

The following assumes the reader has a copy of the Warhammer 40,000 9th edition core rulebook to hand as these are modifications to the Crusade rules presented from page 306 in that book.

GENERAL CHANGES

- Replaces all references to WARLORD with “GENERAL”.
- Replace all references to Warlord Trait with “Command Trait”.
- Replace all references to Relics with Artefacts

CRUSADE FACTION

Replace this entire section:

When you start a Crusade force, you must decide what its Crusade Faction will be. This must be the relevant keyword from the battletome you are selecting your crusade force from, but could also be:

- Grand Alliance Order
- Grand Alliance Chaos
- Grand Alliance Destruction
- Grand Alliance Death

If you wish to select a sub-faction from your battletome – for example STORMCAST: HAMMERS OF SIGMAR – then you must select this at this point.

In addition, you must select one of the realms from which your Crusade forces comes from:

- AQSHY
- GHYRAN
- CHAMON
- ULGU
- HYSH
- SHYISH
- GHUR

ORDER OF BATTLE

Replace references to Power Level with points.

REQUISITIONS

Increase Supply Limit – Increase your Crusade force’s supply limit by 100 points

Fresh Recruits – Replace the last sentence with “If the unit selected has achieved the Bloodied Rank, you must increase its Crusade Points total by 1 if the points costs of the unit has gone from 200 or less to 201 or more.

Psychic Meditations is replacing by two different abilities:

Magical Meditations – Purchase this requisition either before or after a battle. Select one WIZARD that has a crusade card from your Order of Battle. You can change the spells that WIZARD knows either from the appropriate lore in its battle tome or by taking a spell from the spell lore for the realm the crusade force comes from, taken from the Malign Sorcery book. This cannot be used to change the spells it knows from its own warscroll.

Priestly Meditations – Purchase this requisition either before or after a battle. Select on PRIEST that has a crusade card from your Order of Battle. You can change the prayer that PRIEST knows from the appropriate list in its battletome. This cannot be used to change the prayers it knows from its own warscroll.

RANKS AND BATTLE HONOURS

Battle Honours

Replace the list of battle honours box as follows

- There are 4 types of battle honours:
 - Renown: New skills and abilities
 - Weapon Enhancements: Upgrade an item or wargear
 - Magical Fortitude: Boosts a WIZARD's magical power
 - Realm Artefact: Gain a rare and powerful artefact.
- Each time a unit gains a Battle Honour increase its Crusade Points by:
 - 1 if the unit has a points cost of 200 or less
 - 2 if the unit has a points cost of 201 or more

Renown replaces Battle Traits

Instead of using the table in the core rulebook a unit has gains renown rolls on the Regiments of Renown table from General's Handbook 2019, with the following modifications

Replace 1 & 6 on the table with:

Special: Choose from one of the following

- If the unit has been generated from the Anvil of Apotheosis rules you may gain 3 additional Destiny Points to increase its abilities
- If the unit is a **HERO** or **MONSTER** either add 1 to its Wounds characteristic or roll on the **HERO** or **MONSTER** table as appropriate (a **HERO** riding a **MONSTER** can roll on either).
- For any other unit, roll again on one of the Specialist tables).

MONSTER TABLE

D6	Ability
1	Unstoppable – Add 1" to this unit's Move characteristic. In addition, add 1 to Run and Charge rolls made for this unit
2	Apex Predator – reroll hit rolls of 1 when resolving attacks made by this unit
3	Hardened Hide – reroll saving throws of 1 for this unit.
4	Monster Hunter – re-roll wound rolls of 1 when resolving attacks made by this unit
5	Regenerative Flesh – 1 model in this unit heals 1 wound at the start of each of your Hero phases
6	Terrifying - Roll 2 dice when taking a bravery test for an enemy unit within 6" of any unit with this ability and discard the lowest result. If both dice results are the same, discard either one of them.

HERO TABLE

D6	Ability
1	Swift and Agile – Add 1" to this HERO 's Move characteristic. In addition, add 1 to Run and Charge rolls made for this unit
2	Heroic Constitution – roll 1D6 each time a wound or mortal wound is allocated to this HERO . On a 5+ that mortal wound is ignored.
3	Resilient – heal 1 wound suffered by this HERO at the start of each of your Hero Phases.
4	Deadly Combatant – Add 1 to the attacks of a single melee weapon this HERO is armed with – this cannot be allocated to a mount's attacks
5	Inspiring Hero – Add 1 to the Bravery characteristic of friendly units while they are within 6" of this HERO .
6	Tactical Experience – While any HERO with this ability is on the battlefield, roll a D6 at the start of your hero phase. On a 4+ gain 1 additional command point.

WEAPON ENHANCEMENTS

Replace the two tables with the following.

RANGED WEAPONS

D6	Enhancement
1	Deadly Accuracy - When resolving an attack with this weapon, each unmodified hit roll of 6 scores a number of mortal wounds on the target equal to the damage characteristic of the weapon and the attack sequence ends.
2	Armour Piercing - Improve the rend of this weapon by 1 – i.e. rend – becomes -1, rend -1 becomes -2 etc.
3	High Calibre - Add 1 to wound rolls made with this weapon
4	Improved Sights - Add 1 to hit rolls made with this weapon
5	Improved Range - Increase the range of the weapon by 6"
6	Improved Damage - Add 1 to the damage characteristic of this weapon

MELEE WEAPONS

D6	Enhancement
1	Hierloom - When resolving an attack with this weapon, each unmodified hit roll of 6 scores one additional hit on the target.
2	Razor-edged - Improve the rend of this weapon by 1 – i.e. rend – becomes -1, rend -1 becomes -2 etc.
3	Brutal - Add 1 to wound rolls made with this weapon
4	Finely Balanced - Add 1 to hit rolls made with this weapon
5	Shredder - When resolving an attack with this weapon, an unmodified wound roll of 6 scores a number of mortal wounds on the target equal to the damage characteristic of the weapon and the attack sequence ends.
6	Fleshbane - Add 1 to the damage characteristic of this weapon

MAGICAL FORTITUDE replaces PSYCHIC FORTITUDE

Replace the table with the following

D6	Magical Fortitude
1	Add 1 to the number of spells this WIZARD can attempt to cast in each hero phase

2	Add 1 to the number of spells this WIZARD can attempt to unbind in your opponent's hero phase.
3	This WIZARD can pick 1 additional spell either from the lore in the relevant battle tome or from the list of spells for the realm the army comes from in the Malign Sorcery book.
4	The WIZARD can add 1 to the result of all casting rolls
5	The WIZARD can add 1 to the result of all unbinding and dispelling rolls
6	The WIZARD can attempt to unbind any Endless Spell at the start of your hero phase without reducing the number of spells he can cast. He can do this in addition to any other WIZARD that wants to unbind an Endless Spell giving you up to 2 attempts per Hero phase.

REALM ARTEFACTS - Replaces Crusade Relics

Realm relics are rare items of power your heroes discover as they quest across the realms. Only **HERO** models can gain Realm Relics. When a model gains a realm relic, pick from either the realm the previous battle was fought in or the realm the current battle is being fought in. Then select 1 relic from the tables of artefacts from the Malign Sorcery book appropriate to that realm.

A **HERO** model can only ever have 1 artefact, whether this is a realm artefact or one gained from the Artefact requisition.

OUT OF ACTION

Replace the tables in the book as follows:

HERO UNITS (where a unit has both the **HERO** and **MONSTER** keyword, you must roll on this table)

D6	Trait
1	Slowed – subtract 1" from this unit's Move characteristic. In addition, subtract 1 from Run and Charge rolls made for this unit.
2	Blind in 1 eye – you must reroll unmodified hit rolls of 6 when resolving attacks made by this HERO
3	Reduced strength – you must reroll unmodified wound rolls of 6 when resolving attacks by this HERO
4	Chest Wound – reduce the wounds characteristic of this HERO by 1
5	Deep Concussion – you must roll 1D6 for this HERO each time it wants to use any of its command abilities. On a 4+ you must either spend 2 command points to use the ability or not use it.
6	Loss of Reputation – If this HERO has any aura abilities (i.e. that effect units within X") then the range of those abilities is reduced by 3". If this reduces the range to 0" or less then the HERO loses that ability. In addition, the range of any command abilities used by this HERO is reduced by 3"

MONSTER UNITS (that do not have the **HERO** keyword)

D6	Trait
1	Crippling Injury – Subtract 2" from this MONSTER 's Move characteristic. In addition, subtract 1 from Run and Charge rolls made by this MONSTER .

2	Crippled Limb – You must reroll unmodified hit rolls of 6 when resolving attacks made by this MONSTER's melee weapons
3	Critical Wound – when resolving any ability that is affected by the number of wounds the monster has taken, always add 2 to the number of wounds it has taken
4	Tissue Damage – Subtract 1 from the attack characteristic of all of this MONSTER's melee weapons, to a minimum of 1
5	Fractured Skull- you may not use any command abilities on this MONSTER
6	Weakened – You must reroll unmodified wound rolls of 6 when resolving attacks made by this MONSTER's melee weapons.

ANY OTHER UNIT

D6	Trait
1	Walking Wounded – Subtract 1" from the move characteristic the unit. In addition, subtract 1 from any Run and charge rolls made for this unit.
2	Concussion – You must reroll unmodified hit rolls of 6 when resolving attacks made by this unit's weapons
3	Battle Weary – this unit can never gain more than 1 experience for each battle it takes part in.
4	Shell Shock – reduce the bravery characteristic of the unit by 1.
5	Unable to Retreat - Roll a D6 each time this unit wants to make a retreat move. On a 4+ the unit cannot retreat. In addition, this unit may not Run when it makes a retreat move.
6	Mark of Shame – you may not use any command abilities on this unit.