

SCENARIO GENERATOR

After players select their action, cross reference Player A’s action with Player B’s action to determine which scenario they play. These scenarios are detailed over the next 14 pages and are completely unique to this document. In addition, each action has a strategic footing attached to them that will be the strategic footing the corresponding players will take.

		PLAYER A								
		BESIEGE ⚔	INVADE ⚔	SEEK N DESTROY ⚔	RECONNAISSANCE ⚖	SET UP OUTPOST ⚖	RECOVER ⚖	FORTIFY 🛡	REINFORCEMENTS 🛡	BORDER CONTROL 🛡
PLAYER B	BESIEGE ⚔	HOSTILE BORDERS	ORBITAL COUNTER	PERIMETER AMBUSH	PERIMETER AMBUSH	DROP SITE RAID	RETRIEVAL	SIEGE STRONGHOLD	ORBITAL COUNTER	HOSTILE BORDERS
	INVADE ⚔	ORBITAL COUNTER	HEAVEN AND EARTH	ONLY WAR	ORBITAL COUNTER	HEAVEN AND EARTH	COORDINATED RAID	DEATH FROM ABOVE	HEAVEN AND EARTH	HOSTILE BORDERS
	SEEK N DESTROY ⚔	PERIMETER AMBUSH	ONLY WAR	ONLY WAR	OPPORTUNISTIC STRIKE	DROP SITE RAID	OPPORTUNISTIC STRIKE	SIEGE STRONGHOLD	DEATH FROM ABOVE	HOSTILE BORDERS
	RECONNAISSANCE ⚖	PERIMETER AMBUSH	ORBITAL COUNTER	OPPORTUNISTIC STRIKE	PROBING ATTACK	OPPORTUNISTIC STRIKE	COORDINATED RAID	PROBING ATTACK	DRIVE THEM BACK	DRIVE THEM BACK
	SET UP OUTPOST ⚖	DROP SITE RAID	HEAVEN AND EARTH	DROP SITE RAID	OPPORTUNISTIC STRIKE	HEAVEN AND EARTH	RETRIEVAL	SIEGE STRONGHOLD	DRIVE THEM BACK	DRIVE THEM BACK
	RECOVER ⚖	RETRIEVAL	COORDINATED RAID	OPPORTUNISTIC STRIKE	COORDINATED RAID	RETRIEVAL	COORDINATED RAID	RETRIEVAL	ORBITAL COUNTER	PERIMETER AMBUSH
	FORTIFY 🛡	SIEGE STRONGHOLD	DEATH FROM ABOVE	SIEGE STRONGHOLD	PROBING ATTACK	SIEGE STRONGHOLD	RETRIEVAL	CAUTIOUS EXPANSIONISM	DEATH FROM ABOVE	CAUTIOUS EXPANSIONISM
	REINFORCEMENTS 🛡	ORBITAL COUNTER	HEAVEN AND EARTH	DEATH FROM ABOVE	DRIVE THEM BACK	DRIVE THEM BACK	ORBITAL COUNTER	DEATH FROM ABOVE	ONLY WAR	DRIVE THEM BACK
	BORDER CONTROL 🛡	HOSTILE BORDERS	HOSTILE BORDERS	HOSTILE BORDERS	DRIVE THEM BACK	DRIVE THEM BACK	PERIMETER AMBUSH	CAUTIOUS EXPANSIONISM	DRIVE THEM BACK	CAUTIOUS EXPANSIONISM

HOSTILE BORDERS

Whether through two armies clashing in a hostile attempt to conquer the other's territory, or by a chance encounter with border patrols, factions do battle in the no-mans land between their respective lands in an attempt to expand their sphere of influence and eradicate their foes.

MISSION RULES

Advantage: Before the battle, select one unit from your Crusade army. Until the end of the battle, that unit has the Infiltrators rule, but it cannot begin the battle within range of an objective marker in No Man's Land.

Sweep and Clear: If you control an objective marker at the end of your Command phase, it remains under your control, even if you have no models within range of it, unless your opponent controls it at the end of any subsequent Command phase.

VICTOR BONUS

The victor can select one additional unit from their Crusade army to be Marked for Greatness.

MISSION OBJECTIVES

AGGRESSIVE EXPANSIONISM

Progressive Objective

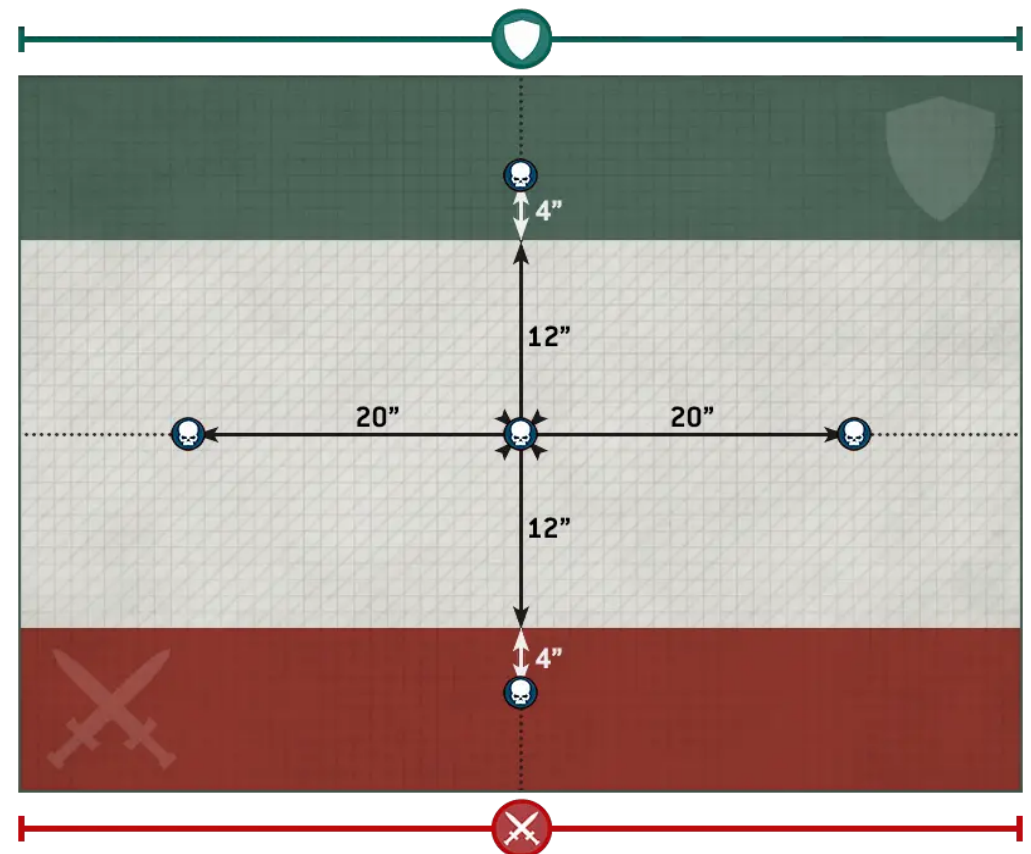
With both armies teetering on the edge of the other's territory, the battle becomes a aggressive push to increase one's own domain.

At the end of each Command phase, the player whose turn it is scores 5VP for each of the following conditions they satisfy:

- They control one or more objective markers.
- They control more objective markers than their opponent.
- They control the objective marker in their opponent's deployment zone.

CONQUEST EVENT

The victor's alliance gains 3 territory claim on the planet this mission is played on. Their opponent's alliance loses 3 territory claim on the planet this mission is played on.



ORBITAL COUNTER

Having tracked their enemy's objective, whether that be siege actions, attempts at recovering assets or simple reconnaissance, one or both sides of the battle have deployed reinforcements from orbit in an attempt to foil their foe's best laid plans.

MISSION RULES

Advantage: Before the battle, select one unit with the Deep Strike rule from your Crusade army. That unit may deploy using the Deep Strike rule during the first Battle Round. If no such units are present in your Crusade army, then instead once per battle, you can use the Rapid Ingress Stratagem for 0CP.

Attacker: The Attacker has the first turn.

Surgical Strike: Units may reroll hit rolls of 1 on the turn they are deployed.

VICTOR BONUS

Each unit from the victor's Crusade army that ends the battle within range of an objective marker gains 2XP.

MISSION OBJECTIVES

ORBITAL INTERVENTION

Progressive Objective

Whether on the attack or bracing the oncoming storm, both sides must attempt to stem the other's advance.

At the end of each Command phase, the player whose turn it is scores 5VP for each of the following conditions they satisfy:

- They control one or more objective markers.
- They control more objective markers than their opponent.

WEATHER THE STORM

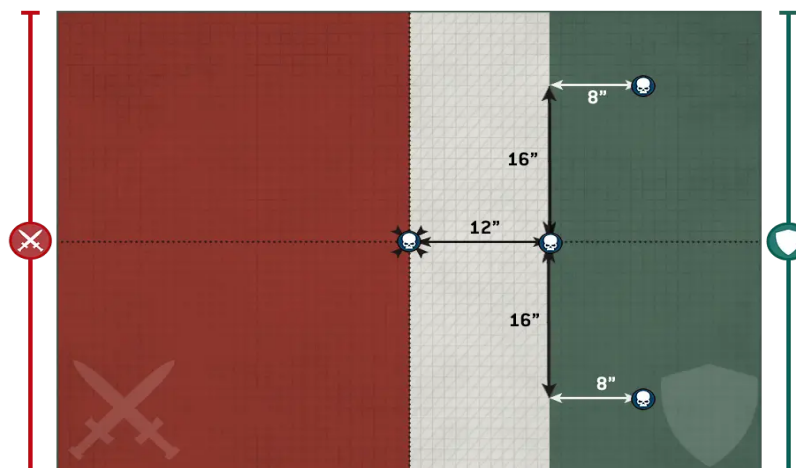
End Game Objective

Victory hinges on the success of this orbital assault.

At the end of the battle, the player who controls more objective markers than their opponent scores 20VP. If both players control the same number of objectives then neither player scores any VP.

CONQUEST EVENT

The losing side's alliance loses 3 defense on the planet this mission is played on. If this would take that alliance's defense to 0, then that alliance loses the excess in territory claim.



PERIMETER AMBUSH

Caught on the outskirts of their own territory, one faction find themselves unprepared for the unexpected assault their foes have launched to claim their assets. With all other options leading to certain defeat, they find themselves with no other choice but to fight the oncoming storm.

MISSION RULES

Advantage: Extend your deployment zone by 3" towards your opponents battlefield edge.

Surging Attack: The Attacker has the first turn.

Path of Destruction: At the start of each of the Attacker's Shooting phases, the Attacker can select one unit from their army that is not Battle-shocked and is eligible to shoot. That unit is tasked to destroy a hard point, and until the end of the Attacker's turn is not eligible to shoot or declare a charge.

At the end of the Attacker's turn, if that unit is within range of an objective marker they control, that objective marker is destroyed and removed from the battlefield.

VICTOR BONUS

The victor's Crusade Force gains 1 additional Requisition point.

MISSION OBJECTIVES

SECURITY BREACH

End Game Objective

The defending faction must fight desperately to stem the onslaught heading towards them.

At the end of the battle, the Defender scores 20VP for each objective marker that remains on the battlefield, and the Attacker scores 15VP for each objective marker that was destroyed.

BREAKTHROUGH

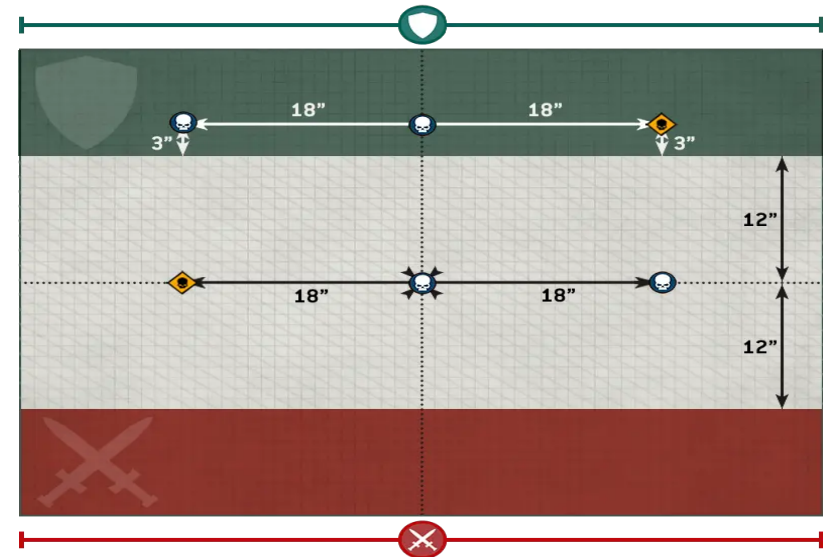
End Game Objective

Destroy the defence points and claim the enemy's territory!

At the end of the battle, the Attacker scores 15VP if they have two or more units wholly within the Defender's deployment zone that are not Below Half-strength.

CONQUEST EVENT

If the defender wins, their alliance gains 3 defense on the planet this mission is played on. If the attacker wins, their alliance gains 3 territory claim on the planet this mission is played on.



DROPSITE RAID

One faction makes planetfall with the intention of setting up a base of operations on the planet, however their enemy receives intel of this plan and close in to destroy the arriving forces before they get the chance to establish roots.

MISSION RULES

Advantage: Before the battle, select one objective marker on the battlefield. Until the end of the battle, any shooting attacks you make against enemy units within range of that objective marker gain the IGNORES COVER ability.

Pre-emptive Strike: The Attacker has the first turn.

Planetfall in Progress: When the Defender places units into Strategic Reserves, the points total of all of their units that they can place into Strategic Reserves can be up to half their Crusade army's points total.

CONQUEST EVENT

If the defender wins, their alliance gains 3 territory claim on the planet this mission is played on, unless their alliance previously had 0 territory claim in which case this gain is increased to 6. If the attackers wins, their alliance gains 5 defense on the planet this mission is played on.

VICTOR BONUS

The victor increases their Crusade force's Supply Limit by 200 points.

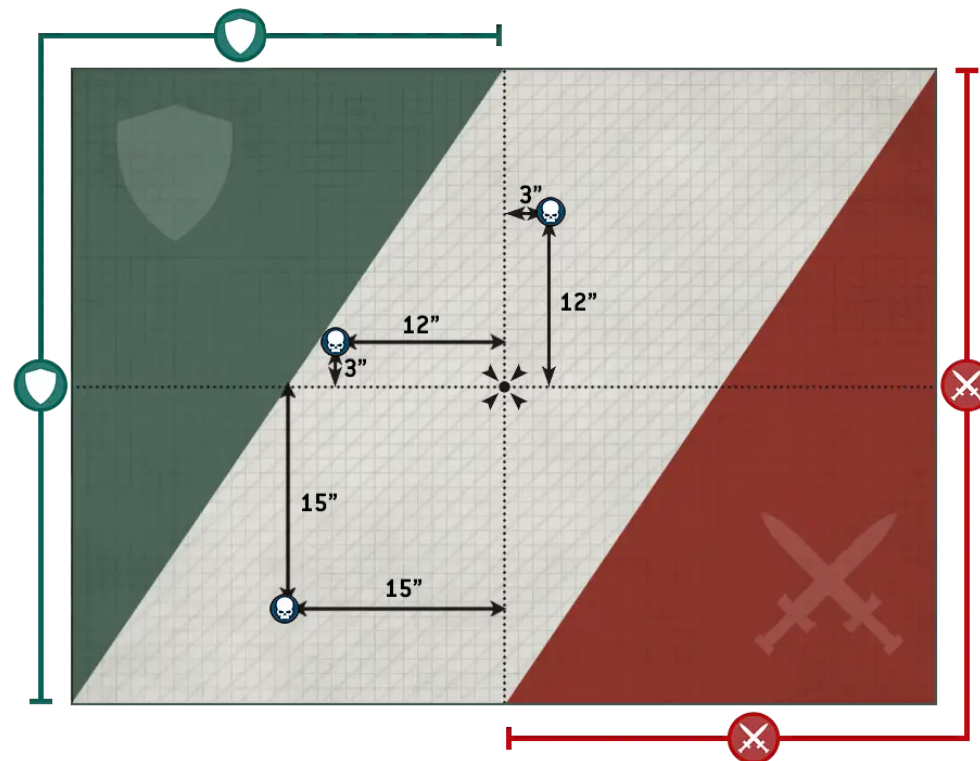
MISSION OBJECTIVES

AREA DENIAL

End Game Objective

Victory hangs on the ability to prevent the enemy from claiming the territory for themselves.

At the end of the battle, the Defender scores 15VP for each objective marker that they control, and the Attacker scores 20VP for each objective marker that they control.



RETRIEVAL

A valued and respected hero of has fallen behind enemy lines, though their whereabouts remains uncertain for both sides. Whilst a rescue mission is launched to rescue this hero, the enemy are also conducting their own searches to capture and interrogate them.

MISSION RULES

Advantage: Once per battle, you may reroll the result when searching an objective marker.

Search Point of Interest: At the start of each player's Shooting phases, the player whose turn it is can select one unit from their army that is not Battle-shocked and is

MISSION OBJECTIVES

RECOVER TARGET

Progressive Objective

Recovery of the target is vital to the success of both sides.

eligible to shoot. That unit is tasked to search point of interest, and until the end of that player's turn is not eligible to shoot or declare a charge.

At the end of the player's turn, if that unit is within range of an objective marker they control, roll a D6 and add 1 for each objective marker that has been searched by either player in previous turns. If the result is a 6 or more, then the target has been located, remove all other objective markers from the battlefield, otherwise remove the objective marker that was searched. If at any point there is only one objective marker left on the battlefield, then the target is auto located at that objective marker.

VICTOR BONUS



If the Attacker is the victor, the next time they add a unit to their Order of Battle, that unit starts with 6XP.



If the Defender is the victor, the victor's Crusade Force gains 1 additional Requisition point.

SIEGE STRONGHOLD

Forces have been mustered as they advance onto the enemy's territory. Having stormed past the perimeter defences, the defenders must now consolidate their assets and repel the invaders in order to retain the territory they have laid claim to.

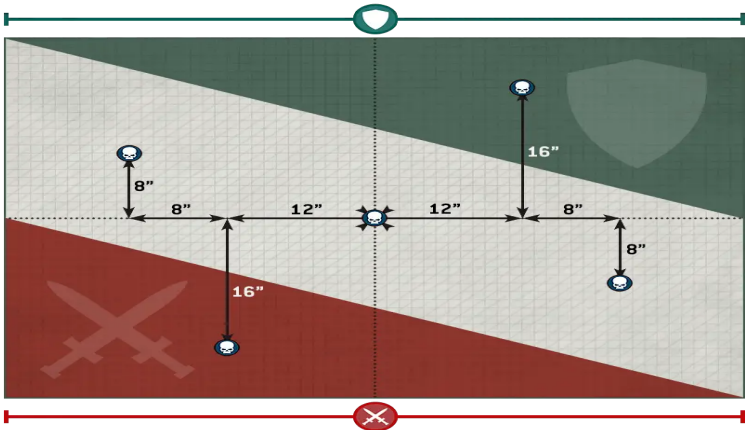
MISSION RULES

Advantage: Once per turn, one unit from your Crusade army can be targeted with the Go To Ground Stratagem for 0CP, even if you have already used that Stratagem on a different unit this phase.

At the end of each Command phase, the player whose turn it is scores 5VP for each objective marker they control if the target has not been located, or 15VP if they control the objective marker where the target was located.

CONQUEST EVENT

The losing side's alliance loses 3 defense on the planet this mission is played on. If this would take that alliance's defense to 0, then that alliance loses the excess in territory claim.



HOLD THE LINE

End Game Objective

Victory hinges on absolute domination.

At the end of the battle, the Defender scores 15VP for each objective marker that

Fortified Locations: While a unit is within range of an objective marker, that unit has the Stealth ability.

Esoteric Defences: When Reinforcement units from the Attacker's Crusade army arrive on the battlefield, they cannot be set up within 12" of any objective markers.

VICTOR BONUS

The victor gains 2 additional Requisition points.

MISSION OBJECTIVES

HOSTILE TAKE OVER

Progressive Objective

Victory hinges on absolute domination.

From the second Battle Round onwards, at the end of each Command phase, the player whose turn it is scores 5VP for each of the following conditions they satisfy:

- They control one or more objective markers.
- They control more objective markers than their opponent.
- They destroyed at least one unit since their last Command phase.

HEAVEN AND EARTH

Two forces clash on both the ground and in orbit, both wrestling for supremacy. Whilst victory on the ground war would prove vital for each army's dominion on the planet, the war above will play a major role in determining the outcome.

MISSION RULES

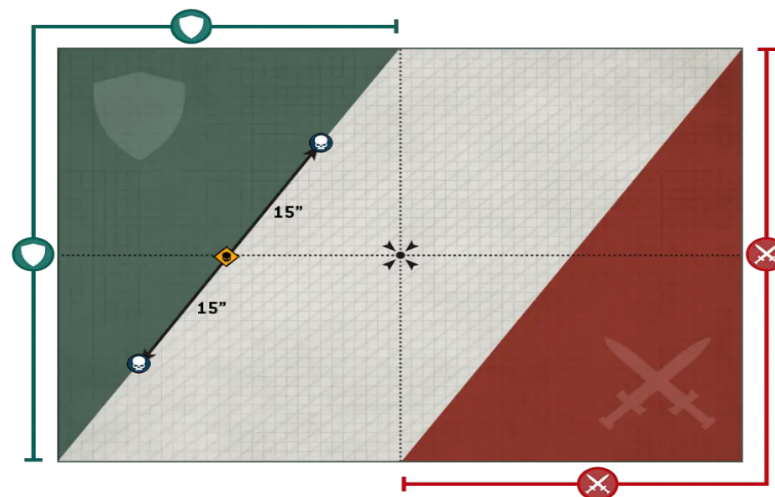
Advantage: Once per battle, before rolling off for the Orbital Bombardment mission rule, you can choose to automatically win that roll off.

Delayed Reserves: Until the start of the fourth Battle Round, each time a Reserves or Strategic Reserves unit wishes to arrive on the battlefield, the

they control, and the Attacker scores 20VP for each objective marker that they control.

CONQUEST EVENT

If the attacker wins, their opponent's alliance loses 3 territory claim on the planet this mission is played on, unless their alliance previously had the highest territory claim on that planet in which case they lose 6 territory claim. If the defender wins, their alliance gains 5 defence on the planet this mission is played on.



RULE THE SKIES

End Game Objective

Supremacy comes from the heavens.

controlling player must make a Reserves roll for it. To do so, that player rolls one D6: on a 3+, that unit arrives on the battlefield; otherwise, the Reserves roll fails and that unit does not arrive this turn.

Orbital Bombardment: At the start of each Battle Round, both players roll off. The winner selects one objective marker and rolls a D6 for each unit within range of that objective marker. On a roll of a 5+ that unit suffers 3 Mortal Wounds.

VICTOR BONUS

Each unit from the victor's Crusade army that ends the battle within range of an objective marker gains 2XP.

MISSION OBJECTIVES

GROUND WAR

Progressive Objective

Holding the ground war is the key to victory.

From the second Battle Round onwards, at the end of each Command phase, the player whose turn it is scores 5VP for each of the following conditions they satisfy:

- They control one or more objective markers.
- They control more objective markers than their opponent.

COORDINATED RAID

A cache of valuable materials and war assets have been discovered by both sides, though whether it is each army's intention to use this as bait or merely to claim the assets present is dependent on their own agendas.

MISSION RULES

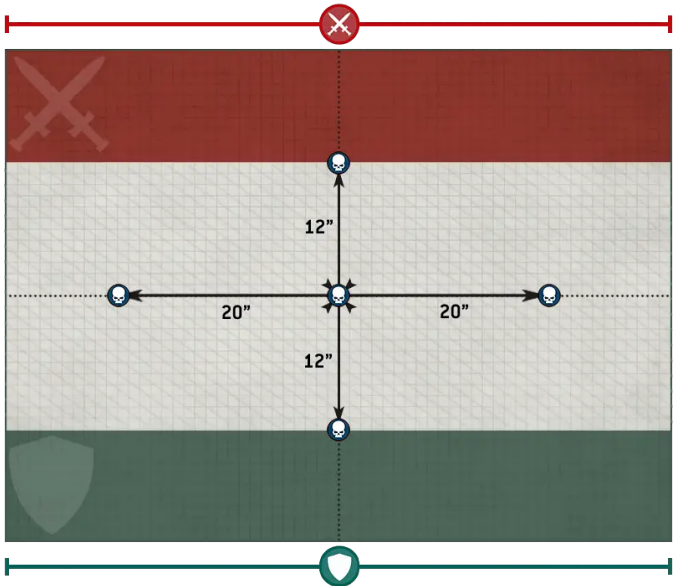
Advantage: Once per battle, before rolling off for the Additional Payload Found mission rule, you can choose to automatically win that roll off.

Additional Payload Found: At the start of the battle round, both players roll off. The winner can set up one objective marker wholly within No Man's Land, more

At the end of the battle, if either player controls more objective marker than their opponent they score 20VP.

CONQUEST EVENT

The victor's alliance gains 3 territory claim on the planet this mission is played on.



EXTRACTION

End Game Objective

Supremacy comes from the heavens.

At the end of the battle, the player who controls the objective marker at the centre of

than 9" away from all other objective markers and within 1" of a unit from their Crusade army that is not Battle-shocked and is not within Engagement Range of one or more enemy units. If that player does not have an eligible unit, their opponent can set up one objective marker as described above instead.

VICTOR BONUS

The victor gains 3 Blackstone Fragments.

MISSION OBJECTIVES

ASSET MONOPOLY

Progressive Objective

Containing the assets present is sometimes more strategically sound than gathering them.

At the end of each Command phase, the player whose turn it is scores 5VP for each of the following conditions they satisfy:

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

DEATH FROM ABOVE

In order to break the enemy's strategic advantage in battle, reinforcements from the skies rain down on the enemy to disrupt and divide their foes and bring victory through the might of aerial superiority.

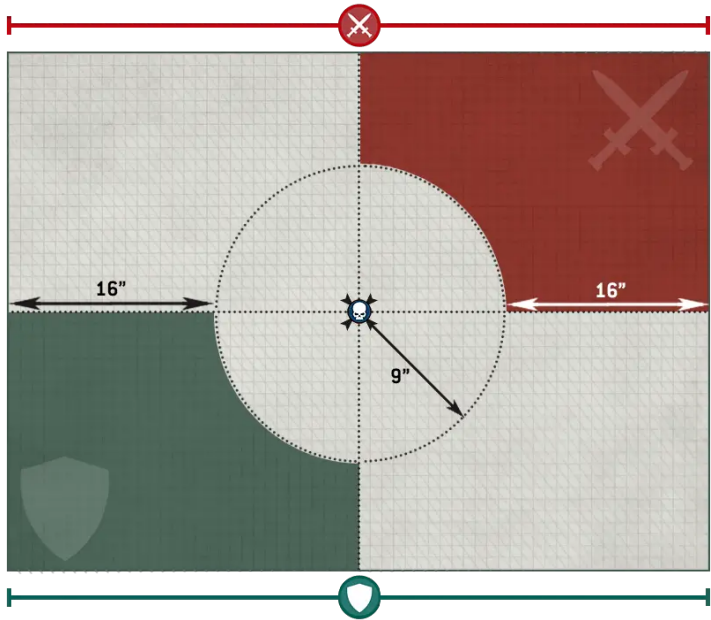
MISSION RULES

Advantage: Once per battle, when the opponent sets up a unit from Reserve or Strategic Reserve, you may select one of your own units within 18" of that unit to shoot at that unit as if it were the Shooting phase.

the battlefield scores 20VP. In addition, that player's Crusade force gains 1 Blackstone Fragment.

CONQUEST EVENT

The victor's alliance gains 3 defence on the planet this mission is played on.



BREAKTHROUGH

End Game Objective

Supremacy comes from the heavens.

At the end of the battle, players score 20VP if they control the objective marker

Raining Death: All **Fly** units in the Attacker's Crusade Army gain the Deep Strike ability. In addition, **Aircraft** units in the Attacker's Crusade Army can arrive from reserve in the first Battle Round unless they are in Hover mode.

Sky Fire Targeting Array: Whenever a unit in the Defender's Crusade Army that is within range of an objective marker targets an enemy **Aircraft** or **Fly** unit, you may reroll hit rolls of 1.

VICTOR BONUS

The victor can select one additional unit from their Crusade army to be Marked for Greatness.

MISSION OBJECTIVES

TREACHEROUS ADVANCE

Progressive Objective

Units must push through the screeching of the aircrafts passing them above.

At the end of each Command phase, the player whose turn it is scores 5VP for each of the following conditions they satisfy:

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

ONLY WAR

The continuous rigors of war is the only aim in this battle, the constant and never ending clash as two enemies attempt to wear the other down in a consistent battle of attrition where the victor is not determined by the lack of damage sustained but rather the amount of damage inflicted.

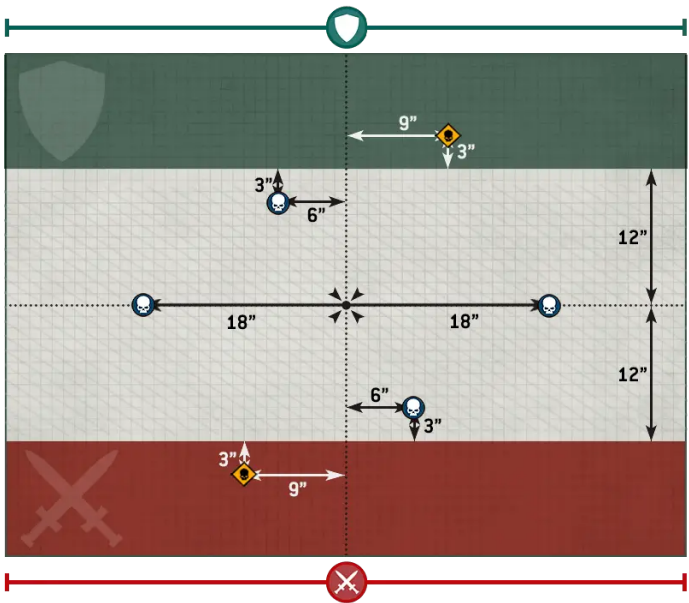
MISSION RULES

Advantage: No-one can get the advantage in this mission.

closest to their opponent's deployment zone in Incursion games, or the objective in their opponent's deployment zone in Strike Force games.

CONQUEST EVENT

The victor's alliance gains 3 territory claim on the planet this mission is played on.



MISSION OBJECTIVES

BATTLEFIELD SUPREMACY

Battle of Attrition: Once per battle, each player may select a unit from their Crusade army that was destroyed during the battle and place an identical unit into Strategic Reserve without any of the Battle Honours/Battle Scars the original unit had and is treated as a completely different unit for the purposes of Out of Action rolls and XP. This unit is not added to your Order of Battle after the mission.

Chosen Battlefield: After terrain has been placed but before the Declare Battle Formations step of the set up, Players must alternate setting up objective markers on the battlefield starting with whichever player wins a roll-off, until a total of four have been placed. Objective markers cannot be placed within 6" of any battlefield edge, or within 9" of any other objective markers.

VICTOR BONUS

The victors Crusade force gains 1 additional Requisition point and 3 Blackstone Fragments.

CONQUEST EVENT

The victor's alliance gains 3 territory claim on the planet this mission is played on, unless their alliance previously tied for territory claim with the opponent's alliance, in which case they gain 6 territory claim. Their opponent's alliance loses territory claim equal to the victor alliance's gain. In either case the morale of the planet this mission is played on is dropped by 3 to a minimum of 0.

OPPORTUNISTIC STRIKE

One faction has caught an enemy faction in the midst of a strategic, but not militaristic movement. Sensing the chance to strike at the enemy whilst utterly unprepared, the attacking faction aims to pick off their foes and deal a devastating blow to their forces.

MISSION RULES

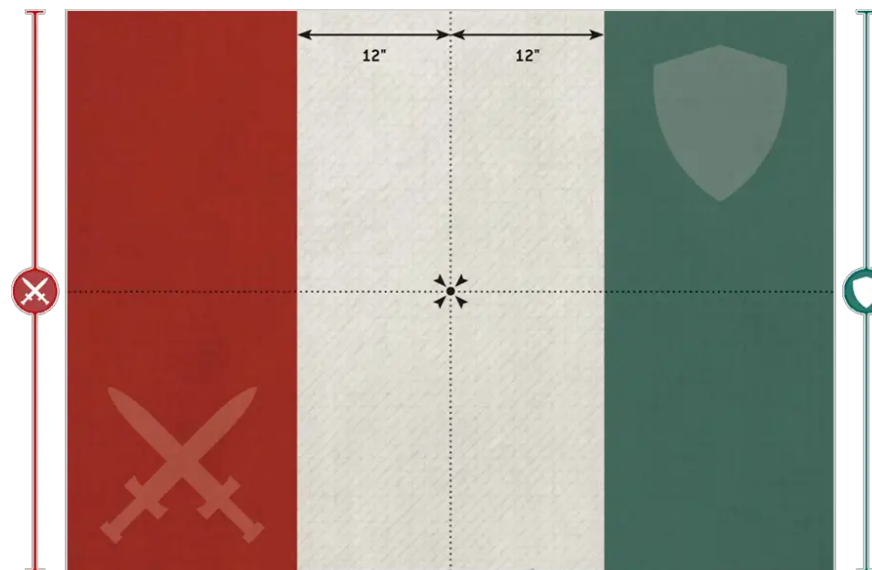
Advantage: You can select which deployment zones will be used for this mission: either those marked A or those marked B. If you select B, the Attacker must set up at

Progressive Objective

In the grim darkness of the far future, there is only war...

At the end of each Command phase, the player whose turn it is scores 5VP for each of the following conditions they satisfy:

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.



ANNIHILATION

least one third of their army's units in each of their deployment zones marked B and the Defender always has the first turn. If neither player has Advantage, use the zones marked A.

Caught Unprepared: The Attacker has the first turn.

Shock and Awe: The Defender must minus one from any Battle Shock tests they are required to make if any of their units were destroyed since their last Command phase.

VICTOR BONUS

The victor's Crusade Force gains 1 additional Requisition point.

MISSION OBJECTIVES

ONLY IN DEATH DOES DUTY END

Progressive Objective

Despite the chaos, duty must be fulfilled and the mission must be completed.

At the end of each Command phase, the player whose turn it is scores 5VP for each of the following conditions they satisfy:

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

PROBING ATTACK

Before committing to an all out attack in an attempt to claim the enemy territory for themselves, one faction sends a smaller scout party to investigate and identify potential weaknesses in the enemy's defences before launching siege actions.

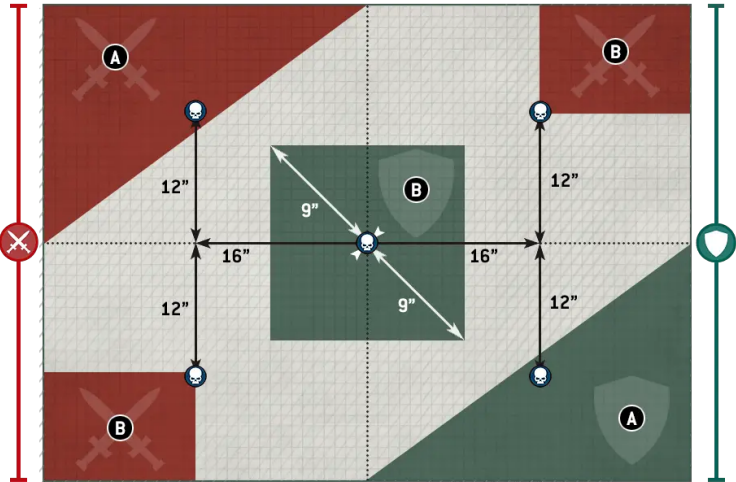
End Game Objective

Total destruction is the only goal the attacking faction has in mind.

At the end of the battle, the Attacker scores 10VP for every unit of the defender's Crusade army that was destroyed during the battle. The Defender scores 15VP for every unit in their Crusade army that was not destroyed.

CONQUEST EVENT

If the attacker wins, the defender's alliance loses 3 territory claim on the planet this mission is played on, unless they previously held the majority territory claim in which case they lose 6 territory claim instead. If the defender wins, their alliance gains 5 defence on the planet this mission was played on.



MISSION RULES

Advantage: For the first Battle Round, each time an enemy model makes an attack that targets a unit from your Crusade army, subtract 1 from the Hit roll.

Gather Intel: At the start of the attacker’s Shooting phase, the attacker can select one unit from their army that is not Battle-shocked and is eligible to shoot. That unit is tasked to gather intel, and until the end of that player’s turn is not eligible to shoot or declare a charge.

At the end of the attacker’s turn, select one objective marker that unit is in range of and that they control. That objective marker has now been checked for data. The attacker may only Gather Intel on each objective marker once per battle.

VICTOR BONUS



If the Attacker is the victor, they may select one unit that checked an objective marker for data. That unit gains 3XP.



If the Defender is the victor, the victor’s Crusade Force gains 1 additional Requisition point.

DRIVE THEM BACK

A wave of enemy forces are rapidly approaching the borders of the defender’s territory in an attempt to gather more territory for themselves. It’s down to the home guard to drive off the invaders lest their numbers flood through and attack the heart of their base.

MISSION OBJECTIVES

CLOSELY GUARDED SECRETS

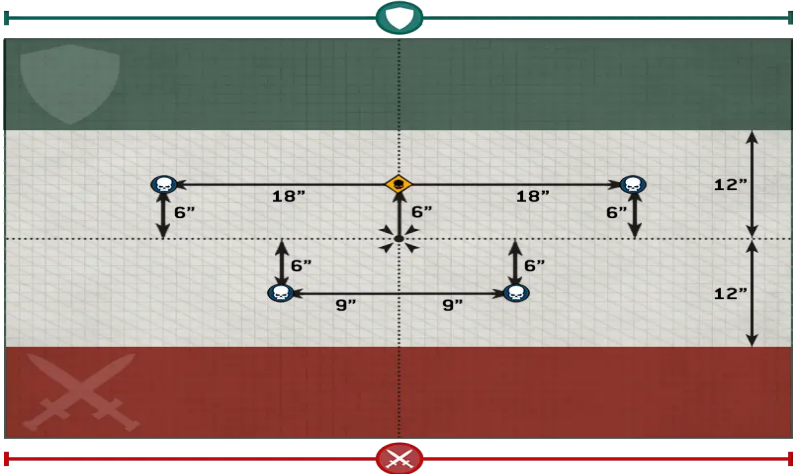
End Game Objective

Once the data has been gathered, the attackers return to their commanders.

At the end of the battle, the Attacker scores 10VP for every objective marker that had been checked for data. The Defender scores 15VP for every objective marker that had not been checked for data by the Attacker.

CONQUEST EVENT

If the attacker wins, the defender’s alliance loses 3 defence on the planet this mission is played on. If the defender wins, the defender’s alliance gains 3 defence on the planet this mission is played on.



MISSION RULES

Advantage: Before the start of the battle but after armies have been deployed, select any objective marker in the No Man's Land and move it up to 6".

Scrambler Fields: Units in the attacker's Crusade army cannot deploy in the defender's deployment zone when entering the battlefield from Reserves or Strategic Reserves.

Counter Temporal Nodes: Units must subtract 2 from the charge roll when attempting to charge an enemy unit within range of an objective marker.

VICTOR BONUS

The victor can select one additional unit from their Crusade army to be Marked for Greatness.

MISSION OBJECTIVES

HOLD THE LINE

Progressive Objective

For the defenders, every enemy unit they drive back is a small victory.

At the end of each of their Command phases, the defender scores 5VP for each enemy unit they destroyed since their last Command phase. In addition, they score an additional 5VP if they control more objective markers than their opponent.

BREAK THE LINE

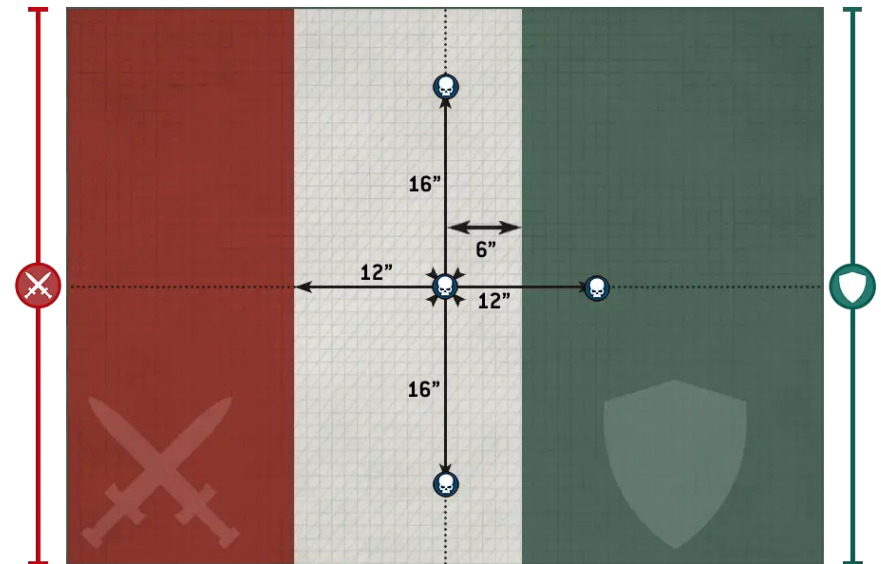
End Game Objective

However the battle plays out, breaking into the enemy lines is the only way to ensure victory.

At the end of the battle, the attacker scores 15VP if they control more objective markers than their opponent. In addition, they score 10VP for each of their units that end the battle wholly within the defender's deployment zone.

CONQUEST EVENT

The victor's alliance gains 3 territory claim on the planet this mission is played on.



CAUTIOUS EXPANSIONISM

Two bordering factions look to expand into enemy territory to increase their dominion of the planet, however neither side seem willing to risk their own domain for such a cause.

MISSION RULES

Advantage: No-one can get the advantage in this mission.

Secure and Advance: While a unit is within range and in control of the objective marker inside their deployment zone, models in that unit have a 5+ invulnerable save against ranged attacks. In addition, if a player controls more objectives in the No Man's Land than their opponent, units within range and in control of an objective marker in No Man's Land have a 5+ invulnerable save.

VICTOR BONUS

The victor can select one additional unit from their Crusade army to be Marked for Greatness.

MISSION OBJECTIVES

PROGRESSIVE ADVANCE

Progressive Objective

Fortune favours those who seek to expand their empires.

At the end of each Command phase, the player whose turn it is scores 5VP for each of the following conditions they satisfy:

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

INFILTRATION

End Game Objective

Total destruction is the only goal the attacking faction has in mind.

At the end of the battle, any player who controls the objective marker in their opponent's deployment zone scores 20VP.

CONQUEST EVENT

The victor's alliance gains 3 territory claim on the planet this mission is played on and their opponent's alliance loses 3 territory claim on the planet this mission is played on.

