

# Certus Crusade Rules for Drukhari

Based on Skari's patreon [post](#)



## Agendas

*These can be used in addition to those in the warzone you are playing in.*

### A Gruesome Bounty

Keep a tally for the game. Each unit killed by a close combat attack increases by one. Gain 1xp for each tally, to a max of 3 per unit. If you gain 4 experience or more from this agenda, you also gain 1 Spoils.

### Demonstrate Superiority (Can only be taken in Realspace Raiders Detachment)

Keep a tally for each unit destroyed by either a (coven) (wych cult), (kabal) or (harlequin) unit during the game. The group that has the highest tally at the end of the game can pick one of their characters that participated in the game to gain +3xp.

### Take Credit

Pick a character at the end of the battle. For every 2 experience points gained from agendas by other units they gain 1 experience (to a max of 4) in addition if the character picked is your warlord for every 4 experience gained by agendas other than this one way gain 1 Spoils Point (to a max of 4 Spoils).

### Gruesome Message

One unit per turn can do an action in the shooting phase on an objective they control, that completes immediately. The objective is now gruesome and enemy units within 6" of the objective suffer a -1 to battle shock, leadership and desperate breakout tests. The Unit that completed the action gains 2xp.

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# Requisitions

## Legacy of the Dark City

**1RP**

Spend this requisition when an ascendant character gains legendary status. They lose that keyword and pick another character in your roster to gain it. Remove all unused Spoils Points from your roster.

## Chosen of the Master

**1RP**

Use when a non character unit gains the heroic or legendary rank - increase the units crusade value by 1 - each time a pain token is used on this unit roll a d6 - on a 6 the pain token is refunded. Can't be used if a cronos has already rolled for the pain token in that phase.

## Soul Trap

**1RP**

Spend this on an archon that killed an enemy character in combat during a battle. Add one soul point tally to the archon. Once this count has reached 5 , the crusade power of the archon is increased by 2, the crusade force gains 2 Spoils Points. The archon gains +1 attack and +1 leadership and +1 ap in combat. This permanent bonus can only be gained once per archon.

## Patron of the Killing Arts

**1RP**

Use this requisition when making your army list for a game if you have included any Wyches units. Select one Heamonculus or Archon , they can join a wych unit as a bodyguard for that game.

Constant Source of Disappointment - 1rp - select a unit that has 2 or more battle scars and remove it from your roster. Gain 1 Spoils Point for every 5 experience points (rounding down) on that units card to a maximum of +3.

## Clandestine Dealings

**XRP**

Use this after a battle that included an ascendant character, gain a number of Spoils Points equal to the requisition spent.

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# Battle Traits

## **Character Units**

### **1-2 - Perfectionist**

At the end of each battle this model participated in, it gains an additional xp.

### **3-4 - Predator**

Once per player turn you can reroll a failed hit, wound or save for this model (still can't reroll shadowfield).

### **5-6 - Toxins**

Close combat weapons equipped by this model gain the lethal hits rule.

## **Wych Cult and Harlequins Units**

### **1 - Encircle**

This unit can pile in and consolidate 6" instead of 3" every time it fights.

### **2 - Dancers**

(One unit per army only) +1 attack for units melee weapons.

### **3 - Flensing**

Unit gains +1 to hit on melee weapons.

### **4 - Athletic**

Can ignore vertical terrain and enemy models when making a normal move, advance, fall back or charge.

### **5 - Strike**

Units combat weapons gain sustained hits. Or sustained hits 2 if they already have that rule (because of say a character).

### **6 - Performers**

If this unit destroys an enemy unit in close combat it can consolidate in any direction.

## **Kabalite Units**

### **1-2 - Raiders**

Transport this unit is embarked within gains +1 bs with any weapons using the firing deck rule.

### **3-4 - Ambitious**

Unit gains +1 OC while the warlord is within 6".

### **5-6 - Privilege**

Can reroll failed battle shock and leadership tests.

## **Coven Units**

### **1-2 Spurs**

Roll a d6 after this unit completes a charge. On a 2+ pick one unit in engagement and that unit suffers d3 mortals. On a roll of a 6 the enemy unit suffers 3 mortals instead.

### **3-4 Steroids**

This unit gains lethal hits on its close combat weapons.

### **5-6 Sigils**

Enemy units within 6" suffer -1 to battle shock and leadership rolls.

## **Scourges Units**

### **1-2 - Cloaked in Shade**

This unit has the stealth special rule and always claims the benefit of cover.

### **3-4 - Killdrop**

On a turn this unit deepstrikes it gains ignore cover on its ranged attacks.

### **5-6 - Hunters**

This unit gets +1 to hit in the shooting phase if it does not remain stationary.

## **Combat Weapon Enhancements**

Any character model can take one of these as a battle honour.

### **1 - Feralex**

This weapon gains the lethal hits special rule.

### **2 - Shatter**

Enemy units in engagement suffer -1 to battleshock and or leadership rolls.

### **3 - Agonite**

Weapon ignores feel no pain.

### **4 - Ice**

Units wounded or that suffered a casualty from this weapon are suppressed for an entire battle round. They suffer -1 to hit and -2 to move and charge.

### **5 - Nerve**

Pick one unit that took damage or a casualty from this after the unit has finished its attacks, they must take a battleshock test.

### **6 - Bloom**

One weapon gains the sustained hits 1 special rule. Or becomes sustained hits 2 if it gains sustained for any reason.

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## Drukhari Battle Scars

(Don't suffer negative crusade value) - if rolling randomly on 5+ you take one of these that applies instead of a normal battlescar.

### **Characters - innured**

All Damage taken is reduced to 1.

This model can't benefit from being empowered by pain tokens.

### **Kabalites - excommunicated**

Loses the Kabal keyword.

Archons / Court can no longer join them.

### **Wych Cult - strung out**

+2" movement

-1 toughness and leadership

### **Coven - dubious growth**

-1 to hit rolls in combat

+1 to wound rolls in combat

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## Drukhari Crusade Relics

### **Artificer Relics**

#### **Soulshard Grenade**

This unit gains the smoke, and grenade keyword in addition once per game the bearer can use the grenade, or smokescreen, stratagem for OCP even if it has already been used by another unit in the same turn.

#### **Tormentrix**

Succubus agonizer only. Weapon gains +1 Damage.

Antiquity Relics

#### **Master Clone Field**

Enemy units in engagement range if the bearers unit suffer a -1 to hit rolls in close combat.

#### **Casquet**

Character gains +1 wound (in shooting and combat) and feel no pain (5+)

## Legendary Relics

### Mask of the First Age

Bearer gains +1 to close combat weapon attacks, wound charactersitic and leadership. In addition at the start of each command phase (friend and foe) you can pick an enemy unit within 12" and force them to take a battle shock test at -1.

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## Playing at Politics (Crusade Mechanics)

Territories and Renown in the Dark City.

### New resource to track + Spoil Points +

- Pick one character to gain the ascendant keyword when you make your roster. If they are in a battle they must be your Warlord. You can only have one in your roster, the only way to change it is removing them from the roster or using the legacy requisition.
- If you remove your ascendant character from your roster your unused Spoils Points reset to zero.
- Roll a d6 after each battle, on a 4+ you gain a Spoils Point. If you win a battle you gain an automatic Spoil Point in addition.
- You can spend Spoils Points to add territories to your empire in Commorragh, and you can use them for additional benefits shown below.

### Dominate

#### 1 Spoils

Use at any time. Randomly roll to determine a territory to claim. Then roll for political danger.

### Expert Manipulation

#### 3 Spoils

Spend at the end of a battle that includes your ascendant character. Select one territory to claim. Then roll for political danger.

### Political Danger

For each territory claimed you must roll a D6. On a 1 your ascendant character has survived an assassination attempt and gains a battle scar (adjust their crusade card and points as needed) On a 2-6 they play good politics and gain the territory without incident.

## **Specialist Supplies**

### **1-3 Spoils**

Spend this at the end of a battle that includes a Heamonculus, pick one coven unit and that unit gains a number of experience points equal to the number of Spoil Points spent to a maximum of 3.

## **Perfect Specimens**

### **3 Spoils**

If your ascendant character is a Heamonculus, when you add a new coven unit to your army, spend the Spoils and it is added with 6 experience points. Generate a battle honour as usual and increase the crusade power of the unit.

## **Just a Replica**

### **1 Spoils**

Spend this after a battle when a character (not beastpack) fails an out of action test if you have a Heamonculus in your crusade master roster. The test counts as having been passed, but the character gains no experience.

## **Assert Authority**

### **1 Spoils**

Use this after a battle that you won against another Drukhari force of both sides used their ascendant characters in the battle. Select one of their claimed territories, remove it from their list and add it to yours. Then roll for political danger.

## **Complex Raidcrafting**

### **1 Spoils**

Use this before a battle if your roster includes your ascendant character. You can select one bonus agenda in addition to any selected for the battle.

## **Increase Holdings**

### **2 Spoils**

Use this at the end of a battle that you have won as long as a succubus was part of the battle. You can select one "arena" location to claim and add your territories. Then roll for political danger.

## **The Deadliest Catch**

### **3 Spoils**

Use this when adding a Beastmaster unit to your order of battle if your ascendant character is a succubus. The beasmaster unit is added with 6 experience points and will gain a battle honour as usual. Increase its crusade point value as well.

## **Personal Supply**

### **1 Spoils**

Use this at the start of the battle. Your force begins the game with one additional pain token.

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## Territories

As you gain these locations you can also gain bonuses that help you in your games. You can claim these in various ways by using Spoils Points.

|   | Table 1       | Table 2         |
|---|---------------|-----------------|
| 1 | Weapon Forge  | Slum            |
| 2 | Toxin Lab     | Trade District  |
| 3 | Arena         | Shadow District |
| 4 | Scourge Spire | Noble Spire     |
| 5 | Incubi Shrine | Gang Territory  |
| 6 | Docks         | Raid Workshop   |

If you have 3 duplicates of any location and your ascendant character is in your game roster. You may select any bonuses that apply for that battle. For each bonus selected your rosters crusade level will increase by 1 for that battle.

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## Territory Rules

### 3x Weapon Forge

Once per battle your ascendant character can use any stratagem for -1 cp.

### 3x Toxin Lab

Once per battle, pick a kabalite unit to gain lethal hits with ranged weapons in their shooting phase. Or once per battle pick one wych cult unit to gain lethal hits in the fight phase.

### 3x Arena

At the end of the battle each wych cult or harlequin unit that participated in the battle gains an additional experience point.

### 3x Scourge Spires

At the end of the battle each scourge unit that participated in the battle gains an additional experience point. You may reroll one political danger roll when playing politics after the battle (as the scourge warns the character of impending threats).



### **3x Incubi Shrines**

At the end of the battle each incubi unit that participated in the battle gains an additional experience point. You may reroll one political danger roll when playing politics after the battle (as the incubi protects the character).

### **3x Docks**

At the end of the battle add +2 to the roll to gain a Spoils Point.

### **3x Slums**

Each time you spend a Spoils Point roll a d6. On a roll of a 6 refund the Spoils Point.

### **3x Trading District**

You can use the re arm and re supply requisition for 0req for this battle. If you did not use this ability then at the end of the battle, gain one Spoil Point.

### **3x Shadow Districts**

At the end of the battle each mandrake unit that participated in the battle gains an additional experience point. You may reroll one political danger roll when playing politics after the battle (as the mandrakes warn the character of impending threats).

### **3x Noble Spires**

If your ascendant character kills the enemy warlord in close combat that character gains 2xp and 1 Spoil Point.

### **3x Gang Territories**

At the end of the battle each Reaver and/or Hellion unit that participated in the battle gains an additional experience point.

### **3x Raid Workshop**

At the end of the battle you can ignore the first failed out of action test for any vehicle that was destroyed in that game. If no vehicles fail an out of action test, pick one vehicle that participated in the battle to gain one additional experience.

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