narrative labs

CRUSADING CAMPAIGNS

UNOFFICIAL RULES FOR WARHAMMER 40,000 CRUSADE

Crusading Campaigns in an enhancement to the Crusade rules from the Warhammer 40,000 rulebook.

The Crusade rules are designed to represent a growing force fighting across multiple campaigns, different warzones and against different enemies. Between games you're able to return to your main base, fleet or other supply point – heal wounds, gain reinforcements and resupply. However, if your crusade force is on a prolonged campaign, they might not have the opportunity to take these rests between battles.

These rules are designed to represent a force in a campaign, where there is limited opportunities for resupply and reinforcements. Over time, while your forces will gain experience, new abilities and new weapons, they will also suffer greater damage from the battles they fight.

PLAYING A CRUSADE CAMPAIGN

Before starting a Crusading Campaign you must build your Order of Battle as per the rules that start on page 306 of the core rulebook. You may decide that because of these rules, you want all players to start with a greater supply limit, depending on the nature of the campaign you're fighting. However, between battles you are not allowed to do the following:

- Remove units from your order of battle
- Add new units to your order of battle
- Spend Requisition Points

This means that you cannot remove battle scars or increase your forces in between games.

Instead, at certain points during a campaign, you can send your force for Resupply and Reinforcement.

What "resupply and reinforcement" means will depend on the campaign you're playing. For map-based campaigns you may designate certain locations where a force can start spending requisition points. Alternatively, you may only be able to resupply and reinforce every X number of campaign turns or games.

If there's a Games Master then they can determine the rules, and can even add some penalties for doing this. Potentially going for resupply and reinforcement might allow you to bring greater and fresher forces to bear on your enemies, but those enemies might have used that time to get better prepared for your attack.

When you go for Resupply and Reinforcement you are then able to do the following:

- Remove units from your order of battle
- Add new units to your order of battle
- Spend Requisition Points

It's worth noting that the increased number of battle scars a force is likely to accumulate using these rules means that you will need a mechanic to allow these to be removed. This may vary depending on the campaign. You may just choose to provide players with additional requisition points at the

end of each campaign round, or just at the end of the overall campaign. Alternatively, you might allow a certain number of battle scars to be removed at certain points.

OUT OF ACTION

The following rules replace the Out of Action section of page 324 of the core rulebook for a Crusading Campaign.

After the battle, before you have determined the total number of experience points each unit gains, you must take an out of action test for each unit in your army that has a Crusade Card that was destroyed in that battle. You do not have to test for a unit that was destroyed but was subsequently returned to the battlefield during that battle – only for units that are destroyed at the end of this battle.

To take an out of action test, roll one D6 for that unit and consult the table below to determine the result.

OUT OF ACTION TABLE	
D6	Result
1	Take a crusade attrition test
2	Take a battle scar and lose D3 experience points
3	Take a battle scar
4	Survive with no injuries
5	Survive with no injuries
6	From failure we can learn valuable lessons – gain an additional D3 experience points!

CRUSADE ATTRITION TESTS

A crusade attrition test represents injuries taken during a campaign that means a force is no longer able to start at its full strength. Models may start missions with less than their starting wounds and some may not even be able to be used at all.

To take a crusade attrition test, roll 1D6 for each wound in the unit. For example a single model with 8 wounds will roll 8 dice. A unit of 5 models all with 3 wounds each will roll 15 dice.

For each 1 rolled, that unit suffers a permanent wound. At the start of every battle, these wounds should be applied before the unit is deployed. Potentially this may mean that some models may not be able to be deployed for that game, and ultimately it may mean the entire unit cannot be used until the injuries are healed.

Each time a unit takes a crusade attrition test, note down it has taken such a test as a battle scar, how many wounds were suffered and reduce its Crusade Points total by 1 if the unit rolls any 1s (if a unit suffers no wounds then its crusade points total is unaffected). If the number of wounds suffered reduces the effective power rating (or points cost) of the unit, then you may field the unit in future games at the reduced power (or points) cost.

Unlike battle scars, a unit may suffer a crusade attrition test more than once. Record each crusade attrition test taken separately on the unit's crusade card.

The results of a single combat attrition test can be removed through purchasing the "Repair and Recuperate" requisition, just like any other battle scar.

Removing Battle Scars mid-campaign

Certain units and characters perform specific roles in an army and can, under certain circumstances perform emergency repairs or provide medical treatment, helping to keep your crusade force active during a campaign. The specifics of these will depend on your particular army and should be agreed before a campaign begins.

However, some examples are:

- Space Marine Apothecary
- Space Marine Techmarine
- Necron Cryptek
- Ork Painboy
- Ork Big Mek

For each character you have in your army you may roll a D6 at the end of a game after all battle scars have been allocated, experience points calculated, ranks gained, and battle honours awarded. On a 4+ you may spend 1 requisition point on the "Repair and Recuperate" requisition (see page 316 of the core rulebook). Note this will allow you to remove the results of a single combat attrition test, as described above. You can only use this requisition on a unit that is appropriate for the character in question – for example a Space Marine Apothecary could remove a battle scar from a unit of infantry or a non-vehicle character, but could not remove a battle scar from a **VEHICLE** unit. A Techmarine, on the other hand would be able to remove a battle scar from a **VEHICLE** but not any other unit.