



The Crossfire Crusade:

Fires of Treachery

Crusade Rules

Introduction:

In this supplement you will find additional rules for enjoying your Legiones Daemonica units during this narrative Crusade.

This supplement contains the following rules:

- 1. The Great Game**
- 2. Agendas**
- 3. Requisitions**
- 4. Crusade Relics**
- 5. Battle Traits**
- 6. Battle Scars**

The Great Game

Within the immaterium, the dark gods of Chaos are locked in a never-ending rivalry - each god continually vying for dominance through schemes, battles and corruption. On occasion, their conflict spills into realspace, fueling war, heresy and the eternal doom of the galaxy.

Heralds

Within the great game, each god is represented by their chosen champions. Character models in your crusade roster gain the Herald key word.

Ascendancy Points (AsP)

When you muster your Crusade force, you will start contributing to the Great Game. To represent this, each god will receive 1AsP for each unit in your army from that sub-faction.

e.g. Bloodmaster & Bloodletters = Khorne gains +2 AsP

Note: The ascendancy total for each dark god cannot fall below 0 or increase beyond 8 (see The Rise and Fall below).

The dark god with the most AsP is considered to be winning the Great Game, and the legions of that god become Emboldened. Emboldened units gain +1 OC (per model).

The dark god with the least AsP is considered to be losing the Great Game, and the legions of that god become Diminished. Diminished units lose -1 OC (per model) to a minimum of 0.

If two or more gods are tied for position then neither god is considered to be winning or losing and units belonging to those gods are neither emboldened nor diminished.

The outcome of each realspace conflict will impact the Great Game. At the end of each battle, you must select the sub-faction of your chosen Warlord for that battle. If you were victorious, that sub-faction gains D3 AsP. If you were defeated, reduce the tally of that god by D3 AsP.

The Rise and Fall

By design, the Great Game pursues those who seek glory and punishes those who show weakness.

If the ascendancy tally for a god reaches 8 AsP, (either during a battle or at the end of a battle), immediately reset the tally to 5 AsP and grant 3 XP to one Herald belonging to that sub-faction.

If the ascendancy tally for a god falls to 0 AsP (either during a battle or at the end of a battle), immediately reset the tally 1 AsP and roll one Battle Scar for a Herald belonging to that sub-faction.

Note: If either of these events happens during a game, simply take note, reset the tallies and resolve the additional steps once the game is finished.

Warp Surge

On the field of battle the dark gods provide terrifying boons, amplifying the horror of their servants.

Once during each battle, you may declare a Warp Surge at the beginning of your Command Phase. When you do so, you may select one of the dark boons listed below and spend the required AsP for that boon.

If the boon is locked to a specific sub-faction, then only units from that sub-faction will be affected and you must deduct the AsP required for that boon from the tally for that sub-faction.

If the boon applies to Chaos Undivided, then only units specified by the boon will be affected and you may deduct the AsP required from a sub-faction tally / tallies of your choosing.

<p>Indulgent Excess - 1 AsP</p> <p>Slaanesh Only</p> <p>Select one Herald model in your army. Until the start of the next battle round, weapons equipped by models in that unit gain SUSTAINED HITS 1</p>	<p>Deadly Assault - 3 AsP</p> <p>Slaanesh Only</p> <p>Until the start of the next battle round, all units in your army may re-roll Advance and Charge rolls.</p>
<p>Skulls for the Skull Throne - 1 AsP</p> <p>Khorne Only</p> <p>Select one Herald model in your army. Until the start of the next battle round, weapons equipped by models in that unit gain LETHAL HITS</p>	<p>Blood for the Blood God - 3 AsP</p> <p>Khorne Only</p> <p>Until the start of the next battle round, melee weapons equipped by models in your army gain +1 Attack</p>
<p>Cloud of Flies - 1 AsP</p> <p>Nurgle Only</p> <p>Select one Herald model in your army. Until the start of the next battle round, that unit cannot be targeted by ranged attacks unless the attacking model is within 18"</p>	<p>Disgustingly Resilient - 3 AsP</p> <p>Nurgle Only</p> <p>Until the start of the next battle round, units in your army gain the Feel No Pain 4+ ability</p>

<p>Energies Unleashed - 1 AsP</p> <p>Tzeentch Only</p> <p>Select one Herald model in your army. Until the start of the next battle round, add 1 to the wound roll for ranged weapons equipped by models in that unit</p>	<p>Immaterial Ploy - 1 AsP</p> <p>Tzeentch Only</p> <p>At the start of your Command Phase, you may remove up to 3 units that are not within engagement range of enemy models, or 1 unit that is within engagement range of enemy models, and place those units into Strategic Reserves.</p>
<p>Warp Surge - 2 AsP</p> <p>Chaos Undivided</p> <p>Add 1 to Advance and Charge Rolls for units in your army.</p>	<p>Warp Forms - 2 AsP</p> <p>Chaos Undivided</p> <p>When making a Normal, Advance or Fall Back move, models in your army can move through terrain features as if they were not there.</p>
<p>Warp Shield- 3 AsP</p> <p>Chaos Undivided</p> <p>Select one unit on the battlefield. Until the end of the phase, that unit has a 3+ Invulnerable Save</p>	<p>Warp Hex- 3 AsP</p> <p>Chaos Undivided</p> <p>Select one enemy unit on the battlefield. Until the end of the phase, worsen the Save characteristic of that unit by 2, or the Invulnerable Save of that unit by 1</p>

Agendas

Before each battle, you may select two of the following Agendas to be active for that battle.

Maximum Bloodshed

Before the battle begins, identify which units in your opponent's army have the most wounds (include attached characters for this purpose). The top three units are your Bloodshed Targets.

Each time a Bloodshed Target is destroyed by a Khorne model from your army, that model's unit gains 3XP.

At the end of the battle, if this Agenda has been scored twice, Khorne receives +1 AsP.

At the end of the battle, if this Agenda has been score three times or more, Khorne receives +2 AsP.

Eternity's Gaze

Each time a Tzeentch model in your army destroys an enemy unit with a Psychic Attack, that model's unit gains 1XP.

At the end of the battle, if this Agenda has been scored three times, Tzeentch receives +1 AsP.

At the end of the battle, if this Agenda has been scored six times or more, Tzeentch receives +2 AsP.

Seed the Garden

At the start of the battle, you may either divide the battlefield into three zones (your deployment zone / No Man's Land / your opponent's deployment zone) or four quarters (table quarters).

During the battle, you may select one Nurgle unit at the start of your Shooting Phase which has not shot and which is wholly within one of these zones / quarters. That unit can now spread the seed of contagion and, until the end of the phase, is no longer eligible to shoot or declare a charge. The action will complete at the end of your Shooting Phase.

Each time a unit successfully spreads the seed of contagion, that unit gains 1 XP.

At the end of the battle, if this Agenda has been scored four times, Nurgle gains +1 AsP.

At the end of the battle, if this Agenda has been scored seven times or more, Nurgle gains +2 AsP.

Savage Excess

Each time a Slaanesh unit from your army destroys an enemy unit - if your unit made a charge move (or performed a Heroic Intervention) that unit gains 2 XP.

Each time a Slaanesh unit from your army destroys an enemy unit - if the enemy unit made a charge move or performed a Heroic Intervention this turn, your unit gains 1 XP.

Each unit can gain a maximum of 3 XP from this Agenda per battle.

At the end of the battle, if this Agenda has been scored three times, Slaanesh gains +1 AsP.

At the end of the battle, if Agenda has been scored six times or more, Slaanesh gains +2AsP.

Icons of Darkness

Each time a Legiones Daemonica unit in your army destroys an enemy unit that started the turn within range of an objective marker, that unit gains 2 XP.

Servant of Darkness

Before the battle begins, select one Herald unit in your army and note the sub-faction to which that Herald belongs.

During the battle, if that Herald unit achieves two or more of the following:

- destroys three or more Infantry units.
- destroys two or more Character models.
- destroys the enemy Warlord model
- controls an objective marker in your opponent's deployment zone.

then that Herald unit gains 5 XP and may receive a Dark Blade relic.

If this Agenda is not completed, however, then you must reset the AsP tally for that sub-faction to 0 according to the steps outline in The Rise and Fall section above.

Requisitions

During this Crusade you may spend Requisition Points (RP) on any of the following Requisitions in addition to those found in the Warhammer 40k Core Rule Book (according to the Crossfire Crusade guidance).

Pact of Terror - 1RP

The Great Game of the Dark Gods plays out across the battlefields of realspace, their servants taking great risks to claim the mightiest prizes. Should a daemonic general achieve some audacious victory, this reflects well upon the cause of their patron deity. Of course, the reverse is also true...

Purchase this Requisition before any battle.

If you are victorious, your Warlord sub-faction gains 2D3 AsP D3.

If you were defeated, your Warlord sub-faction will lose D3 +1 AsP.

Bitter Duel - 1-3RP

The Champions of the Dark Gods are eternal rivals, and their battles with one another transcend both bonds of loyalty and the bounds of reality. With each clash, the victor furthers the cause of their patron deity while diminishing the influence of their rival's master.

Purchase this Requisition at any time.

Select two Herald units from your Order of Battle that do not share a sub-faction keyword.

Select one of these units to be the victor.

The victorious sub-faction gains 1 AsP for each RP spent on this Requisition.

The defeated sub-faction loses 1 AsP for each RP spent on this Requisition.

Dark Dominance - 2-3 RP

Within the Great Game the balance of power is constantly shifting. The dark gods continually seek to subvert the efforts of their rivals and lay claim to whatever victory they can. There is no greater taunt than to claim the champion of another and wield them as a trophy upon the field of battle.

Purchase this Requisition at any time.

Select one Herald unit from your army.

You may now change the sub-faction for that unit (e.g. from Khorne to Slaanesh)

If the Herald unit was attached to another unit, increase the cost of this Requisition to 3RP.

You may now change the sub-faction for models in both units (e.g. from Khorne to Slaanesh).

Crusade Relics

During this Crusade, you may upgrade Herald units in your army with Crusade Relics from the list below, according to the normal rules for Crusade Relics found in the Warhammer 40,000 Core Book (and according to the Crossfire Crusade guidance).

Artificer Relics

Daemonic Blade

When champions of the dark gods clash, the victor will often bind those they have defeated and forge a terrifying weapon full of blasphemous horror. As much a trophy as a boon, these monstrous creations bring their own destructive will to bear upon their unfortunate target.

Each time a model equipped with this Relic targets an enemy Character unit, you can re-roll the wound roll. If that attack also targets the your opponent's Warlord, add 1 to the wound roll.

Each time a model equipped with this Relic destroys an enemy WARLORD, it gains 1 addition XP at the end of the battle.

Gatekeeper

Lesser daemons are reliant upon tears in the fabric of reality but the truly potent can manifest their own portals between realspace and the immaterium.

Once per battle, a model equipped with this Relic may use the Rapid Ingress Stratagem for 0CP - even if that stratagem has already been used in that phase.

Antiquity Relics

Crystal Tome

Feared even by the servants of Tzeentch for its reputed sentience, the Crystal Tome is rumoured to contain the true name of every being that has ever existed - including those who are yet to come. Such knowledge therefore is truly powerful indeed, and many covet this potent treasure.

Tzeentch model only.

At the start of your Command phase, select one enemy unit within 12" of the bearer.

Until the start of your next Command phase, you may select one ability of that enemy unit and render that ability inactive.

Tears of Asuryan

When Slaanesh was birthed into the warp by the decadence of the Aeldari, she devoured the souls of many from that ancient race. Tragic tales tell how the Aeldari god Asuryan witnessed the horrible fate of so many of his children and wept bitter tears that crystallised into these rainbow-hued gems. It is rare indeed to encounter a daemon of Slaanesh in possession of such jewels, but should they sacrifice one to She Who Thirsts, the power unleashed is near-apocalyptic.

Slaanesh model only.

Once per battle at the start of your Command Phase, a unit equipped with this Relic can shatter one Tear of Asuryan.

When they do so, the entire battlefield is immediately considered to be within your army's Shadow of Chaos and will remain this way until the start of your next Command Phase - regardless of any other rules.

Furthermore, your opponent must immediately take a Battle-shock test for each unit wholly within your Shadow of Chaos.

Legendary Relics

Bael'Reth, the Endless Slaughter

Once a mighty Bloodthirster of Khorne, Bael'Reth fell victim to the trickery of Tzeentch. Deceived by the promise of endless slaughter, the Bloodthirster was trapped and bound and a truly terrifying weapon was created. Should the wielder of this weapon fall, the soul-chains binding the mighty Bloodthirster will be temporarily loosened, and the pent-up rage of Bael'Reth will once more be unleashed.

Bloodthirster model only.

Add 2 to the Attack, Strength, AP, and Damage characteristics of the bearer's melee weapons.

When the bearer is selected to make an attack:

If that attack is made with the Strike profile, re-roll a hit roll of 1.

If that attack is made with the Sweep profile, re-roll a wound roll of 1.

When the bearer is destroyed, do not roll for Deadly Demise. Instead, each unit within 6" automatically suffers D3+3 mortal wounds.

The Greatest Unclean One

Legend tells of Nurgle's great cauldron in which the Plaguefather himself has brewed every contagion ever unleashed. Less well known is the tale of a particularly naughty Nurgling who would bathe every night in the bubbling pestilence. One by one, the little Nurgling unwittingly absorbed the Plaguefather's finest pathogens, growing over time into the joyful embodiment of death and decay.

Great Unclean One model only.

Add 1 to the AP and Damage of all weapons equipped by the bearer of this Relic.

In addition - in both the Shooting and Fight phase - after this unit has resolved its attack, select one enemy unit which lost a model as the result of those attacks. For each model which that unit lost, roll 1D6. On a 4+ that enemy unit suffers D3 mortal wounds.

Battle Traits

When a unit in your Crusade Army gains a Battle Trait, you can use one of the tables below instead of one of the tables in the Warhammer 40,000 Core Book to determine which Battle Trait the unit has gained.

To do so, roll 1D6 in the Discord Server and consult the appropriate table.

All the normal rules for Battle Traits apply (e.g. a unit cannot have the same Battle Trait more than once).

As with any Battle Honour, make a note on the unit's Crusade card when it gains a Battle Trait and increase its Crusade points accordingly, as described in the Warhammer 40,000 Core Book.

D3	Monster / Vehicle Units	Mounted / Beast Units
1 - 2	Unrelenting Terror When this model becomes bracketed, instead of suffering -1 to hit, it gains +1 to wound	Swift Reactions When an enemy units ends a Normal, Advance or Fall Back move within 9" of this unit, models in this unit may make a Normal move of up to D6"
3 - 4	Wreathed In Shadow This unit gains the Stealth ability	Daemonic Stampede When this unit ends a charge move, all enemy units within 6" must take a Battle-shock test.
5 - 6	Truly Terrifying Increase this models total wounds by D3+3	Beasts of Terror When an attack targets this unit, if the Strength of that attack is higher than the Toughness of this unit, minus 1 from the wound roll.

D6	Infantry Units
1	<p>Devastating Execution</p> <p>Each time an attack made by models in this unit destroys an enemy CHARACTER model, subtract 2 from that CHARACTER model's Out of Action test at the end of the battle</p>
2	<p>Warp Resilience</p> <p>Models in this unit gain an Armour Save equal to their Invulnerable Save</p>
3	<p>Dark Favour</p> <p>Each time this unit is Marked For Greatness, it gains an additional 3 XP</p>
4	<p>Manifestations of Fear</p> <p>Once per battle, you can target this unit with the Insane Bravery Stratagem for 0CP</p>
5	<p>Untold Lethality</p> <p>Add 1 to the Strength characteristic of melee weapons equipped by models in this unit</p>
6	<p>As Swift As Death</p> <p>When models in this unit make a Pile In or Consolidation move, they can move up to 6" instead of 3"</p>

Battle Scars

When a unit in your Crusade army gains a Battle Scar, you can use the table presented here to determine which Battle Scar that unit has gained.

D3	Battle Scar
1-2	<p>Consumed By Rage</p> <p>In your Charge phase, each time this unit declares a charge, you can only select the closes enemy unit as the target of that charge.</p> <p>Whenever this unit declares a Charge, add 1 to the Charge roll.</p>
3-4	<p>Daemonic Frenzy</p> <p>Change the Objective Control characteristic of models in this unit to 0. This value cannot be increased by any means.</p> <p>Whenever this unit is required to take a Leadership or Battle-shock test, that test is automatically passed.</p>
5-6	<p>Warp Tether</p> <p>This unit loses the Deep Strike Ability.</p> <p>This unit gains the Scouts 6" Ability.</p>

Ascendancy Point Tracker

	1	2	3	4	5	6	7	8
KHORNE	/	/	/	/				
TZEENTCH	/	/	/					
NURGLE	/	/	/					
SLAANESH	/	/						