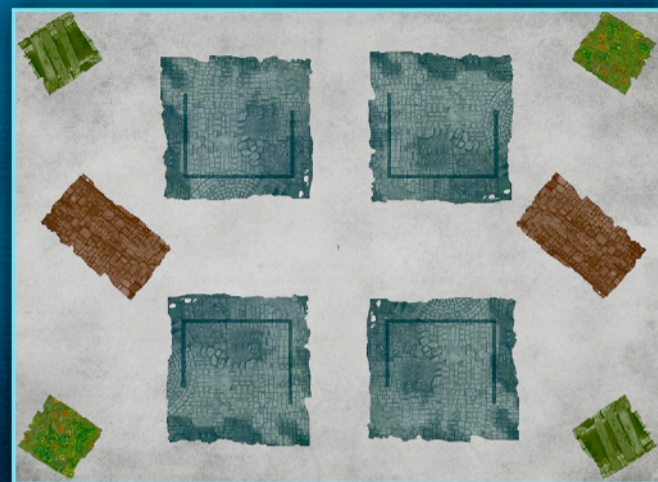
At the end of the battle, the player with the most victory points is the winner. If players are tied, the battle is a draw. If every model in a player's army was painted to a Battle Ready standard, that player is awarded a bonus 10 victory points. The victor of a mission can then claim the victor bonus 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

14 & 15 See Website

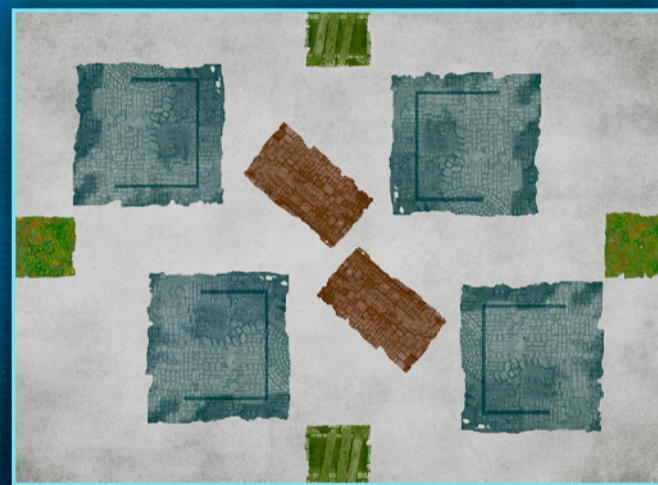
TERRAIN SET-UP 1



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.