

CRUSADE MISSION – INCURSION

DEFENCE OF THE KHALAIAN GATE

MISSION BRIEFING

The Ultramarines have moved to control the astropathic relay at the Khalaian Gate spaceport, hoping to extract records from its databanks of what befell this world. Even as they move towards their objective, metallic shapes lurch from the gloom, sickly beams of energy blasting from their ranks.

Mission Rules

In this mission, players can attempt to perform the following action, as described in the *Warhammer 40,000 Core Book*:

Extract Information (Action): A **CHARACTER** unit from the Space Marine player's army can start to perform this action at the end of their Movement phase if it is within range of the Astropathic Records objective marker. The action is completed at the end of their turn so long as that **CHARACTER** unit is still within range of the Astropathic Records objective marker.

MISSION OBJECTIVES

Victory points are awarded as follows:

Information Extraction (Progressive):
The Space Marine player earns 10 victory points each time they successfully complete the Extract Information action (see Mission Rules).

Capture and Control (Progressive):
At the end of each player's Command phase, the player whose turn it is scores 10 victory points for each of the following conditions they satisfy (for a maximum of 20 victory points):

- They control two or more objective markers.
- They control more objective markers than their opponent controls.
- They control the Astropathic Records objective marker.

This mission objective cannot be scored in the first battle round.

Slay the Warlord (End Game): At the end of the game, the Necron player scores 30 victory points if the enemy **WARLORD** is destroyed.

VICTOR BONUS

After the battle, the victor can select one **CHARACTER** unit from their army that took part in the battle (this must be a **CHARACTER** that can gain Battle Honours). That Character gains the following Crusade Relic (Increase that **CHARACTER'S** Crusade points total by 1).

Eye of the Astronomican

This crystalline orb sifts the incoming messages at the Khalaian Gate for heretical content and was left in the wreckage of the astropathic relay when it fell. When gazed into, the eye provides glimpses of the future, but there is always a risk ...

In your first Command phase, if the bearer is on the battlefield, they can

gaze into the Eye. If they do so, gain 1 additional Command point and roll one D6; on a 1 or 2, the bearer suffers 1 mortal wound.

MISSION AGENDAS

Each player has one of the Agendas below in addition to any others they select:

Gatekeepers (Necron Agenda)

In your first Command phase, select up to three units from your army (excluding **AIRCRAFT**). If there are no enemy units wholly within your deployment zone at the end of the battle, each of these units earns 2 experience points.

Slay the Xenos (Space Marine Agenda)

Keep a Slay the Xenos tally for your **WARLORD**. Add 1 to your **WARLORD'S** Slay the Xenos tally each time it destroys an enemy **CHARACTER** unit. If your **WARLORD** destroys an enemy **WARLORD CHARACTER** unit, add 2 instead. Your **WARLORD** gains 2 experience points for every mark on its Slay the Xenos tally.

