

At Ease Crusade League Week 3: Fight to Survive

Narrative Arc Special Rules

Crusade Point Limit

Players can only use armies with 6 or fewer Crusade Points. You can elect to disable any Crusade upgrades a unit has in order to meet the Crusade Point limit. Players can negotiate increasing or removing the limit with their opponent. For every 2 Crusade Points an army has more than an opponent, that opponent gains a Command Point.

Standardized Victory Rewards

The winner of each game must select one of these rewards instead of ones specified by the mission:

- Select an additional unit from your army to be Marked for Greatness.
- The next use of the Relic Requisition is free.
- The next use of the Warlord Trait Requisition is free.
- The next use of the Specialist Reinforcement Requisition is free.

Narrative Paths

During this 3 week arc of the Crusade League, you will select a narrative path for your army. The narrative path will help create an evolving story with your opponents and the themed missions. The narrative path will provide escalating special rules that incentivize playing toward that narrative.

Invading Army: An invasion has begun in the Lon'dan System. Whether you are crusading liberators or harbingers of destruction, you are the vanguard of a larger force and must establish a foothold for the campaign to come.

- **Secure A Foothold:** Units have reroll 1s to hit while wholly outside their deployment zone.

At the end of the game, Troops units in the enemy deployment zone gain a Battle Trait.

Questing Expedition: You've come to the Lon'dan System for reasons other than conquest. Perhaps you seek holy pilgrimage or lost relics and technology. Your army is prepared to take what you seek against all comers.

- **Conserve Resources:** If a unit outside the enemy deployment zone would lose a wound, on a 6+ they do not.

At the end of the game, gain 1 Requisition Point for each 10 Power Level worth of surviving units in your army. You may exceed your Requisition Point limit until the next mission. If the character given Precious Cargo survived last week and this week, it gains a Weapon Enhancement.

Entrenched Force: Your army has established itself in the Lon'dan System. You may seek to defend your homes and population, or merely enslave the territory for its resources. Either way, you must repel all opposition.

- **No Quarter:** Your units can reroll 1s to hit against enemies within half range or in engagement range.

At the end of the game, if no enemy units are in your deployment zone, surviving Troops units gain a Battle Trait.

Opportunistic Raiders: Whether by strategic doctrine, necessity, or culture, your army bites at the heels of other forces in the Lon'dan System. You'll take as much as you can, and fade back into the darkness.

- **Plunder:** Your units can reroll 1s to hit while in the enemy's deployment zone. Units can reroll all failed hit rolls the turn they arrive from reserves.

At the end of the game, units in your deployment zone gain a Weapon Enhancement if they have been in the enemy's deployment zone.

Missions

Victor's Bane: If you lost your last game, you gain the following special rule for this mission.

- **Determination:** Infantry units reroll 1s for non-invulnerable saves.

Epic Battle: Players may team up for 2v2 matches. In that case, use the full table size. Teams alternate deploying one unit at a time. Each team takes their turn together and scores victory points collectively. Each player starts with 6 Command Points and spends them separately. In the Assassinate mission, both defenders deploy Warlords in the center, and the mission does not end when one is destroyed.

Narrative guidance: Questing Expeditions and Opportunistic Raiders may prefer Assassinate to focus on characters. Invading Armies and Entrenched Forces may prefer Last Stand as a snapshot of a larger battle.

Attention! The narrative arc special rules rely on the deployment zone markers, so leave those markers on the board after deployment.

MISSION BRIEFING

An army without its commanders is helpless, a beast ready for slaughter. An elite enemy force has been dispatched with the intent of eliminating the enemy command structure as quickly as possible, thereby disrupting the war effort in the area so that rapid gains can be made.

Mission Rules

Target Sighted: The Defender's **WARLORD** must be set up wholly within 6" horizontally of the centre of their deployment zone, as shown below. This unit cannot be set up in **Strategic Reserves**, nor can it use any rule that allows it to set up elsewhere (whether elsewhere on the battlefield or on a location other than the battlefield). If the Defender's **WARLORD** is destroyed, the battle ends at the end of the current battle round.

Restoratives: If the Defender's **WARLORD** is a model with a Wounds characteristic of less than 10, then they have access to Restoratives, and the Defender rolls one D6 each time their Warlord loses a wound; on a 6 that wound is not lost. In addition, if the Defender's Warlord has Restoratives, then their **WARLORD** regains 1 lost wound at the start of each of the Defender's turns.

First Turn: The Attacker chooses who gets the first turn in this mission.

MISSION OBJECTIVES

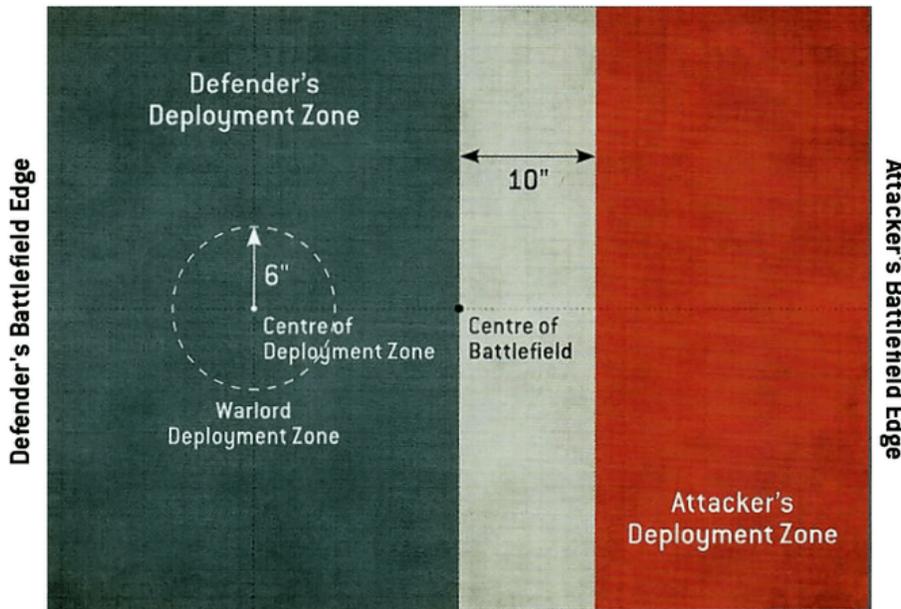
Victory points are awarded as follows:

Target Wounded (Progressive): The Attacker scores 10 victory points at the end of a battle round if the enemy **WARLORD** lost any wounds during that battle round.

Target Eliminated (End Game): If the Defender's **WARLORD** is destroyed at the end of the battle, the Attacker scores 40 victory points.

No Meek Prey (Progressive): The Defender scores 10 victory points at the end of a battle round if their **WARLORD** destroys any enemy models during that battle round.

Bloody but Unbowed (End Game): If the Defender's **WARLORD** is not destroyed at the end of the battle, the Defender scores 50 victory points.



LAST STAND

MISSION BRIEFING

The defenders have been harried and beaten across the warzone, their forces picked apart by an enemy in ascendancy. They can run no longer and have fortified a position to face their attackers. Defeat here seems inevitable, but they will make their stand nonetheless - perhaps, if they sell themselves dearly enough, they may yet claim some measure of victory from this disaster.

MISSION RULES

Last Stand: When creating the battlefield, ensure that the Defender's deployment zone has the greater amount of cover in order to create the ideal defensible position. The Defender has the first turn.

Fully Committed: Other than AIRCRAFT units, the Defender cannot put any of their units in Strategic Reserve before or during the battle, and none of the units in their army can be Reinforcement units. If a unit has an ability that says it must be a Reinforcement unit (e.g. Drop Pod Assault), that unit must be set up during deployment wholly within the Defender's deployment zone.

MISSION OBJECTIVES

Victory points are awarded as follows:

WIPE THEM OUT

Progressive Objective

Nothing less than the annihilation of the foe will suffice. They must fall before the reaping scythe of your fury. None must escape alive, for in their end lies your victory.

At the end of each battle round, the Attacker scores 15 victory points if any enemy units were destroyed during the battle round.

At the end of the battle, the Attacker scores 15 victory points if there are no models from the Defender's army within the Defender's deployment zone.

LAST STAND

End Game Objective

You have one chance to make this act of defiance count. Should even a single one of your warriors survive the onrushing storm, then you will have wrested victory from the very jaws of defeat.

At the end of the battle, the Defender scores 75 victory points if any models from their army (excluding AIRCRAFT and BUILDING models) are within their deployment zone.

