Crusade Mission Objective Criteria

- **End Game Holding**

  - Hold multiple objectives
  - Hold one objective
  - Hold objectives in the enemy deployment zone or a specified area of the battlefield

- **Progressive Holding**

  - Hold objectives, progressive.
  - Hold specific objectives, such as those in the enemy deployment zone or another specified area of the battlefield
  - Hold objectives, except that you can maintain control of them after you move off them.
  - Hold objectives that have been revealed by actions.
  - Hold specific objectives on specific turns. (fighting retreat, ritual, or archaeotech activation)
  - Hold objectives that were previously held by your opponent.

- **Holding Positions**

  - Enemy deployment zone.
  - Table Quarter
  - Near the center of the battlefield
  - Terrain feature
  - Highest elevation on the battlefield
  - Etc.

- **Time of Holding**

  - Start of the Command Phase (usually cannot be scored in turn 1)
  - End of your turn (can sometimes be scored in turn 1)
  - End of the Battle Round (usually can be scored in turn 1)

- **Conditions of Holding**

  - Can't hold unless you perform an action on it.
  - Can only be held by specific units.
  - Can't hold in the presence of enemy units (default for objectives and also common for holding areas and terrain - essentially a unit destruction goal that doesn't require you to kill every enemy unit).

- **Unit Destruction and Survival**

  - Kill enemy units turn by turn (usually kill one/kill more)
  - Killing a specific number of specific units (usually the opponent picks three units from their own army to be the mission critical units)
  - Kill units which have performed actions (they know too much!)
  - Kill units which are holding objectives.
  - Units survived instead of killed (based on similar criteria as above)

- **Actions**

  - Scoring based on Actions performed on Objectives (usually can't be performed when enemy units are also in range of the objective)
  - Scoring based on Actions performed on Terrain Features (can sometimes be performed when other enemy units are within range of the terrain feature, but still not within engagement range of the unit)
  - Scoring based on Actions performed by the end of game which might be difficult to perform or are only performed a few times.
  - Scoring based on Actions performed which might be very easy to perform or can be performed on the same objective or terrain feature multiple times throughout the game.
  - Progressive scoring on Actions (You did perform the action but your opponent didn't, etc.)