

# CRUSADE MISSION — INCURSION

## TOMB OF THE PRIMORK

### MISSION BRIEFING

*The winners have taken their ball and gone home. Now it's time for the absolute losers to scrabble over a weapon of mass destruction that will surely blow up in both their faces.*

### Mission Rules

**Da Primork:** Set the Primork objective marker in the center of the board. The Primork counts as an Obstacle with the following terrain traits: Dense Cover, Difficult Terrain, Exposed Position. The Primork cannot be damaged or destroyed. The Primork has the **MONSTER** and **PRIMORK** keywords and the **ORK** faction keyword.

**Objective Markers:** The players alternate placing four objective markers on the battlefield, one at a time, starting with the Attacker. The objective markers may not be placed in either player's deployment zone. The objective markers can otherwise be placed anywhere on the battlefield that is more than 6" from any battlefield edge and more than 6" from any other objective marker, including the Primork.

**Power of the Old Ones (Action):** One unit currently in control of one or more objective markers may start to perform this action at the end of the Movement phase if it is within 1" of the Primork. The action is completed at the end of your turn. If the action is successful, you may immediately move the Primork up to 5" and perform one of the following attacks, hitting on a 4+:

WEAPON	RANGE	TYPE	S	AP	D
Gargantuan fists	Melee	Melee	16	-4	6
Disintegration beam	48"	Heavy D6	12	-3	D6

**Immense Psychic Power (Psychic Action - Warp Charge 7):** One **PSYKER CHARACTER** from your army may attempt to perform this psychic action in your Psychic phase if it is within 3" of the Primork. If it is successful, roll d6 and consult the following table:

Roll	Effect
1	Select one friendly unit within 12" of the <b>PSYKER</b> . Until the start of your next Psychic phase, add 2 to the Strength characteristic of models in that unit.
2	Select one friendly unit within 12" of the <b>PSYKER</b> . Until the start of your next Psychic phase, models in that unit have a 4+ invulnerable save.
3	This <b>PSYKER</b> may immediately manifest 1d3 psychic powers. The same psychic power may be selected up to twice.
4	Select one enemy unit within 12" of the <b>PSYKER</b> . Until the start of your next Psychic phase, subtract 2" from Advance and Charge rolls made for models in that unit, halve the maximum distance that every model in that unit can move when that unit makes a Normal Move or Falls Back, and all models in that unit lose the <b>FLY</b> keyword.
5	Select one enemy unit within 12" of the <b>PSYKER</b> . Until the start of your next Psychic phase, subtract 1 from hit and wound rolls made for all attacks by models in that unit.
6	This <b>PSYKER</b> immediately suffers Perils of the Warp.

**Defense Drones:** Place each of the Defense Drones 9" from the center of the board in each of the cardinal directions. At the end of each player's Shooting phase each Drone will make an attack against the nearest unit within range (18"). If no models are within its range of a Drone it will not shoot. If multiple units qualify as nearest, roll off to determine which is the target. The Defense Drones use the following profile:

#### DEFENSE DRONES

M	WS	BS	S	T	W	A	Ld	Sv
0"	3	3	4	4	2	2	10	4+

WEAPON	RANGE	TYPE	S	AP	D
Drone beam	18"	Pistol 1	3	0	1

**Heightened Aggression:** Improve the Strength, Armour Penetration and Damage characteristics of a Defense Drone's drone beam by 1 for every other Defense Drone that has either lost wounds or been destroyed. For example, if 2 Defense Drones have been destroyed and another has lost 1 wound, the 2 remaining models' drone beams would have a Strength characteristic of 6, an AP characteristic of -3 and a Damage characteristic of 4.

### MISSION OBJECTIVES

Victory points are awarded as follows:

**Seize Ground (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.

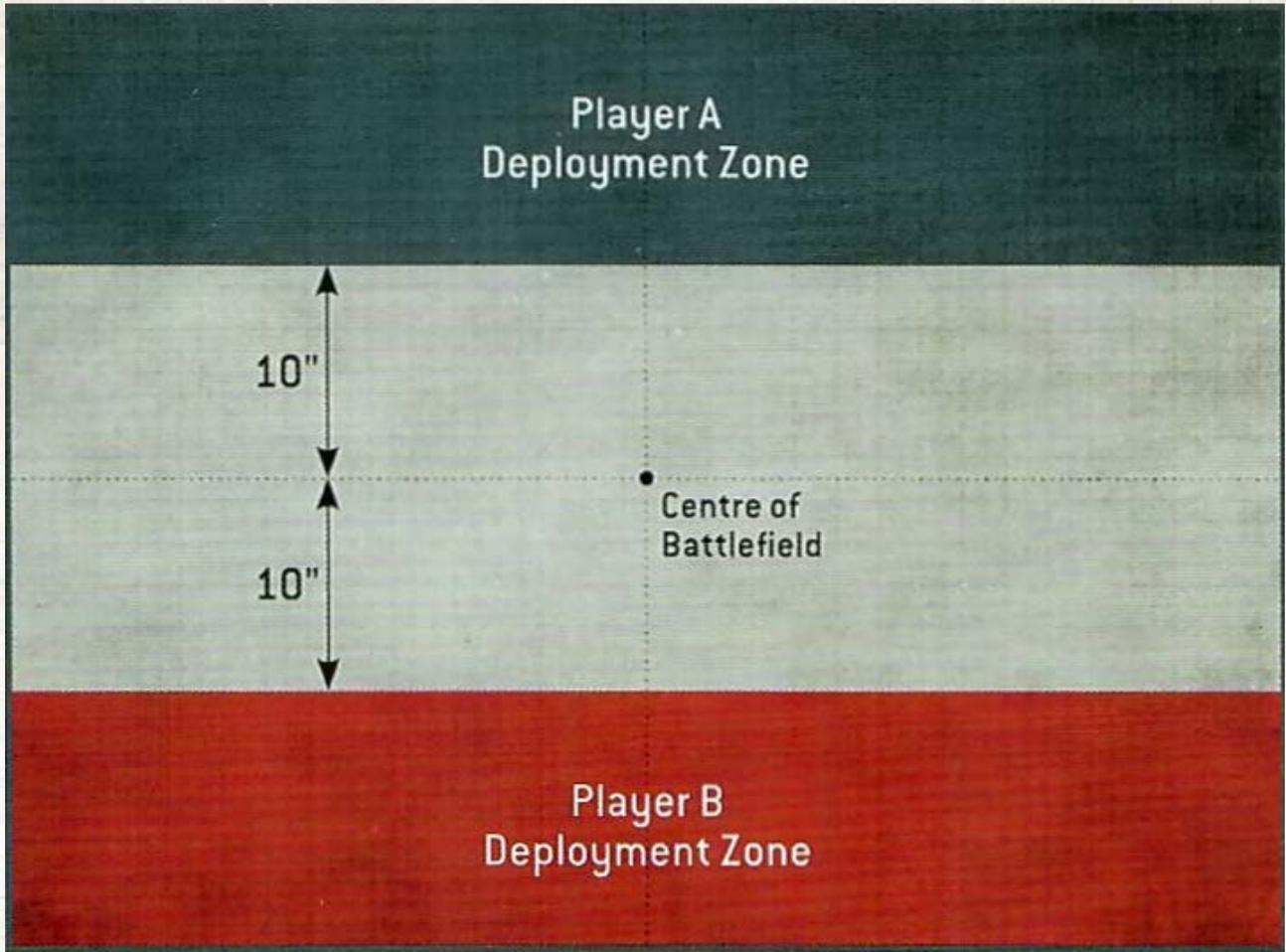
This mission objective cannot be scored in the first battle round. In the fifth battle round, the player who has the second turn does not score any victory points at the end of their Command phase, but instead, at the end of their turn, they score 10 victory points for each of the above conditions they satisfy (for a maximum of 20 victory points).

**Raise the Primork (End Game):** Each time a unit successfully performs a Power of the Old Ones or an Immense Psychic Power action, that unit receives one Primork tally. At the end of the battle, the player with the most Primork tallies scores 30 victory points.

### VICTOR BONUS

The victor earns bragging rights over the weak and pathetic loser, who brings shame and scorn upon the family name. The victor can select one unit from their army that has a Crusade card that took place in the battle (you must select a unit that can gain Battle Honors) - after the battle that unit gains a Battle Trait of your choice.

**Player A Battlefield Edge**



**Player B Battlefield Edge**