

WARHAMMER 40,000

CRUSADE

In the war-torn future of Warhammer 40,000 there are hard-bitten groups of warriors who have battled side by side over countless campaigns. From the close-knit brotherhoods of the Adeptus Astartes to bonded Fire Warriors of the T'au Empire, such companies of fighters have fought together tirelessly, each new battle teaching the skills and knowledge to help them survive the nightmarish battlefields upon which they must wage war. This section explains how you can muster an army for use in your own campaign, and how the units within it can progress and develop between one battle and the next.

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CRUSADE FORCES

A Crusade force is one that allows you to track the development of your units from the greenest of recruits to the most hard-bitten veterans over the course of many battles. The more you play with a Crusade force, the more its units will gain experience, abilities, acquire long-lost artefacts and gain scars. Crusade forces are designed to be used as part of a campaign where you grow your favourite collection from a fledgling force into a powerful army feared across the galaxy, earning new Battle Honours with every victory (or defeat). To play with a Crusade force, you will first need to create an Order of Battle.

ORDER OF BATTLE

An Order of Battle is a list of all the units that you have as part of your Crusade force. It will list each unit's name, its points value and its Crusade points total. It is also a place to tally notable victories, track vital resources you have acquired and list your Crusade force's current Supply Limit (see below).

Your Order of Battle can consist of any number of units, but you must have a Crusade card for each unit (pg 5). Once a unit has been added to your Order of Battle, the only way to change its equipped weapons and wargear is to use the Rearm and Resupply Requisition (pg 9), and the only way to add additional models to it is to use the Fresh Recruits Requisition (pg 9). Each time you select an army to play with, you will have to select units from your Order of Battle, so it is a good idea to include units with common Faction keywords that can be fielded together to muster an army. You can add new units to your Order of Battle at any time, provided that doing so does not exceed your Crusade force's Supply Limit. You can also remove units from your Order of Battle at any time, but once you have removed a unit you cannot add it back into your Order of Battle – so any Battle Honours etc. they have acquired are lost. You can find out more about Battle Honours on page 10. Removing a unit from your Order of Battle does not affect your Crusade force's Supply Limit – therefore removing a unit can potentially leave you with the ability to add a new unit to your Order of Battle.

SUPPLY LIMIT, POINTS VALUES AND SUPPLY USED

The combined points values of all the units on your Order of Battle is called your Supply Used; this cannot exceed your Crusade force's current Supply Limit. When you first start a Crusade force, your Supply Limit is 1000 points. This can be increased by playing more battles, as explained later.

CRUSADE POINTS

A unit's Crusade points total is a measure of how many upgrades and bonuses it has gained as part of your Crusade force – when first included in your Crusade force it will typically start at 0, but will increase as the unit gains experience in battle. Make a note of each unit's Crusade points total on your Order of Battle.

BATTLE TALLY, REQUISITION POINTS AND OTHER INFORMATION

Your Order of Battle also has a Battle tally for the number of battles you have played with it, as well as your current number of Requisition points (RP). When you first start a Crusade force, you will start with 5RP. You can find out more about Requisition points on page 8.

You can also include any other information you want on your Order of Battle, including notable victories or defeats, any vendettas or grudges you feel your Crusade force would have, or any additional background that you wish to add to your Crusade force or any of the units within it.

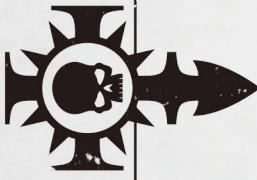
- **Order of Battle:** List of all the units that are part of this Crusade force, and other important information.
 - Can add or remove units from your Order of Battle at any time.
 - Each unit must have a Crusade card.
 - Units cannot be changed once added to your Order of Battle.
- **Supply Used:** The combined points value of all units in this Crusade force.
- **Supply Limit:** Starts at 1000 pts. Your Supply Used must not exceed this.
- **Battle Tally:** Number of battles you have played using this Crusade force.
- **Requisition Points:** Start at 5RP. Can be spent to use Requisitions.

SUMMONED AND REPLACEMENT UNITS

In Warhammer 40,000 there are some rules that are used during a battle to add new units to your Crusade army. These units are only added to your Crusade army for the duration of that battle – they are not added to your Order of Battle.

- **Summoned and Replacement Units:** Units that are added to your Crusade army during the battle, but are not permanently added to your Order of Battle.





CRUSADE FORCE

SUPPLY LIMIT

SUPPLY USED

PRINT NAME

INTT NAME

CRUSADE POINTS

RECORD OF ACHIEVEMENT

1

104

++ THE EMPEROR'S JUDGEMENT IS A BLESSING FOR THE FAITHFUL. ++

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ORDER OF BATTLE

- When you first create an Order of Battle, write the name of your Crusade force and your name here.
 - Record the number of battles you have played using this Crusade force (your Battle tally), and the number of victories it has secured.
 - Record the current number of Requisition points (RP) your Crusade force has available.
 - Record the current Supply Limit of your Crusade force, as well as the combined points value of all the units in your Crusade force (the Supply Used).
 - Your Order of Battle lists all the units in your Crusade force – for easy reference, record each unit's points value and Crusade points total.
 - There is space on an Order of Battle for all kinds of narrative information, such as personal goals, notable victories (or defeats), vendettas and more.

CRUSADE FORCE VS CRUSADE ARMY

A player's Crusade force is every model listed on their Order of Battle. A player's Crusade army is an army selected for use in a single battle from the units in that player's Crusade force. While, to begin with, a player's Crusade army may be their entire Crusade force, as that player's collection of miniatures and their Crusade force grows, this may no longer be the case. For example, if a player's entire Crusade force is a collection of units with a combined points value of 3000 points, each time that player mustered a Crusade army for a Strike Force battle, they would select 2000 points of units from their Crusade force.

- **Crusade Force:** All the units on a player's Order of Battle.
 - **Crusade Army:** All the units selected from a player's Crusade force that will be used in a single battle.



CRUSADE CARDS

Each time you add a unit to your Order of Battle, that unit's details must be recorded on a Crusade card. Each unit's Crusade card details the following:

- A unique name for that unit.
- Which models and how many of each are in that unit.
- The wargear models in that unit are equipped with.
- Any Enhancements that unit has (see Renowned Heroes, page 9).
- The total points value of that unit. This includes the cost of all models, wargear, Enhancements and upgrades that unit has.
- Any rules that unit must or can select before the battle.
- Any upgrades that unit has purchased using Requisitions.
- Any Battle Honours or Battle Scars that unit has.
- That unit's current number of Experience points (XP). When adding a unit to your Order of Battle, this will be 0.
- That unit's Combat tallies (when adding a unit to your Order of Battle, these will be 0). This includes a Units Destroyed tally, which is the number of enemy units destroyed by that unit across all games it is included in your Crusade army.
- That unit's total number of Crusade points (when adding a unit to your Order of Battle, this will be 0).

Once you have added a unit to your Order of Battle and created a Crusade card for it, you cannot change the number of models in that unit, the wargear its models are equipped with, or any of the other rules that must be selected when you first create its Crusade card.

EXPERIENCE POINTS

When you add a unit to your Order of Battle, it will start with 0 Experience points (XP). Units can gain Experience points as follows:

1. BATTLE EXPERIENCE 1XP

At the end of a battle, each unit with a Crusade card that was part of your Crusade army for that battle gains 1XP.

2. DEALERS OF DEATH 1XP

A unit gains 1XP for every third enemy unit it has destroyed. This can be determined by looking at the Units Destroyed tally on its Crusade card.

3. MARKED FOR GREATNESS 3XP

At the end of a battle, you can select one unit with a Crusade card that was part of your Crusade army for that battle; that unit gains 3XP.

There are many additional ways in which units can gain Experience points, as described in other Crusade rules. Keep track of a unit's current Experience points total on its Crusade card.

The units listed below never gain Experience points and can never gain Battle Honours. However, they automatically pass any Out of Action tests they are required to take, so never gain Battle Scars. You can find out more about Out of Action tests and Battle Scars on page 13. You can mark the Experience Points section of such units' Crusade card as 'N/A' to remind you.

- EPIC HEROES
- FORTIFICATIONS
- SWARMS
- Summoned and Replacement units (pg 2)

- **Experience Points:** Units start with 0XP, but gain them by taking part in battles.
- Some units never gain XP.

COMBAT TALLIES

A unit's Crusade card contains space to record all kinds of battle statistics. Each time a unit takes part in a battle, survives a battle or destroys an enemy unit, make a note on that unit's Crusade card. Units can gain Experience points from these tallies, as described above.

- **Combat Tallies:** Used to record battle statistics for units during games.



CRUSADE CARD

1. Each unit in your army should have a unique name.
2. A unit's equipment, upgrades and points value, along with other things you must select.
3. The number of Experience and Crusade points a unit has acquired.
4. Keep a tally of how many enemy units a unit has destroyed (and how).
5. When a unit acquires enough Experience points to be promoted, tick the appropriate box to denote its rank.
6. All Battle Honours and Battle Scars that a unit currently has.

1

The Everscythe UNIT NAME	110 POINTS COST	1 CRUSADE POINTS
Skorpesh Destroyers UNIT TYPE		
EQUIPMENT		2
ENHANCEMENTS & UPGRADES		
BATTLES PLAYED	BATTLES SURVIVED	ENEMY UNITS DESTROYED
4	2	5
COMBAT TALLIES		
CAMPAIN BADGES		

3

4

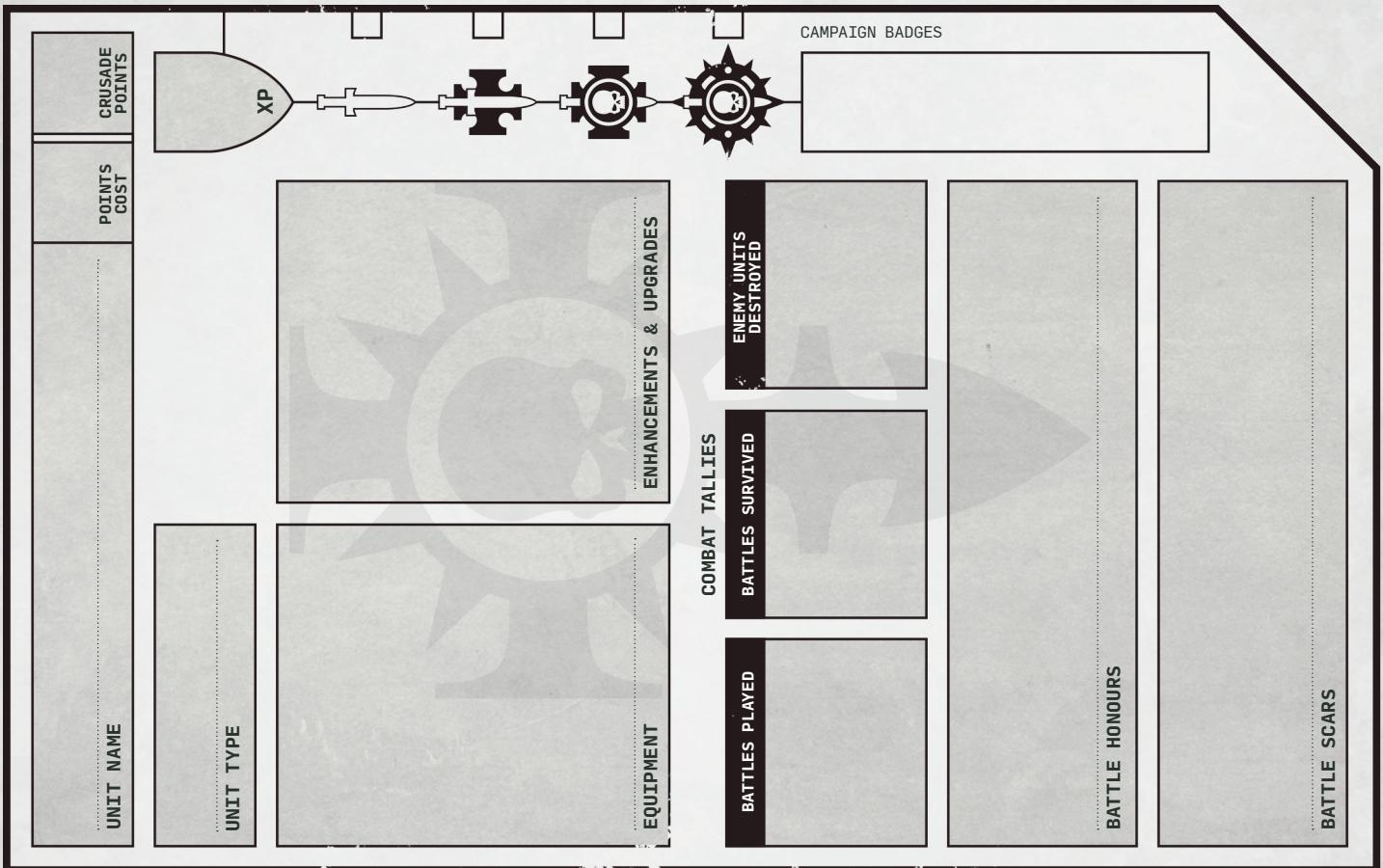
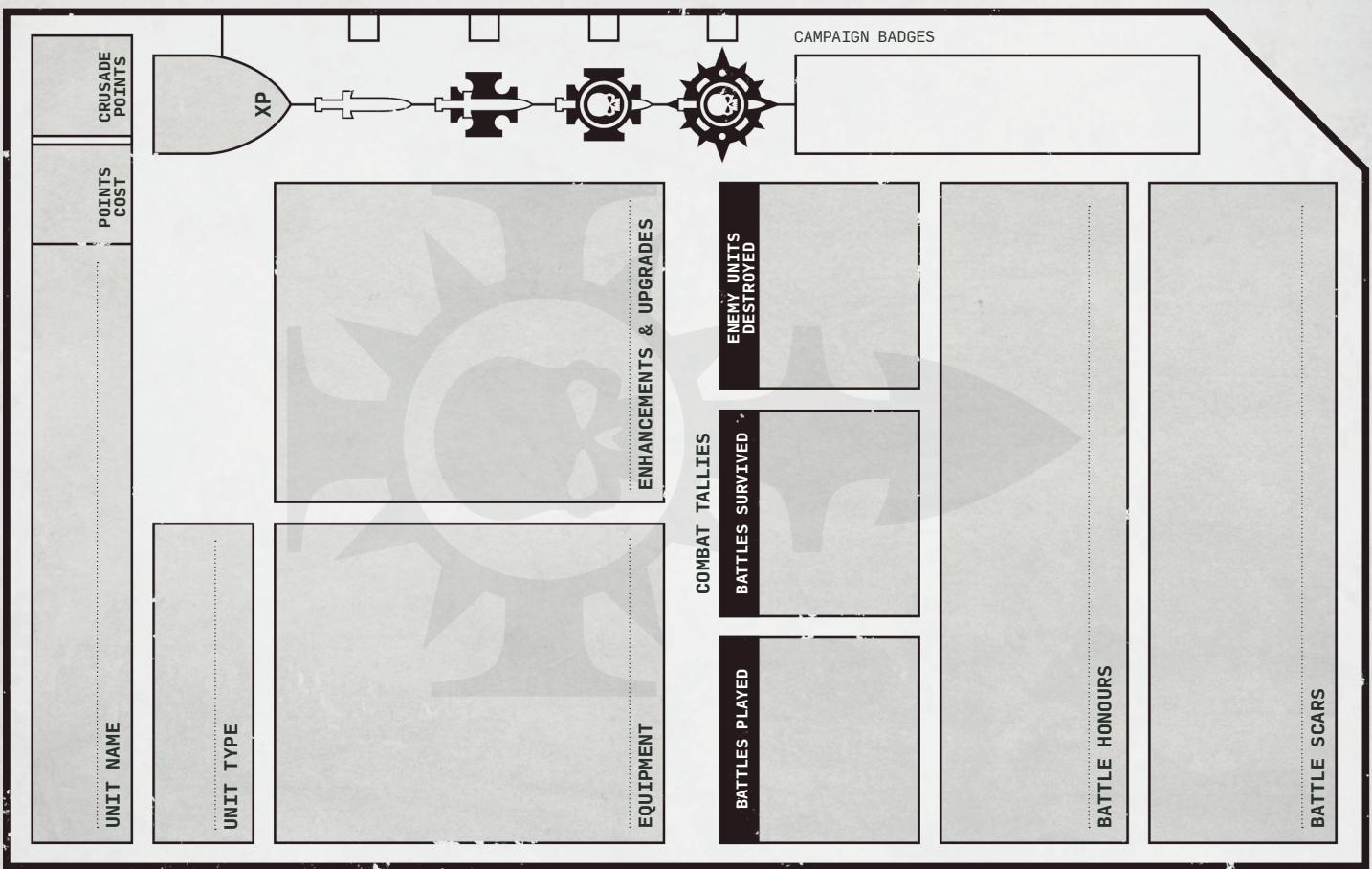
Thekryst the Executioner UNIT NAME	110 POINTS COST	2 CRUSADE POINTS
Skorpesh Lord UNIT TYPE		
EQUIPMENT		5
ENHANCEMENTS & UPGRADES		
BATTLES PLAYED	BATTLES SURVIVED	ENEMY UNITS DESTROYED
4	4	3
COMBAT TALLIES		
CAMPAIN BADGES		

6

Armour of the soulless sentry Duelist BATTLE HONOURS	
BATTLE SCARS	

6





REQUISITIONS

Requisition points (RP) can be used to purchase Requisitions; these can upgrade individual units or your entire Crusade force. Each time you spend RP to purchase Requisition, reduce your Requisition points total by the cost of the Requisition purchased. Any Requisition points you do not spend are saved and can be used later.

As you play more battles, you can gain additional Requisition points, but a Crusade force can never have more than 10 (any additional Requisition points acquired beyond this are lost). Each time you play a battle, you will gain 1RP after that battle has been completed, regardless of the result of the battle itself. Keep track of how many Requisition points you have on your Order of Battle.

Players can always use the Requisitions found on page 9. Additional Requisitions can be found elsewhere. Each Requisition will tell you when it can be purchased; they can never be purchased during a battle (i.e. between the Begin the Battle and End the Battle steps of the mission). So long as you have enough Requisition points, there is no limit on the number of Requisitions you can purchase, the number of times you can purchase each Requisition or the combination of Requisitions you can purchase. If you do not have enough Requisition points to purchase a Requisition, you cannot purchase it.

- Requisitions cost RP to purchase. You can never have more than 10RP.
- Each battle you play gains you 1RP (win, lose or draw).



INCREASE SUPPLY LIMIT

1RP

Information uncovered by your forces has revealed the growing importance of this war zone and the increasing threat posed by enemies. In response, high command has acceded to your urgent request for reinforcements.

Purchase this Requisition at any time. Increase your Crusade force's Supply Limit by 200 points.

RENNED HEROES

1-3RP

The greatest warriors, most cunning tacticians and seers lead their armies to war possessed of hard-won skills and powerful artefacts that mark them out as legendary commanders.

When you first start a Crusade force, you can purchase this Requisition the first time you add a **CHARACTER** unit to your Order of Battle. After that point, you can purchase this Requisition each time a unit from your Order of Battle gains a rank. In either case, you cannot select an **EPIC HERO** unit, a unit that already has an Enhancement, or a unit that has either the Disgraced or Mark of Shame Battle Scars (pg 14).

You can select one Enhancement that unit has access to (if using this Requisition when that unit gains a rank, this is instead of it gaining a Battle Honour). When doing so, that unit has access to any Enhancements described within any Detachment rules that it could use, even though you have not yet started to muster your army and so have not selected any Detachment rules yet.

If the selected Enhancement replaces a weapon that is a Crusade Relic or a weapon upgraded by Weapon Modifications (pg 11), that Crusade Relic or Weapon Modifications are lost. Recalculate the unit's points value as a result of gaining this Enhancement and update its Crusade card. You cannot make any changes that would cause you to exceed your Supply Limit.

This Requisition costs 1RP plus 1 additional RP for each other Enhancement that your Order of Battle contains (to a maximum of 3RP).

Example: If this Requisition was used to give a unit an Enhancement and one other unit in your Order of Battle already had an Enhancement, it would cost 2RP.

LEGENDARY VETERANS

3RP

Occasionally, a group of warriors will climb the ranks across a score of battles, forging a legendary reputation that is known by friend and foe. Such veterans possess skills and honours to rival those of the most glorified heroes.

Purchase this Requisition when a unit from your Order of Battle (excluding **CHARACTER** units) reaches 30XP. That unit's Experience points total is no longer limited to a maximum of 30 and it can now be promoted above the Battle-hardened rank. In addition, the maximum number of Battle Honours that unit can have is increased to 6.

REARM AND RESUPPLY

1RP

The changing nature of the war zone and the demands from high command necessitate the opening of arms caches and wargear vaults to ensure your warriors face the enemy with the most effective killing tools.

Purchase this Requisition before a battle. Select one unit from your Order of Battle. You can change any wargear options models in that unit are equipped with as described on that unit's datasheet. If you replace a weapon that is a Crusade Relic or a weapon upgraded by Weapon Modifications (pg 11), that Crusade Relic or any Weapon Modifications are lost. Recalculate the unit's points value as a result of any of these changes and update its Crusade card. You cannot make any changes that would cause you to exceed your Supply Limit.

REPAIR AND RECUPERATE

1-5RP

Amid gore-streaked medicae facilities and clamorous forge-shrines, the damage worked by the foe upon warriors and war engines is undone before they are discharged to seek vengeance.

Purchase this Requisition after a battle. Select one unit from your Order of Battle that has one or more Battle Scars. Select one of that unit's Battle Scars and remove it from its Crusade card (for each Battle Scar removed, that unit's Crusade points total will increase by 1).

This Requisition costs 1RP plus 1 additional RP for each Battle Honour that unit has (to a maximum of 5RP).

Example: If this Requisition was used to remove a Battle Scar from a unit with three Battle Honours, it would cost 4RP.

FRESH RECRUITS

1-4RP

As wars grind on into deadlier phases, vital missions require larger numbers of troops. Embedding warriors into experienced formations is an intensive and costly exercise, but the victories that result speak for themselves.

Purchase this Requisition at any time. Select one unit from your Order of Battle. You can add additional models to that unit, up to the maximum listed on its datasheet. Recalculate the unit's points value as a result of any of these changes and update its Crusade card. You cannot make any changes that would cause you to exceed your Supply Limit.

This Requisition costs 1RP plus 1 additional RP for every 2 Battle Honours the unit has, rounding up (to a maximum of 4RP).

Example: If this Requisition was used to add additional models to a unit with three Battle Honours, it would cost 3RP.



RANKS AND BATTLE HONOURS

If a unit has gained enough Experience points, before its next battle it will earn a promotion and gain a rank (from Battle-ready to Bloody, for example). Each time a unit gains a rank, make a note of it on the unit's Crusade card.

Only **CHARACTER** units can gain the Heroic or Legendary ranks. Other units cannot be promoted above the Battle-hardened rank and the maximum number of Experience points they can gain is therefore 30 (any gained beyond this are lost). The Legendary Veterans Requisition (pg 9) is an exception to this rule, enabling a unit without the **CHARACTER** keyword to gain these ranks.

EXPERIENCE POINTS	RANK
0-5	Battle-ready
6-15	 Bloody
16-30	 Battle-hardened
31-50	 Heroic
51+	 Legendary

BATTLE TRAITS

Battle Traits are skills or upgrades that units have acquired during their years of warfare, and help to give them a vital edge on the battlefield. Each time a unit gains a Battle Trait, select a Battle Traits table for that unit and either roll one D6 to randomly determine which Battle Trait the unit has gained, or choose the Battle Trait that you think tells the best narrative. A unit can have more than one Battle Trait but it cannot have the same Battle Trait more than once (if a duplicate result is rolled, roll again until a different result is rolled).

Battle Traits can be found in many publications containing Crusade content. Each time you give a unit a Battle Trait, make a note of it on its Crusade card and increase its Crusade points total accordingly.

BATTLE HONOURS

Each time a unit gains a rank, it can gain one Battle Honour. Units can also gain additional Battle Honours by other means (such as by winning certain missions, fulfilling certain Agendas, etc.). Each time a unit gains a Battle Honour, increase its Crusade points total by 1 (if the unit is **TITANIC**, increase its Crusade points total by 2 instead). Make a note of each Battle Honour a unit has on its Crusade card. A unit can never have more than three Battle Honours unless it is a **CHARACTER**, in which case it can have up to six Battle Honours. Once the maximum is reached, each time a unit gains a new Battle Honour it must first remove one of its existing Battle Honours.

There are several categories of Battle Honours that can be bestowed upon a unit, such as Battle Traits, Weapon Modifications and Crusade Relics. Each time a unit gains a Battle Honour, you can select from any category.

- Once a unit gains enough XP it will gain a rank.
- Only **CHARACTER** units can gain the Heroic or Legendary ranks.
- Each time a unit gains a rank, it can gain a Battle Honour.
- There are several categories of Battle Honours, which include:
 - **Battle Traits:** New skills and abilities.
 - **Weapon Modifications:** Upgrade an item of wargear.
 - **Crusade Relic:** Gain a rare and powerful artefact.
- Each time a unit gains a Battle Honour, increase its Crusade points total by 1 (or by 2 if **TITANIC**).

WEAPON MODIFICATIONS

Weapon Modifications are upgrades made to a warrior's armaments that improve their lethality in combat. Each time a unit gains this Battle Honour, you must select one model in that unit (if the unit includes a CHARACTER model or Unit Champion, you must select that model), then you must select one weapon equipped by that model. You cannot select a weapon that has already been upgraded by this Battle Honour and you cannot select a weapon that has already been replaced by an Enhancement or a Crusade Relic – such artefacts cannot be modified.

Each time you select a weapon, roll two D6 and consult the table below to randomly determine which two Weapon Modifications it gains (if a duplicate result is rolled, roll both dice again until two different results are rolled), or choose the two different Weapon Modifications that you think tell the best narrative.

WEAPON MODIFICATION

D6

FINELY BALANCED

Perfectly weighted for the weapon's owner, this weapon feels to be an extension of their own limbs.



Improve this weapon's Ballistic Skill or Weapon Skill characteristic by 1.

BRUTAL

Enhanced with hyper-dense metalloids or empowered by advanced energies, this weapon can be wielded with meteoric force.



Add 1 to this weapon's Strength characteristic.

ARMOUR PIERCING

Honed to a razor-edged sharpness or invested with crackling energy fields, this weapon can crack the heaviest enemy battle plate.



Improve this weapon's Armour Penetration characteristic by 1.

MASTER-WORKED

Forged by master-smiths and hand-worked over generations by skilled artificers, this weapon's deadly killing power matches its martial elegance.



Add 1 to this weapon's Damage characteristic.

HEIRLOOM

Handed to worthy scions or claimed by ruthless victors, the greatest weapons are valued for their quality.



Add 1 to this weapon's Attacks characteristic.

PRECISE

Whether fitted with superior scopes or crafted by master duellists, this weapon has been modified with the sole purpose of executing enemy heroes and commanders.



Each time a Critical Wound is scored for an attack made with this weapon, that attack has the [PRECISION] ability.



CRUSADE RELICS

Crusade Relics are rare items of power that your warriors discover as they quest across the galaxy. Only **CHARACTER** models can gain Crusade Relics. When a model gains a Crusade Relic, simply select the Crusade Relic that you want that model to have. A **CHARACTER** model can have any number of Crusade Relics, but the same Crusade Relic cannot be included in your Order of Battle more than once. Crusade Relics can be found in many publications containing Crusade content.

There are three categories of Crusade Relics: Artificer Relics, Antiquity Relics and Legendary Relics. Some categories of Crusade Relic can only be given to **CHARACTER** models if their unit has achieved a particular rank, as shown in the table below. Unlike other Battle Honours, which increase a unit's Crusade points total by 1 (or 2 if the **CHARACTER** unit is **TITANIC**), each time you give a **CHARACTER** model a Crusade Relic, you must increase its unit's Crusade points total by the amount shown in the table below instead. Each time you give a **CHARACTER** model a Crusade Relic, make a note of it on its Crusade card.

CRUSADE RELICS		
RELIC CATEGORY	RANK REQUIRED	CRUSADE POINTS INCREASE
Artificer	Any	+1
Antiquity	Heroic or Legendary	+2
Legendary	Legendary	+3



OUT OF ACTION

After a battle, all models from your Crusade army that are destroyed at the end of the battle are restored to your Order of Battle and all wounds they have lost are regained. This represents units replenishing their numbers, wounded warriors returning to the fray and battle tanks being recovered and repaired. The only lasting effects are any Battle Scars the unit acquires, as described below.

At the end of each Crusade battle, you must take an Out of Action test for each unit from your Crusade army that is destroyed. To do so, roll one D6. On a 2+, the test is passed and nothing happens. On a 1, the test is failed; you must now choose one of the following options for that unit.

1. DEVASTATING BLOW

You can only select this result for units that have one or more Battle Honours. Select one of that unit's Battle Honours and remove it. Update that unit's Crusade card and reduce its Crusade points total by 1 (or by 2 if that unit is **TITANIC**) to account for the lost Battle Honour.

2. BATTLE SCAR

That unit gains one Battle Scar (see below). This must be determined before your next battle and that unit's Crusade card must be updated to reflect any changes.

BATTLE SCARS

Each time a unit gains a Battle Scar, either roll one D6 and consult the table on page 14 to randomly determine which Battle Scar that unit has gained, or choose the Battle Scar that you think tells the best narrative. A unit can have more than one Battle Scar, but it cannot have the same Battle Scar more than once (if a duplicate result is rolled, roll again until a different result is rolled). A unit cannot have more than three Battle Scars; each time a unit with three Battle Scars fails an Out of Action test, you must select the Devastating Blow result for it. If the unit has no Battle Honours remaining, you must instead remove that unit from your Order of Battle – it is permanently destroyed or otherwise unable to fight any more. Make a note of each Battle Scar a unit has on its Crusade card and subtract 1 from its Crusade points total for each Battle Scar it currently has. Note that this can mean a unit has a negative Crusade points total.

- **Out of Action:** At the end of the battle, if a unit is destroyed, you must take an Out of Action test for it.
- **Roll one D6:** on a 1, that test is failed. Choose one of the following for that unit:
 - **Devastating Blow:** Lose one Battle Honour.
 - **Battle Scar:** Gain one Battle Scar. Subtract 1 from a unit's Crusade points total for each Battle Scar it currently has.



BATTLE SCAR

D6

CRIPPLING DAMAGE

Reduced to walking wounded, plagued by engine faults or hobbled by lacerations, the impaired still limp stoically into battle.

This unit cannot Advance and you must subtract 1" from the Move characteristic of models in this unit.



BATTLE-WEARY

Sapped of energy and impetus, fighting formations that endure extended tours can be psychologically crippled by constant attack.

Each time this unit takes a Battle-shock, Leadership, Desperate Escape or Out of Action test, subtract 1 from that test.



FATIGUED

These fighters have suffered heavily in war, indecision and disorganisation hampering their ability at effective battlefield cohesion.

Subtract 1 from the Objective Control characteristic of models in this unit and this unit never receives a Charge bonus.



DISGRACED

Having committed some gross failure in battle, these warriors are excluded from high strategies and tasked with unheroic actions.

You cannot use any Stratagems to affect this unit and this unit cannot be Marked for Greatness.



MARK OF SHAME

Humiliated, cursed or haunted by terrible injury, these fighters are shunned or avoided and few will acknowledge them even in war.

This unit cannot form an Attached unit, it is unaffected by the Aura abilities of friendly units, and it cannot be Marked for Greatness.



DEEP SCARS

Battle damage and grievous injuries can linger and fester, worsening until they severely hamper a unit's constitution.

Each time a Critical Hit is scored against this unit, that attack automatically wounds this unit.



ATTACHED UNITS

Leaders can merge together with Bodyguard units using the Leader ability. While a Bodyguard unit contains a Leader unit, it is known as an Attached unit and all Battle Honours and Battle Scars that the individual Leader and Bodyguard units have apply to that Attached unit. Rules that only apply if every model in the unit has that rule are an exception to this, and will only apply if both the Leader and Bodyguard units have the same rule. For example, the Infiltrators, Scouts, Deep Strike and Stealth abilities are just some examples of rules that specify 'If every model in this unit has this ability...' and as such, they only apply if all the units in an Attached unit (i.e. all the Leader and Bodyguard units that make it up) have that same ability.

If an individual Leader or Bodyguard unit is destroyed at the end of the battle, you must make an individual Out of Action test (pg 13) for that separate unit.

Every individual unit that makes up an Attached unit gains 1XP for Battle Experience after each battle as normal. Each time an Attached unit adds to any Combat tallies for units destroyed or Agendas achieved, and each time an Attached unit gains any bonus XP for any reason (such as for achieving an Agenda or being Marked for Greatness), those tallies and bonus XP can be marked on the Crusade card of, or awarded to either the Leader or the Bodyguard unit (your choice), but not both.

MUSTERING A CRUSADE ARMY

In order to play a Crusade game of Warhammer 40,000, you will need to muster a Crusade army. To do so, follow the sequence below.

1

SELECT BATTLE SIZE

Select one of the following battle sizes; this will determine the total number of points each player will have to spend to build their Crusade army and as a result, how long the battle will last. Note that you will have to select units from your Order of Battle when mustering your Crusade army, therefore it must contain sufficient units for the points specified for your selected battle size.

Points are a measure of a unit's power on the battlefield; the higher a unit's points value is, the more powerful that unit is. The points values for units are presented in other publications, such as Codexes and the Munitorum Field Manual. You will need to refer to these when building your army.

INCURSION

Points per Army **1000**

Duration Up to **2** hours

STRIKE FORCE

Points per Army **2000**

Duration Up to **3** hours

ONSLAUGHT

Points per Army **3000**

Duration Up to **4** hours

2

START YOUR ARMY ROSTER

The details of your Crusade army must be recorded on an Army Roster; this can be recorded on the Warhammer 40,000 app, a blank Army Roster or a piece of paper. Players must show their finished Army Roster to their opponent before battle commences.

You can download a blank Army Roster from warhammer-community.com.

3

SELECT ARMY FACTION

Note on your Army Roster one Faction keyword to be your Army faction.



4

SELECT DETACHMENT RULES

Note on your Army Roster one set of Detachment rules for your Crusade army. Some Detachment rules list units that you either must or cannot include in your Crusade army; you must conform to all such rules when building your Crusade army.

5

SELECT UNITS

Select all the units from your Order of Battle that you want to include in your Crusade army. Subtract each unit's points value from the total permitted for your battle size.

You can only include a unit in your Crusade army if:

- That unit has the Faction keyword you chose for your Crusade army in step 3.
- You have enough points remaining.
- Your Crusade army does not already contain three units with the same datasheet name as that unit – or six units with the same datasheet name as that unit if it is a **BATTLELINE** or **DEDICATED TRANSPORT*** unit.

Your Crusade army must include at least one **CHARACTER** unit. Your Crusade army cannot include the same **EPIC HERO** more than once.

*Every **DEDICATED TRANSPORT** unit in your Crusade army will need to start the battle with at least one unit embarked inside it, or it will not be able to be deployed for that battle and will instead count as having been destroyed during your first battle round.

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SELECT WARLORD

Select one **CHARACTER** model from your Crusade army to be your Warlord – this will be the leader of your Crusade army – and make a note of this on your Army Roster. Your Warlord gains the **WARLORD** keyword.