

INCURSION MISSION (UNOFFICIAL)

ORBITAL INFERNO

MISSION BRIEFING

An ancient alien weapon research facility has been discovered. To secure this facility, the Attacker must locate the Planetary Defence Interface (PDI) and deliver a targeting beacon before shields reactivate. The Defender must protect the PDI from the beacon at all costs to allow their faction time to study the research. Both sides begin with partial control over a highly secure alien weapons depot with two fail-safes. An optional objective is to liberate relics for future use via negotiation with the enemy or ruthless tactics.

"I have a bad feeling about this, Lieutenant. Collaborating with the enemy. What's Command playing at?"

"I don't like it either, but the Colonel isn't passing up a relic, Sergeant. Get ready to punch in those codes before the enemy gets suspicious."

"This is Colonel Barlow. The enemy confirms they are in position to unlock their Fail-safe. Good luck, gentlemen, I hope your access bridge doesn't get blown. Initiating countdown. Three, two, one.."

Objective Markers: The Defender marks the underside of one of three objective markers and places all three more than 4" from any battlefield edge. The marked objective marker denotes the actual PDI location. Add remaining objective markers as indicated on the map.

Transmission Points (TP): Each Warlord begins the game with three Transmission Points.

MISSION RULES

Open Comm Channel (Action): At the start of your Command phase, your Warlord can spend a TP to negotiate. Comm channels can be closed at any time by either player.

Recon (Action): At the start of your Movement phase, Attacker units within 1" of an objective marker acquire intel. The Attacker inspects the underside of the objective marker.

Carry Beacon (Action): At the start of the game, the Attacker selects one INFANTRY model to carry the Beacon. That model's unit cannot embark within a TRANSPORT, nor be removed from the battlefield and set back up again. If this model is destroyed, place a Beacon objective marker as close as possible to its last location. At the start of their movement phase, any INFANTRY model within 1" of the Beacon can pick it up for free. Remove the objective marker from the battlefield and select one model in that unit to carry the Beacon.

Launch Orbital Bombardment (Action): A unit carrying the beacon can begin this action during your Shooting phase if it is within 1" of the PDI. It completes this action at the end of the battle round if it is still carrying the Beacon, ending the battle immediately.

The Tower: This alien weapons depot carries two relics which can be accessed via Unlock Fail-safe.

Unlock Fail-safe (Action): A unit within 1" of a tower gate can begin this action at the end of Movement phase. The action is completed if another unit, in either army, began this action at the other gate in the prior turn or begins this action on the subsequent turn. If successful, the unit earns the Tower Relic reward.

Betray (Action): At the start of your Shooting phase, any unit within 1" of a Bridge Control Station can destroy the corresponding bridge and any units on it. Any uncompleted Unlock Fail-safe actions fail, and no new Unlock Fail-safe actions are possible. Taking this action unlocks the Revenge objective for the opposing army.

Destroy Bridge Control Station (Action): At the end of your Movement phase, one of your units within 1" of a Bridge Control Station can initiate this action if the Revenge objective has been unlocked for you. The action is completed at the end of your turn so long as the unit performing it is still within 1" of that objective marker and there are no enemy units (excluding AIRCRAFT) in Engagement Range of it, ending the game immediately.

MISSION OBJECTIVES

Victory points are awarded as follows:

Destroy PDI: The Attacker scores 90 victory points for successfully completing Launch Orbital Bombardment.

Defend PDI: The Defender scores 90 victory points if they can prevent the Attacker from destroying their PDI until its shields reactivate at the end of the fifth round.

Revenge (Unlockable): A player earns 90 victory points if they perform the Destroy Bridge Control Station action on the enemy's Bridge Control Station.

VICTOR BONUS

The victor of this mission gains 2 Requisition points after this battle, instead of just 1.

Tower Relic: After the battle, each unit which succeeded in the Unlock Fail-safe action receives a Crusade Relic (if it is able to gain a Crusade Relic).

