

Desperate Charge

Strike Force Crusade Mission

Masters of the Forge On Your Tabletop Supplement for 9th Edition

V.9.1.0

The defending force must launch a final desperate charge from their base of operations and repel the enemy forces or at least tie them up for a time.

Deployment

Hammer & Anvil

Special Rules

Objectives: The Grey Knights place a single objective in their deployment zone during the Place Objective Markers step. This Objective Marker is placed inside a piece of terrain. This represents the Maelstrom Citadel or the entrance to the Maelstrom Cradle.

Astartes Corpses: Whenever the last model in a Grey Knights unit is destroyed, replace it with an Astartes Corpses marker.

Ingest Distinctiveness: One Tyranid unit can perform the Ingest Astartes Distinctiveness action at the end of the Tyranid player's movement phase. The unit performing the action may have any Battlefield Role except for Troops. The Action is completed at the end of that player's turn and, when doing so, that Astartes Corpses marker is removed from the battlefield.

Progressive Objectives

Defender

- 10 pts at the end of your turn if you have at least 1 unit fully within the enemy deployment zone.
- 10 pts at the end of your turn if there are no enemy units within 3" of the Defender's marked terrain feature.
- 10 pts at the start of your command phase if you have at least 1 unit within the enemy deployment zone.

Attacker:

- 10 pts at the end of the battle round - destroy an enemy unit
- 10 pts at the end of the battle round - destroy at least 2 enemy units
- 10 pts at the end of your turn - ingest astartes distinctiveness

Victor Bonus

If the attacker wins, they may choose an additional Crusade Relic to give one of the Characters who participated in the battle. If the defender wins, they may choose an additional model to be Marked For Glory at the end of the battle.