

Tournament Game 3

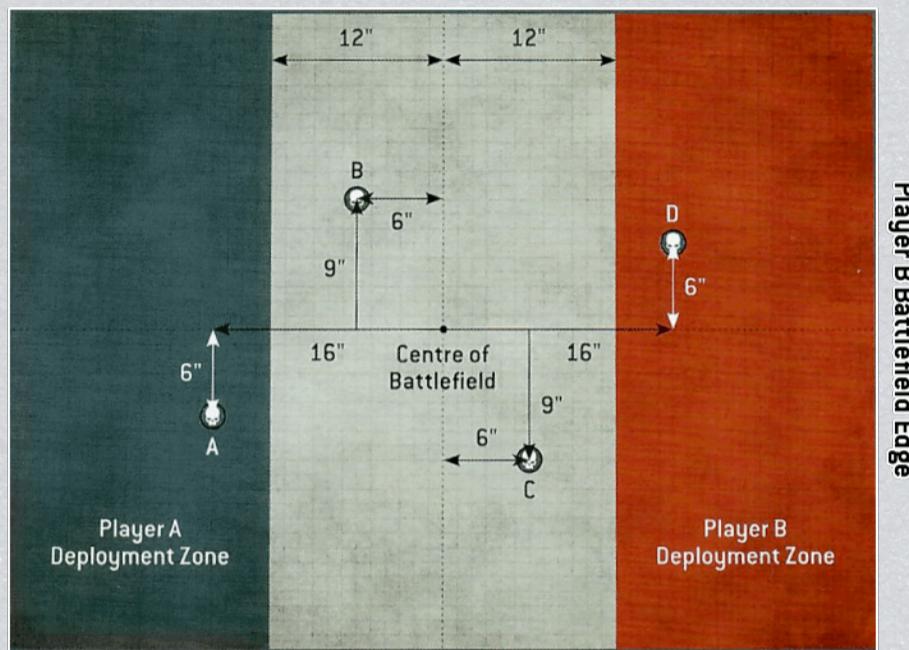
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Points: 1000

Board Size: 44x60

Command Points: 3 + Crusade Blessings

1. Map – The G.O.A.T



Setup Terrain and Objectives

Primary Objectives - Place 4 objectives 12" from center and 11" from long table edge.

Tertiary Objective - Place one objective model on 25mm base in the center of the battlefield

Place terrain as prescribed on reverse page

2. Objectives & Agendas

Primary Objectives - Claim the Battlefield

In the second, third and fourth battle rounds:

At the end of each player's Command phase, the player whose turn it is scores victory points for each of the following conditions that they satisfy:

OBJECTIVE MARKER	PLAYER A VP	PLAYER B VP
A	1	8
B	2	4
C	4	2
D	8	1

In the fifth battle round:

The player who has the first turn scores victory points at the end of their Command phase for each of the above conditions that they satisfy.

The player who has the second turn scores victory points at the end of their turn for each of the above conditions that they satisfy.

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 players agendas. Do not use any secondary objectives for any mission, these are always replaced by AGENDAS

Tertiary Objectives

This chapter includes a Tertiary Objective.

BE THE GOAT

When the tertiary objective is not controlled it is represented with 25mm base called the GEAR.

Models are not able to move on top of or though the GEAR similar to move rules for other models.

PICK UP THE GEAR (ACTION):

One INFANTRY unit from your army can pick up the GEAR if it is within 1" of the objective marker.

When the GEAR is picked up the objective is removed from the battlefield and the unit that performed this action is considered to be carrying the GEAR.

INFANTRY units with FLY lose the FLY keyword for the duration in which they are carrying the GEAR.

DROP THE GEAR

Any time during the move phase an INFANTRY unit carrying the GEAR is able to drop the GEAR. This means the GEAR can be dropped in the path the unit is moving during a move phase. If the GEAR is dropped another INFANTRY unit can attempt PICK UP THE GEAR (ACTION) with a successful 6+ roll.

LOSE THE GEAR

If the unit carrying the GEAR is lost, the GEAR is dropped at the location the last model lost was located. If multiple models are lost at the same time the player holding the gear chooses where to place the GEAR.

If a unit has been lost in melee the opponents unit that killed the unit carrying the GEAR may attempt a single free 6+ PICK UP THE GEAR.

SCORE 40 VP

If a unit moves the gear to the far edge of their opponent's deployment zone, the GEAR is secured and the tertiary objective is considered scored for 40VP

3. Determine Attacker and Defender

The players roll off and the winner decides who will be the Attacker and who will be the Defender.

4. 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.

5. Declare Reserves and Transports

Unless the mission briefing states otherwise, these missions use the Strategic Reserves rules.

6. Deploy Armies

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

7. Determine First Turn

Unless the mission briefing says otherwise, the players roll off. The winner takes the first turn.

8. 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.

9. Begin the Battle

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

10. 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.

11. Update Crusade Cards

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

