

ChPs and DiP

Unofficial Fan Document

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CAMPAIGN RULES

ChPs and DiPs is a new Warhammer 40K Crusade campaign that acts as a fully-compatible overlay for the normal Warhammer 40K Crusade rules. When playing this campaign, battles may be fought in any Warhammer 40K Crusade mission pack with these rules overlaid on top. This campaign adds in new features and includes a few rules changes from the base game to help balance the mechanics towards the new goals and game play.

The focus of this campaign is to expand upon the diplomatic side of gameplay, either encouraging players to work with one another to achieve optimal outcomes, or to ignore all sense of cooperation in favor of scorched-earth style diplomacy. This campaign offers a new way to play that can fit any sort of play-style and rewards those the most who stick to a single doctrine of war. New super-weapons discovered in the galaxy can change the tide of battle in an instant, special operations add new gameplay objectives that can accelerate the power and strength of your army, and new agendas add a whole new path of army progression throughout the campaign. While acting diplomatically can offer a path to greatness beyond simple conquest, those who follow the forces of chaos know for sure that in the grim darkness of the 41st millennium, there is only war.

DIPLOMACY AND CHAOS POINTS

This campaign offers a new way of gaining upgrades and strategizing your army through the addition of a new system of points that players keep track of and may spend throughout the campaign. Diplomacy Points (DiPs) and Chaos Points (ChPs) may be gained through various means and spent on new battle traits, special operations, and unique requisitions. DiPs represent a level of diplomatic style of play and are generally gained through agendas that require some level of cooperation with opponents. DiPs can be spent on operations and upgrades that additionally encourage some aspect of diplomatic play-style. Alternatively, ChPs represent a play-style of aggression, antagonism, and victory through show of force. ChPs are generally gained through agendas which discourage diplomacy in favor of overwhelming force and may be spent on upgrade and operations that further encourage this play-style.

At the start of the campaign each player begins with 0 ChP and 0 DiP. DiPs and ChPs are incompatible with one another and a player may only hold a net value of either DiPs or ChPs at any one time. Each time a player gains a DiP, if they have any ChP they instead reduce the number of ChPs by 1 to a minimum of zero. Conversely, each time a player gains a ChP, if they have any DiPs they instead reduce the number of DiPs they have by 1 to a minimum of zero. A player can never have a net value of both DiPs and ChPs at any one time, and in a sense, ChPs act as negative DiPs.

GENERAL RULES ADDITIONS

UNITS WITH MULTIPLE MODELS

Some units have an ability that allows you to take multiple models in a unit, and for these models to act independently during the battle. For such units, keep a separate crusade sheet for each model, and treat each model as its own unit for all purposes. When mustering your army, you may combine these units into a single unit for the purposes of deployment and battlefield role slots. This combined unit must be a legal unit. After deployment, these models are treated as separate units for all rules purposes. Chaos spawn units gain the ability to act independently once deployed, and therefore benefit from this rule.

VARIABLE SIZE UNITS

If a unit in your army has greater than the minimum unit size, when mustering your army you may Downscale that unit. If you do, you may take a reduced number of models provided that the unit remains a legal unit. Reduce its power level as appropriate. This unit maintains all battle honors and crusade abilities it has gained, but it does not receive the 1 experience bonus that all other units receive at the end of the battle, and it cannot be marked for greatness this battle.

REARM AND RESUPPLY REQUISITION

Change the Rearm and Resupply requisition to read: "Purchase this Requisition at any time. Select one unit from your Order of Battle that has a crusade card. Record its current wargear options. You can change any wargear options that models in that unit are equipped with as described on that unit's datasheet. When you are mustering your army, you may select between its original wargear options and those you have unlocked using this requisition. These wargear loadouts must be taken in their entirety. If a unit has a Weapon Enhancement in one such loadout, it only benefits from that Weapon Enhancement while it is equipped with the loadout on which it gained that Weapon Enhancement."

PSYCHIC MEDITATIONS REQUISITION

Change the Psychic Mediation's requisition to read: "Purchase this requisition either before or after a battle. Select one Psyker unit that has a Crusade card from your Order of Battle. Make a note of what psychic powers that unit currently knows. You may select one psychic power that unit does not know, but could learn. That power is now unlocked, along with those it originally knew. When mustering your army, this psyker may select as many powers as they can know from those that have been unlocked. Powers they know in addition to those stated on their datasheet, such as powers gained through crusade rules or faction abilities, cannot be replaced using this requisition."

ADDITIONAL CRUSADE BLESSINGS

The following rules for Crusade Blessings replace those in the Core Rule Book.¹ After mustering armies, calculate the crusade points total of each players' army. When playing a Catastrophe game, compare each players' total to the army with the most crusade points. Each player receives a number of Blessing Points equal to the difference in the crusade point total of their army and the army with the highest crusade points. These Blessing Points may be used to purchase any of the following blessings before the battle. Unless otherwise specified, each blessing may only be purchased once. After purchasing blessings, each player gains Command Points equal to half their remaining Blessing Points, rounded up.

STRATEGIC FLEXIBILITY

1 BP

Once, when rolling either to determine turn order or to determine attacker and defender, you may add or subtract 1 from your roll.

STRATEGIC OBJECTIVE

2 BP

When selecting Agendas, you may select one additional Agenda. This can be an Agenda from any category available, even if you have selected another Agenda from the same category.

DIVINE WILL

3 BP

At the start of the first Battle Round, roll one d6 and set it aside. Once this battle, when you would roll a d6 for any reason, you may instead use the result of this Divine Will roll instead of rolling that d6.

TRIAL BY FIRE

2/4/6/8 BP

Each unit in your army gains 1 additional experience point after the battle during the Update Crusade Cards step. This Blessing costs 2 if you are player a Combat Patrol or smaller game, 4 if you are player an Incursion game, 6 if you are playing a Strike Force game, and 8 if you are playing an Onslaught or larger game.

EMERGENCY REINFORCEMENTS

1+ BP

When you purchase this blessing, you may select one unit from your order of battle that is not in your army and add it to your army for this battle. This blessing costs BP equal to the power level of the unit plus its crusade level. If you are using points for this battle, it instead costs 1 BP per 20 points plus the unit's crusade level. This blessing may be purchased multiple times.

¹These rules are credited to reddit user /u/Cheexsta from their post on the 40k_Crusade crusade subreddit.

OPERATIONS

During the Select Agendas stage of the battle, any army may choose to attempt one of the operations below if they meet all of its requirements. These operations allow you to spend Diplomacy Points or Chaos Points to attempt a new operation. Each operation adds an additional objective for your army to accomplish, with a special reward for each.

ARTIFACT HUNT **2 CHP OR 2 DIP**

If you have multiple opponents, select one from which to attempt to steal a relic fragment. That opponent must have a relic fragment. If you have only one opponent, you must select them. After deployment and resolving any post-deployment abilities, the selected opponent places an objective marker in their deployment zone. This objective represents the relic and is only an objective for the purposes of this operation. If a unit from your army controls this objective at the end of the battle, you successfully steal the relic. Your opponent loses a relic fragment and you gain a relic fragment.

PSYCHIC THEFT **1 CHP PER WARP CHARGE**

Pick a psyker in your opponent's army and one power known by that psyker. This operation costs chaos points equal to the warp charge of that power. One psyker from your army may attempt the following psychic action. Each action may only be completed once.

Psychic Assault (warp charge 5) Select the targeted psyker if it is within 18". If this action succeeds, that psyker cannot use the target psychic power for the remainder of the battle. The psyker that completed this action is eligible to attempt the following action in a subsequent psychic phase, and this action can no longer be completed.

Sift their Memories (warp charge 6) Select the targeted psyker that is within 18". If this action succeeds, roll a d6. On a 5+, that psyker takes 1 mortal wound and can manifest one fewer powers in their psychic phase, to a minimum of 1, for the remainder of the battle. Regardless, the psyker that completed this action is eligible to attempt the following action in a subsequent psychic phase, and this action can no longer be attempted.

Loot their Mind (warp charge *) Select the targeted psyker that is within 18". This action has a warp charge equal to the warp charge of the targeted ability. If this action succeeds, this psyker may attempt to manifest the target psychic power for the remainder of the battle. If the unmodified result of the psychic test is higher than the warp charge of the target psychic power, this psyker gains the target psychic ability permanently. Increase its crusade level by 1. If the warp charge of the target psychic power is 8 or higher, instead increase its crusade level by 2. Replace any faction and subfaction keywords in that power with those belonging to this psyker. Your opponent must immediately take an out of action test for this psyker. Subtract 1 from that out of action test if the result of the psychic test for this action was 11+. If they fail, they

gain an eligible psychic battlescar immediately. If no eligible psychic battlescars exist, they do not gain a battlescar.

METHOD STUDY **5 DIP**

Secretly note down a strategem available to your opponent. If your opponent uses this strategem during the game, roll a d6. On a 3+, you may use that strategem for the rest of the game. Change any faction keywords to match those of your army. On a 5+, you gain the strategem permanently. Before you attempt the roll, you may spend up to 3 diplomacy points to add the number of diplomacy points spent to this roll. Regardless of the roll, if you win the game, you may attempt this roll again after the final battle round. Any points you spent on the first roll no longer apply, but you may spend additional diplomacy points to gain a bonus on this roll.

RECKLESS AMBITION **6+ CHP**

By default, this operation costs 6 chaos points. Select one unit in your army that contains a single model. That model gains the Character keyword for the duration of the battle. If it is a Titanic unit, this operation costs 1 additional chaos point. If it also has the Core keyword, it loses this keyword.

If the selected unit destroys at least 2 units during the battle, or it destroys 1 Titanic, Monster, or Vehicle unit, it gains the Character keyword permanently and loses the Core keyword. No additional models may be added to this unit through the use of requisitions or other abilities. Increase this unit's crusade level by 1. If this unit's power level is 11 or higher, instead increase its crusade level by 2.

LEGION'S FINEST **4 DIP**

Select a unit that is not a character and has reached at least the Blooded rank. This unit gains the Legion's Finest keyword for the duration of the battle. Only one unit in your crusade force may have the Legion's Finest keyword. If another unit already has the Legion's Finest keyword, it loses it at the beginning of the battle. If this unit is a Monster or Vehicle, increase the cost of this operation by 1. If it is Titanic, increase the cost of this operation by an additional 1. If, at the end of the battle, the selected unit is alive, it gains the Legion's Finest keyword permanently. Increase its crusade level by 1. If its power level is 11 or higher, instead increase its crusade level by 2.

When a unit gains the Legion's Finest keyword, select two of the bonuses from the table below, or randomly select 3 of them. The Legion's Finest keyword is considered a battle trait when determining the maximum number of battle honors a unit can have.

1. This unit's strength characteristic is increased by 1 while it is within 6" of a friendly unit.
2. This unit's movement characteristic is increased by 1"
3. This unit gains objective secured. If this unit already has objective secured, each model counts a one additional model when determining control of the objective.
4. Whenever this unit makes an attack, on an unmodified wound roll of 6, improve the AP of that attack by 1.
5. While this unit is in your deployment zone, add 1 to armor saving throws made by this unit.
6. While this unit is in your opponent's deployment zone, increase its attack characteristic by 1.
7. While there are no allied units within 6" of this unit, its toughness characteristic is increased by 1.
8. While this unit is performing an action, it cannot be interrupted and its armor saving throws are increased by 1.
9. While this unit is within 3" of a character, that unit can use the Look Out, Sir rule even if this unit contains fewer than 3 models.
10. Roll one d6 each time a model in this unit would lose a wound as a result of a mortal wound. On a 6, that wound is not lost.
11. Each time this unit makes a charge roll, on an unmodified roll of 9+, if this unit ends its charge in engagement range of any enemy units, then roll three d6. For each result of 4+, that enemy unit takes 1 mortal wound.
12. Each time this unit advances, you may reroll an unmodified dice result of 1.

- The Trophy's bearer is a Monster or Vehicle
- The Trophy's bearer is Titanic

When the model bearing the trophy is destroyed during this battle, place a marker in the place where the model was destroyed. Units from your army may attempt the following action at the end of your movement phase if they are within 1" of that marker:

Seize Trophy (Action): This action is completed at the end of your turn. Select one weapon this unit is equipped with. The trophy permanently replaces that weapon if all of the following criteria are satisfied:

- This unit shares a unit type keyword (e.g. Infantry, Cavalry, Vehicle, etc.) with the trophy's original bearer
- If the trophy's original bearer was Titanic, this unit is Titanic
- If the trophy is a melee weapon, the weapon it replaces is a melee weapon
- If the trophy is not a melee weapon, the weapon it replaces is not a melee weapon
- If the trophy is a melee weapon, this unit's strength is greater than or equal to 2 less than the strength of the original bearer
- If the trophy is a Heavy weapon, the weapon it replaces is also Heavy
- If the trophy is not a pistol or grenade, the weapon it replaces is not a pistol or grenade
- If the trophy is a Relic, this unit is a Character
- If the trophy is a Relic, no other unit in your army has this relic, and this unit does not already have this relic (characters may have multiple relics as a result of this operation, as long as each relic is unique)
- The replaced weapon is not the default close combat weapon

PILGRIMAGE OF ATONEMENT 2 CHP OR 2 DIP

Select one unit that has gained at least one battle honor. Roll for a battle scar that that unit is eligible to obtain. For the duration of this battle, that unit gains the selected battle scar. If the selected unit is alive at the end of the battle, and has destroyed at least one unit this battle, remove all battle scars and battle honors. This unit gains as many battle honors as they had previously, which you may select as if they had just earned them. If at the end of the battle that unit is destroyed and did not destroy at least one unit this battle, the battle scar gained at the beginning of the battle becomes permanent.

Increase the crusade level of this unit by 1. If this unit has a power level of 11 or greater, increase its crusade level by an additional 1. If the trophy has a weapon enhancement or is a relic, increase its crusade level by an additional 1. Remove the marker. Completing this action does not cause the original bearer to lose the weapon profile corresponding to the trophy.

A WORTHY TROPHY 4 CHP

This operation costs 4 chaos points. Select one model in your enemy's army, and one weapon that model is equipped with. This weapon is the designated trophy for your army in this battle. Increase the cost of this operation by 1 chaos point for each of the following conditions that the trophy satisfies:

- The Trophy is a Relic
- The Trophy has a Weapon Enhancement

TECHNOLOGY EXCHANGE 4 DIP

Select an opponent. If they agree, they select a unit in their army and a piece of wargear equipped by that unit which is not a weapon. A unit from your army may attempt the following action at the end of your movement phase while within 3" of that enemy unit:

Integrate Technology (Action): This action is completed at the end of your turn. Select a model in this unit to gain the wargear selected when this operation is selected. To gain that wargear, the selected model must have the same battlefield role and unit type keyword (infantry, cavalry, etc.) as

the unit that wargear was taken from. Additionally, if the unit that wargear was taken from is a Character, this unit must also be a character. If the unit that wargear was taken from is Titanic, this unit must also be Titanic, and if the unit that wargear was taken from is not Titanic, this unit must also not be Titanic. If that wargear must be equipped to a champion in the original unit, it must also be equipped to a champion in this unit, if this unit has a champion. This model gains that wargear permanently. Change faction and subfaction keywords on that wargear to match this unit's faction and subfaction. Change references to the owner's unit to match this unit, and references to the owner unit's champion to match this unit's champion. Increase this unit's power level and points by the cost of that wargear, and increase this unit's crusade level by 1.

SECURE SUPPLIES

1 DIP

This operation costs 1 diplomacy point. Your opponent places a marker anywhere on the battlefield that is at least 6" from their deployment zone. Units from your army within 1" of the marker may attempt the following action in your movement phase:

Secure Supply Drop (Action): This action is completed at the end of your turn. When this action is completed, remove this marker and gain 1RP.

COVERT OPERATION

1 CHP

This operation costs 1 chaos point. Select 1 unit from your army with a power level of at least 5. If this is a Strike Force or Onslaught battle, select 2 units with a combined power level of at least 10. These units are considered to be in strategic reserves but cannot be set up by any rule until turn 3. At the end of the battle, gain 1 additional requisition point.

REQUISITIONS

In addition to purchasing operations, diplomacy and chaos points may be spent on the following requisitions:

DIPLOMATIC INCIDENT * DIP/CHP

Reduce your chaos points and diplomacy points to 0. If you had more than 2 of either, gain 1 RP.

SPECIALIZED OPERATIVE TRAINING 4 DIP

Purchase this requisition when a Character from your crusade roster with the Battle-Hardened, Heroic, or Legendary rank gains a battle honor. You may select a battle trait from the list below instead of one from the core rulebook:

Ambassador Training If this character is on the battlefield at the end of a battle and you gained any Diplomacy Points in this battle, roll a d6. On a 3+, gain 1 additional Diplomacy Point.

Covert Ops Training If this character destroyed at least 1 enemy unit this battle and you gained any Chaos Points, roll a d6. On a 3+, gain 1 additional Chaos Point. If this character is selected for the Covert Operation operation, it counts as two units and double its power level for the purposes of determining which units to place in reserves as part of that operation.

Empathic Understanding When determining which friendly units are affected by this character's aura, you may replace any faction or subfaction keywords in the aura's description with any faction keyword that this unit has.

Generous Fealty While your army contains this character, if its faction has an ability that allows it to gain an Agent keyword if that detachment includes less than 25% of your army's power level, they instead gain that Agent keyword if that detachment includes less than 40% of your army's total power level.

Herald of the Masses If this character has an ability that allows it to select an ability from list and roll a d6 to cause that ability to take effect in your command phase, such as prayers, litanies, or infernal pacts, then if the result of that dice roll is a 5+, this character may attempt to manifest another such ability this command phase. If this character knows a subset of the list, then it also knows one additional ability (prayer, litany, pact, etc.) from the list.

Victim of Fate During each alliance phase of a Catastrophe game except the first, if this character is on the battlefield, roll one d6. On a 1-3, gain an additional underdog point.

HUMANITARIAN AID 1 DIP

When both the player and an opponent fail an out-of-action test for a unit, both may use this requisition. If both players do, the out-of-action test is automatically passed.

VILE REGENERATION 1 CHP

Use this requisition when an out-of-action test is failed for a unit in your army. The out-of-action test is automatically passed, and one battle scar the unit currently has may be removed. The selected unit may not be included in that player's army list for their next crusade battle.

SWARM BATTLE TRAITS

Use this requisition when a swarm unit survives a battle during which it killed at least one enemy unit. You may give that swarm unit one of the Swarm Battle Traits below (even though they can not normally gain Battle Traits) by paying its associated cost. A unit may only have a maximum of 2 Swarm Battle Traits. For rules purposes, Swarm Battle Traits do not count as Battle Traits. You may add or remove models (the unit must remain between its minimum and maximum number of models listed on its datasheet) to this unit without paying any requisition points and without losing this Swarm Battle Trait, but if the unit is removed from your Order of Battle it cannot be readded with this Swarm Battle Trait.

EMERGENT HIVE MIND 4 CHP

This unit may be used to fill a detachment slot for a battle forged army even if it has rules that say otherwise.

TERRITORIAL INSTINCT 4 DIP

This unit gains the Objective Secured ability and may hold objectives even if it has a rule that says otherwise. This Swarm Battle Trait cannot be taken on a unit that has taken the Overwhelming Numbers Swarm Battle Traits.

SENSE OF PURPOSE 4 DIP

This unit may perform actions even if it has rules that say otherwise.

OVERWHELMING NUMBERS 4 CHP

When determining the number of models in this unit for the purpose of objective control, treat the number of wounds remaining in this unit as the number of models. This Swarm Battle Trait cannot be taken on a unit that has the Territorial Instinct Swarm Battle Trait.

TEEMING MASS**5 DIP**

While an allied unit is within 1" of this unit, each time that allied unit is target for a ranged attack, it gains the benefits of light cover unless a line, 1mm in width, can be drawn from the shooting model to every point of a model in the targeted unit without passing over any part of the bases of models in this unit. Additionally, a character within 3" of this unit benefits from the Look Out, Sir!, rule if models in this unit have at least 6 wounds remaining, rather than 3 models. This Swarm Battle Trait cannot be taken on a unit that has the Prescient Hunger Swarm Battle Trait.

PRESCIENT HUNGER**5 CHP**

Units with this battle trait gain the Hungering Swarm keyword and your army has access to the following stratagem:

Prescient Hunger**1CP**

Use this stratagem in your opponent's charge phase, when an allied unit within 3" of a different Hungering Swarm unit is declared as the target of a charge. If that Hungering Swarm unit is not in engagement range of any enemy units, it may make a Normal Move of up to 3" before the charge roll, but must end its movement closer to the unit that declared the charge. Your opponent may then select new targets for the charge, if they wish. You cannot use this stratagem if you fired overwatch this turn, and after using this stratagem you may not fire overwatch this phase.

This Swarm Battle Trait cannot be taken on a unit that has the Teeming Mass Swarm Battle Trait.

AGENDAS

All armies may attempt the following agendas. These agendas are never affected by the “Battling against the Odds” underdog bonus in catastrophe games.

DEMILITARIZED ZONE

After deployment, before the first battle round, each of your opponents may place a Demilitarized Zone. To place the demilitarized zone, the player places three markers. These markers each must be within 8” of each other. The region within the triangle that has its points at these markers is the Demilitarized Zone. That area cannot contain an objective marker related to the primary mission. Keep a “DMZ” tally for your army. At the end of each turn other than the first, if none of your units are within the Demilitarized Zone and no enemy models within the Demilitarized Zone were destroyed during your turn, add 1 to the DMZ tally. During their turn or the Alliance phase of a catastrophe game, a player may move one of the markers they placed by up to 3”, but it must end this movement within 8” of the other two markers.

At the end of the battle, gain 1 diplomacy point for every 3 tallies on your DMZ tally. If you are playing a catastrophe game, instead gain 1 diplomacy point for every 2 tallies on your DMZ tally.

RULES OF ENGAGEMENT

During the “Choose Agendas” step of the battle, you may negotiate with your opponent before taking this agenda. Any deals made are binding for the duration of the battle. Keep a “Diplomatic Ties” tally for your army. Once per game, at any time, each opponent may grant you one tally on your Diplomatic Ties tally. At the end of the game, gain 1 diplomacy point for each tally. When a player does so, roll a D6 and consult the table below, the player who granted the tally gains the reward according to the table below if they roll equal to or above the stated threshold.

Round	Roll	Reward
1	2+	1 DiP
2	3+	1 DiP
3	4+	1 DiP
4	5+	1 ChP
5	4+	1 ChP

HIT JOB

Select a character unit from your army and a character unit from your opponent’s army. Secretly mark down your selections. Keep a “Hit Job” tally for the unit in your army that you selected. If the unit you selected that belongs to your army destroys the model you selected in your opponent’s army, add 1 to its Hit Job tally. In a catastrophe game, you still select one unit from your army, but you may select a unit in each of your opponent’s armies.

At the end of the battle, the unit you selected from your army gains 2 experience points for each mark on its Hit Job tally. Additionally, your army gains 1 chaos point for each mark on its Hit Job tally.

BRUTAL AND CUNNIN’

Select one unit from your army that has at least two battle honors. For this battle, it loses those battle honors. Keep a “Brutal” and a “Cunnin” tally for this unit. Each time this unit destroys another unit, add 1 to its “Brutal” tally. At the end of your turn, if this unit controls an objective marker or is within your opponent’s deployment zone, add 1 to its “Cunnin” tally. At the end of the battle, if that unit’s “Brutal” tally exceeds its “Cunnin” tally, gain 1 chaos point. If that unit’s “Cunnin” tally exceeds its “Brutal” tally, gain 1 Diplomacy point. If either of these tallies exceed the other by 3 or more, roll a d6. On a 4+, double the diplomacy or chaos points gained from this agenda this battle.

TERRITORIAL INITIATIVE

After deployment, before the first battle round, place one objective marker anywhere more than 9” from your deployment zone. It is only considered an objective marker for the purposes of this agenda. Keep a “Territorial Initiative” tally for your army. Each time a unit from your army destroys another unit that controls this marker, add 1 to your Territorial Initiative tally. Each turn, in their command phase, if your opponent controls this objective, they gain 1 command point. At the end of the battle, if you control this objective marker, gain 1 chaos point for every 2 marks on the Territorial Initiative tally. If its tally is 4 or greater, also gain 1 relic fragment. If your opponent controls this objective marker at the end of the battle, they roll a d3. On a 1, they gain a chaos point. On a 2, they gain a relic fragment. On a 3, they gain a diplomacy point.

RELIC SEARCH

After deployment, before the first battle round, place 3 markers in turn order, beginning with you. These markers must be 3” away from any other objective or marker. These markers represent excavation sites. While any unit from your army is within 3” of a marker, it can take the following action:

Excavate Site (Action): At the end of your movement phase, any unit in your army within 3” of a Relic Search marker can attempt this action, if no other unit from your army is excavating this site. It is completed at the end of your turn. When this action is completed, remove the marker. Roll a d6. On a result of 4+, you gain a relic fragment. On a 1, that unit takes d3 mortal wounds.

ARCHAEOLOGICAL EXPEDITION

This agenda requires that you and at least one of your opponents selects it. If, when agendas are revealed, only one player has selected this agenda, they may select a different agenda.

After deployment, each player with this agenda rolls off. The winner places a marker anywhere more than 6" from any deployment zone. Starting with second highest on the roll-off, and continuing in decreasing order, each subsequent player may move the objective marker up to 6", but it must end its movement at least 3" from any player's deployment zone. After each other player has moved the marker, the first player may move the marker up to 3". Alternatively, if all players with this agenda agree to a location, the marker may be placed there directly. This marker represents the archaeological site. While within 1" of this marker, in the fight phase, units that are eligible to fight may instead be selected to Pass. If they are, they are no longer considered eligible to fight this phase and instead gain the benefits of heavy cover.

While infantry units from armies with this agenda are within 1" of this marker, they may attempt the following action at the end of your movement phase:

Begin Excavation (Action): This action is completed in your next command phase. If each other army with this agenda completed the "Contribute to Excavation" action below between your previous turn and this turn, this agenda is completed. Remove the marker. Each army that took this agenda gains 1 diplomacy point and 1 relic fragment. The army that completed this action can mark an additional unit for greatness at the end of this battle.

Infantry units from armies with this agenda may attempt the following action in their movement phase if they are within 3" of the marker.

Contribute to Excavation (Action): This action is completed at the end of your turn. See "Begin Excavation".

CHAMPION'S ARENA

This agenda requires that you and at least one of your opponents selects it. If, when agendas are revealed, only one player has selected this agenda, they may select a different agenda. Before deployment, each army with this agenda designates a unit from their army to be their Champion. If a unit has the "Victorious Champion" keyword, it must be selected as your champion, unless there are two or more units with the "Victorious Champion" keyword, in which case you must select one of them to be your champion, and all other units in your army lose the "Victorious Champion" keyword. A unit is eligible to be their champion if it is an Infantry, Beast, Biker, or Cavalry unit containing only a single model, or a Vehicle or Monster character with a power level of 10 or less. If it is a vehicle or monster character, until the duel is complete subtract 1 from all armor saving throws and 1 from the damage characteristic of all weapons this unit is equipped with.

Instead of the rules for deployment described in the core rulebook or any other rules governing their deployment, they instead must be deployed wholly within 6" of the battlefield

center. This area is the Arena. Until the duel is complete, Champions may not end any movement outside the Arena, and cannot be targeted by attacks or effects from units outside the arena or units that are not Champions. Other units may not end any movement inside the arena for any reason if they are not the Champion for their army. While a champion is the unit with the lowest power level in the arena, until the duel is complete it gains the following:

- Whenever this unit makes an attack, add 1 to that attack's hit roll.
- Add 1 to the attacks characteristic of this unit
- Add 1 to armor saving throws made by this unit.
- In the first battle round, this unit cannot lose more than 4 wounds per phase.

If at the end of any fight phase only one Champion remains in the arena, the Duel is completed. All armies that participated in the duel gain 1 chaos point. The victorious unit gains the "Victorious Champion" keyword, it is marked for greatness at the end of the battle, and its army gains 1 additional chaos point and 1 relic fragment.

ARMY RELICS

Army relics are a new type of relic that applies a bonus to your entire army for the duration of a battle. At the beginning of each battle, during the muster army step, you may select 1 army relic you control to be active during the battle. You cannot choose a relic that was used in your previous battle; they require one battle's time to recharge after each use. Some relics may be Overcharged, granting them a stronger ability with some associated risk. Such abilities happen after relics are selected, and relics cannot be changed out after making any rolls associated with them, or after the Select Agendas step of the battle begins.

Each army relic is unique. Once an army relic has been obtained, it cannot be gained by another army, unless it is destroyed or lost by the army that owns it, or is traded to another army. Army relics may be traded at any time, either before, during, or after a battle. Relics that are active in a battle may not be traded until after the battle, and a relic that is traded during a battle cannot be activated until after the battle. When you gain an army relic, randomly select a relic on the Army Relic table to gain. If the selected relic is unavailable, roll again until you select a relic which you may gain. After a relic is selected, if you have at least 2 chaos points or 2 diplomacy points, you may lose all chaos and diplomacy points to reroll the selection.

GAINING ARMY RELICS

Relic Fragments Keep a Relic Fragments tally for your crusade force. Relic Fragments are a new resource that allows you to forge powerful Army Relics. Each crusade force has the following requisition:

Forge Relic

1 RP

You may purchase this requisition after a battle if you have three or more relic fragments. Lose three relic fragments. Randomly select a relic from the Army Relic table. Your army gains this relic, and that relic is removed from the relic table.

ARMY RELIC LIST

UNNECESSARILY LARGE GUN

When you choose to use this relic in a battle, after deployment and before the first battle round, place an objective marker more anywhere on the battlefield at least 6" away from any deployment zone or units to represent this relic. This is only considered an objective marker for the purposes of this relic. Units from each player's army may attempt the following action at the beginning of their Command Phase if they control this objective marker.

Fire the Lazer (Action): This action is completed at the beginning of your next command phase. When it is completed, select a point on the battlefield edge and draw a line between the center of this objective marker and that point on

the battlefield edge. Roll a d6. On a 1, for each model within 6", its unit takes 1 mortal wound. On a 2-5, for each model the line passes over, its unit takes 1 mortal wound. If that model has a wounds characteristic of 4 or greater and is not a character, its unit instead takes d3 mortal wounds. On a 6+, for each model the line passes over and each model within 6", its unit takes d3 mortal wounds. If that model has a wounds characteristic of 4 or higher and is not a character, its unit instead takes d6 mortal wounds. Additionally on a roll of 1 or 6+, this relic is destroyed. Remove the objective marker. This relic cannot cause a unit to lose more models than the line passes over, or more models than are within 6".

At the end of the battle, if this relic was not destroyed, the army that controls the objective marker gains this relic. If no army controls this relic, it is lost.

Overcharge When a unit begins the above action, it may choose to overcharge it. If they do, add 2 to the roll when determining the effect of the weapon. On an unmodified roll of 1-2, this relic also explodes; for each model within 6", its unit takes 1 mortal wound, but this relic is not destroyed.

PSYCHIC AMPLIFIER

Add 1 to all psychic tests taken this battle, for all players involved. Psykers suffer Perils of the Warp on any psychic test that fail to manifest, including those that are denied.

Overcharge In each of your psychic phases, you may overcharge it. Until the start of your next psychic phase, this relic instead grants 2 to all psychic tests. Perils of the warp deals d6 damage instead of d3. Models that attempt to deny the witch and fail suffer Perils of the Warp. If any units are destroyed by Perils of the Warp while this relic is overcharged, this relic is destroyed, and the destroyed unit must subtract 2 from its out of action test.

BUBBLE SHIELD

When you choose to use this relic in battle, after deployment and before the first battle round, add an objective marker anywhere on the battlefield more than 6" from any deployment zone. This objective marker only counts as an objective marker for the purposes of this relic. This relic projects a shield with a radius of 6". If a unit outside of this relic shoots at a unit wholly within it, or a unit outside the relic shoots at another unit and the line from its weapon to the target unit passes through any part of the shield, if the targeted unit is not an Aircraft or Titanic, it gains +1 to armor saving throws and invulnerable saving throws.

Overcharge At the end of each player's movement phase, if they control this objective marker, they may begin the following action:

Overcharge Shield (Action): This action is completed at the end of the current turn. Until your next command phase, if a unit outside the effect of this relic shoots at a unit inside it, subtract 1 from that attack's hit roll. Each time a unit fails a saving throw while inside this relic while it is overcharged, it suffers one mortal wound in addition to any other damage. If a unit is destroyed as a result of these mortal wounds, this relic is destroyed.

At the end of the battle, whatever army controls this objective marker gains this relic, and its original owner loses it. If no army controls this objective marker, the relic is lost.

COMMAND ARCHIVE

While this relic is active, once per battle round you may use a stratagem that you have already used that phase. The second usage costs one additional CP.

Overcharge At the start of your command phase, you may overcharge this relic. If you do, roll a d6. On a 4+, gain a command point. On a 2-3, your opponent gains a command point, on a 1 the relic is lost.

EYE OF MAGNUS

Once per battle, reroll any single die roll including that of any opponent.

Overcharge When you use this relic, you may overcharge it to re-roll a die that has already been rerolled, but if the new result is equal to or lower than the original result this relic is lost.

EXPERIMENTAL FOCUS ENHANCERS

In your first command phase, roll a d6. On a 1-2, each model in your army has their ballistic skill worsened by 1 for the remainder of the battle. On a 3-4, each model in your army has their ballistic skill improved by 1. On a 5-6, each model in your army has their ballistic and weapon skill improved by 1. If you lose a battle in which you rolled a 1-2 on this test, lose this relic.

Overcharge When you select this relic, you may overcharge it. If you do, re-roll its bonus at the start of each of your command phases.

THE "GOOD" STUFF

In each of your command phases, roll a d6 for each unit in your army. Until your next command phase, they gain one of the following effects. On a 1, that unit takes 1 mortal wound. On a 2, that unit has its movement characteristic reduced to 0. On a 3, that unit has its weapon skill improved by 1 and its ballistic skill worsened by 1. On a 4, that unit has its ballistic skill improved by 1. On a 5, that unit adds 1 to all psychic tests taken. On a 6, that unit can make a normal move immediately, and is still eligible to be selected to move in your movement phase.

Overcharge At the start of each of your command phases you may overcharge this relic. If you do, roll 2d6 for each unit instead. The unit gains the cumulative bonuses of these effects. After the battle, if this relic was overcharged, it is lost.

MYSTERY CRATE

After deployment, before the first turn, place an objective marker representing this relic anywhere more than 9" from any deployment zone. It is only considered an objective marker for the purposes of this relic.

Open Crate (Action): Any unit within range of this objective marker can attempt this action in their command phase. This action is completed at the end of your turn. When it is completed, its secret is revealed, and the relic is destroyed. Gain 1 relic fragment. Roll a d6. On a 1, the crate explodes, dealing 12 mortal wounds to any unit within 3". On a 2-3, the crate is full of turnips. On a 4+, this relic contains loot: Your army gains d3 relic fragments, d3 requisition points, and the unit that opened it gains d3 experience points and is marked for greatness.

Overcharge Place 2 crates. Subtract 1 from the roll when determining what is in the crate.

FLAMES OF THE ABYSS

While this relic is active, in each player's command phase, roll a dice for all units within 3" of any objective marker. On a 3+, that unit takes 1 mortal wound. On a 5+, that unit takes d3 mortal wounds. On a 7+, that unit takes 2d6 mortal wounds. At the end of each player's command phase, for each unit destroyed by this relic this phase, add 1 to the roll in subsequent command phases.

Overcharge In your command phase, before rolling for this relic, you can overcharge it. If you do, increase the radius of its effect by 3" and add 1 to the roll until the end of your command phase. You must also make the roll for your warlord, regardless of whether they are within range of an objective marker.

At the end of the battle, if this relic destroyed 5 or more units it is destroyed.

subsubsectionnHeretical Learning Algorithms Before the first battle round, roll a d6. On a 1, lose this relic and 2 command points. On a 2-5, you can mark an additional unit for greatness at the end of the battle. On a 6, you may select an additional agenda for this battle.

Overcharge Add 1 to the roll for this relic. On an unmodified result of 1-3, this relic is lost in addition to any other effects.

CROWN OF GLASS

While this relic is active, once per battle you may attempt to deny an opponent's stratagem. This cannot be Core

Stratagem. If you do, roll a d6. On a 1-3, nothing happens. On a 4+, your opponent cannot use that stratagem this phase. They do not spend any command points on it.

Overcharge Add 1 to the roll. On an unmodified result of 1-3, lose a command point, and your opponent gains a command point in addition to any other effects. On an unmodified result of 6, your opponent cannot use that stratagem for the rest of the battle. If you lose a battle in which you overcharged this relic, it is destroyed.

DIRECTED GRAVITATIONAL LENSING (AKA GRAVITATIONAL MAGNIFYING GLASS)

While this relic is active, once per the owner's command phase, they may choose any objective marker on the battlefield. This can include objective markers created by operations, agendas, or relics. All effects last until the start of the owner's command phase. Roll a d6. On a 1-3, add +1 to the hit roll of all ranged attacks targeting units within 3" of this marker. On a 4+, all units within 3" of this objective marker improve ballistic skill by one.

Overcharge Before rolling a d6, the owner chooses to add or subtract 1 from the outcome. Additionally, on an unmodified 1, units experience localized hyper-gravity: reduce the move characteristic of all units within 3" to 0. They are treated as having advanced this turn. If this affects any units in your army, destroy this relic at the end of the battle. On an unmodified 6, ranged attacks cannot be made on units within 3" of the objective if they are not within half-range. If this affects any units in an opponent's army, destroy this relic at the end of the battle.

UNENCRYPTED NOOSPHERE OUTPUT (U.N.O.)

Tap into the knowledge of the Imperium's Noosphere to save units that would have otherwise been on the brink of death. While this relic is active, if - after allocating all wounds from an attack sequence - only one wound remains on a model, the attacking player may declare "Uno." If they do not declare "Uno" before declaring subsequent attacks or taking actions that occur in subsequent phases, then the owner of that unit may declare "Uno." If they do, restore d3 wounds to that model. If that model has a wounds characteristic of 1, you may instead restore d3 models in that unit that have been destroyed which also have a wounds characteristic of 1. These models must be set up in unit cohesion.

Overcharge At the start of your command phase, before scoring any objectives that are scored in the command phase or activating any other abilities that happen in the command phase, you can overcharge this relic by declaring "Uno Reverse". If you do, destroy this relic. It is no longer your command phase. It is now your morale phase. For the rest of the battle, on your turn phases happen in reverse order (morale, fight, charge, shoot, psychic, movement, command).

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