WARHAMMER 40,000™

CRUSADE

ECCLESIAS/REF > 64:13:087 NA/C04

MISSION PACK

WARS OF FAITH

PRODUCED BY THE WARHAMMER STUDIO

With thanks to the Infinity Circuit for their additional playtesting services

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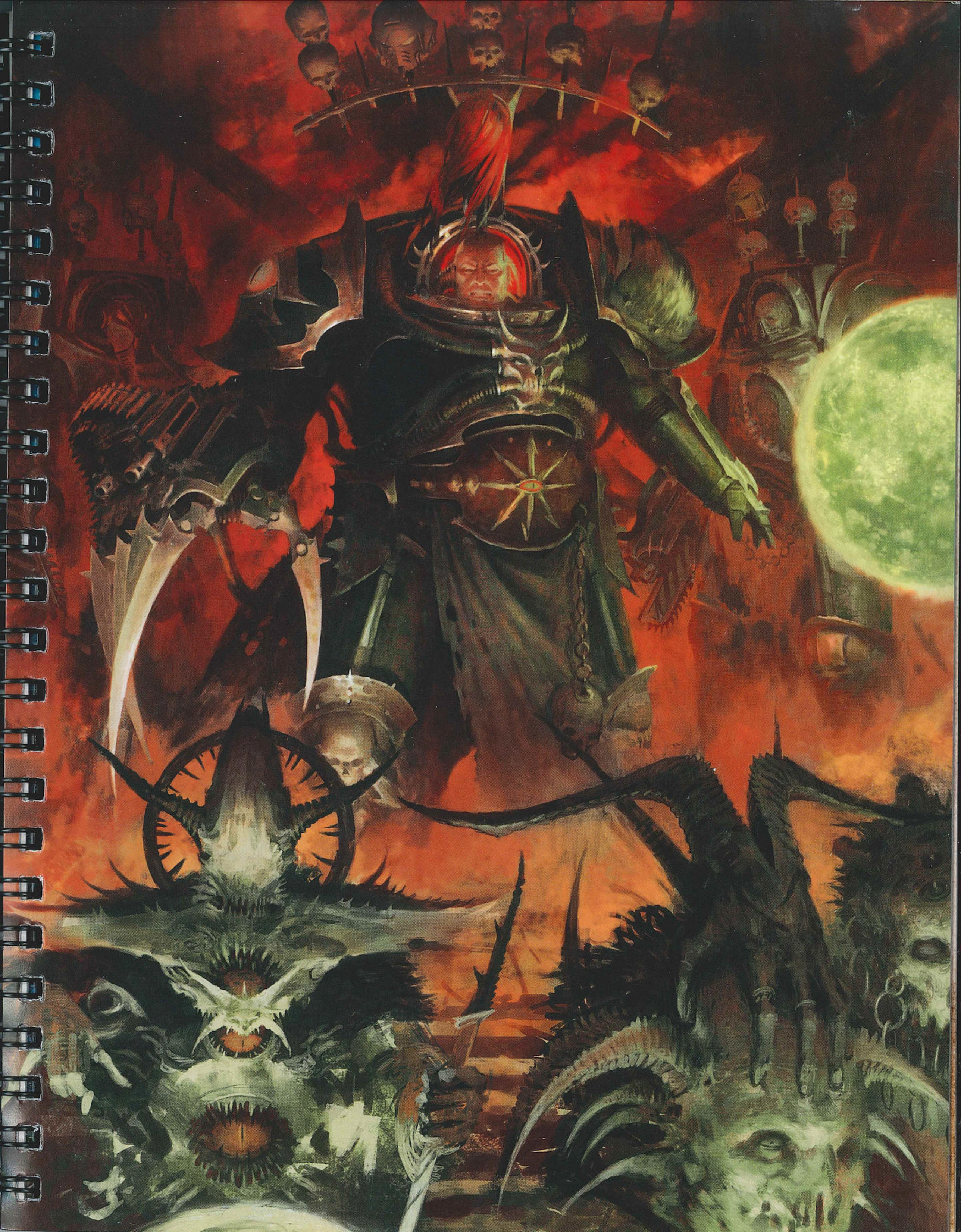
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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

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INTRODUCTION

The world of Vigilus became a focal point for bloody conflict when the emergence of the Great Rift left it as an Imperial beachhead amidst the darkness of the Imperium Nihilus. Beset first by Orks and xenocultists, then besieged by the heretical armies of the Despoiler himself, it has burned and burned again.

The world of Vigilus lies at the galactic-northern end of the anomalous realspace passage known as the Nachmund Gauntlet. Few but Abaddon know that the planet is entangled via primordial alien energies with the distant world of Sangua Terra that lies at the channel's southern end, and that this effect holds the Nachmund Gauntlet open amidst the raging fury of the Great Rift. Few, however, could fail to recognise the strategic importance of Vigilus as the gateway to the Nachmund Gauntlet, nor the gauntlet itself as a vital causeway between the Imperium Sanctus and the Imperium Nihilus. It is for these reasons that loyalist and traitor alike spend years embroiled in a furious war for Vigilus. The conflict saw the very world itself shaken to its foundations, saw the powers of the warp wielded like weapons to taint the crucial world, and culminated – or so it seemed – in a clash of demi-gods atop Vigilus' towering spires. Marneus Calgar met Abaddon the Despoiler in single combat, seeking to divert the Warmaster's attention long enough for the perfidious Aeldari to launch a surprise strike intended to destroy Abaddon's flagship, the *Vengeful Spirit*. It was a duel that ended with Calgar at death's door, mortally wounded by the Despoiler and spirited away by his battle-brothers for life-saving surgery. At the same time, the *Vengeful Spirit* was so sorely damaged that it's shipmaster sought to flee into the warp rather than lose the craft entirely. Compelled to teleport back to his vessel rather than have it stolen from him, Abaddon quit Vigilus as well. Yet the planet remained a furious battleground between Imperial, Heretic and xenos armies, and the war rages on unabated.

This pack contains a range of missions from Combat Patrols to mighty Onslaught engagements, set upon that war-torn world and focused around the idea of rival faiths and their fanatical adherents. Also included are Battle Traits to enhance the abilities of your Priest models, along with the rules to transform your heroes into the avatars of their chosen gods.



WAR ZONE NACHMUND

First came the Orks, thundering from the void in a rain of blazing invasion craft and weaponised asteroids. Then rose the Genestealer Cults, pouring from their noisome warrens to defend the world they considered theirs. Yet it was the coming of the Heretic Astartes that truly transformed the Nachmund Sub-sector into a cauldron of conflict. Worlds died. Armies and fleets clashed in apocalyptic battles. Yet always, at the heart of the maelstrom lay Vigilus, a lodestone for bloodshed and resistance both.

It was claimed by what commentators remained that the War of Nightmares ended with the fall of Marneus Calgar and the departure of Abaddon the Despoiler. For their part, the loyalist defenders believed that Calgar had been martyred in their world's defence. Word of mouth and warp-maddened visions held that the Ultramarines Chapter Master had died by Abaddon's hand and, as Calgar had been compelled to depart Vigilus for other conflicts, no accounts existed of his survival to challenge this narrative. Rumour and fear-spawned myth soon became acknowledged fact. Saint Calgar had sacrificed his life to drive the Despoiler from Vigilus, and the world only remained now thanks to his valiant sacrifice.

The worshippers of the Dark Gods, meanwhile, had factionalised still further following Abaddon's departure. Already he had allowed many of his supposed followers to rampage at will, relying on the havoc they would wreak to keep the Imperial forces occupied while his own Black Legion went about the true business of the war. This situation only degenerated further into self-serving and directionless carnage without even the fear of the Warmaster to keep Chaos Champions in line. Black Legion warbands across Vigilus still fought on in Abaddon's name, of course. War leaders and diabolical champions sought to raise new cults and traitor regiments loyal to Abaddon, and to wage ongoing guerilla campaigns that kept the Imperial defenders off balance.

Warbands of Night Lords still stalked the shadows of Vigilus' long, fear-filled nights. They waged terror campaigns against loyalists and rival traitors alike, leaving headless sentries leaning at their posts, festooning enemy strongpoints with the remains of their defenders and snatching away key personnel for torment and death. Siege-lines and crater-pocked battlefields still resounded to the tireless pounding of the Iron Warriors' artillery. Alpha Legionnaires still slipped through the cracks in enemy lines to seed sleeper agents, spread disorder, and assassinate crucial targets. The large complement of Word Bearers still present on Vigilus also continued to pursue their own agenda, their Warpsmiths and Masters of Possession fashioning new Noctilith Crowns to be transported across the planet. Raised at key nexus of empyric ley-lines, the crowns continued their infernal work of drawing the madness of the Great Rift down upon Vigilus itself. If the Word Bearers had their way, the Nachmund Gauntlet would be sealed altogether and Vigilus swallowed into the tides of the warp forever. And then there was Dontoria Hivesprawl, which had fallen ominously quiet after the wildfire spread of unholy contagions through its hab-blocks and underways. Astra Militarum cordon lines had been established around Dontoria, manned by nervous sentries who eyed the silent city-sprawl and wondered at the menace that swelled like a building thunderstorm in the air around them.

The xenos threat also remained considerable all across Vigilus. The Aeldari might have largely abandoned the ravaged world, but the Orks of the scrap cities showed no such inclination to leave. The greenskin tribes had suffered calamitous casualties during the latter stages of the War of Nightmares, used as pawns by more than one enemy faction and caught up in apocalyptic conflicts that saw millions slain. Yet still the surviving scrap cities sprawled larger and more ramshackle by the day, while the aliens' numbers appeared to replenish themselves with alarming speed. Imperial observers also noted the unsettling number of especially large and heavily scarred greenskins

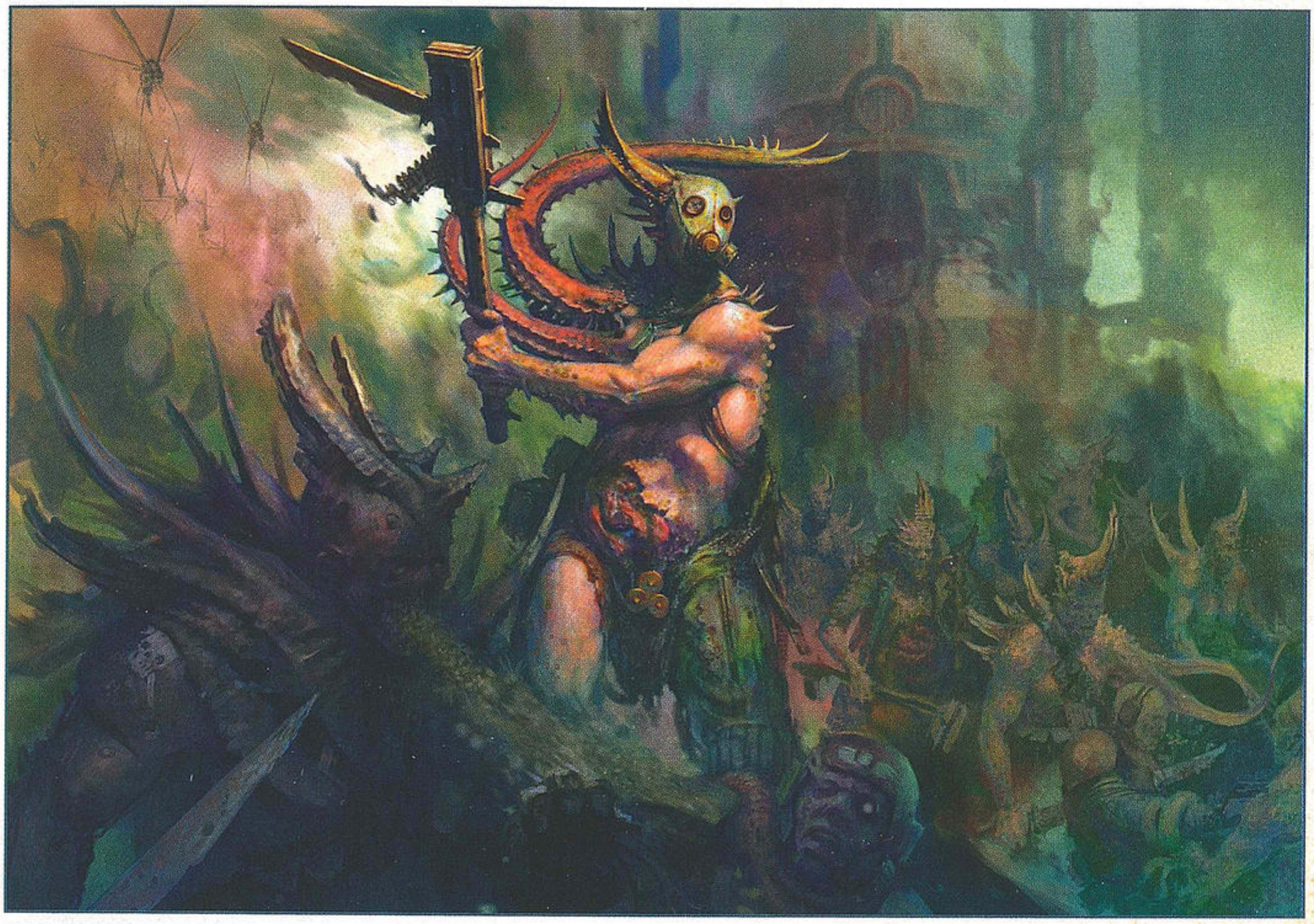


who had survived Vigilus' many battles and emerged bigger and meaner than ever before. The world's blazing hivesprawls still promised endless opportunities for a good fight and its blasted wastelands still begged the Orks to race across them in breakneck contests of daring and eye-watering speed. While such simple pleasures were still available to the Orks of Vigilus, they would remain and continue to wreak havoc.

By comparison, the Genestealer Cult of the Pauper Princes had fared poorly during the long war for Vigilus. Their initial conquests around the aqua reservoirs of Oteck Hivesprawl had been rendered to ruin by the efforts of the Space Wolves and their allies. Their rule of Dirkden Hivesprawl was crumbling as fighting between loyalists and traitors spilled over into Pauper Princes territory. Many gene-sects across the planet had been wiped out wholesale through sheer attrition over years of war. Still faith held the broodkin of Grandsire Wurm true to their cause, though an excess of tragedy and loss had led many to question why the Star Children had not yet arrived to deliver their faithful. The surviving cultists met this question not with self-examination or existential panic, but rather with redoubled fanaticism. Compelled by whispers that travelled through the Broodmind, the Pauper Princes concluded that they must not yet have shown sufficient faithfulness for their gods to reward them with apotheosis. With this revelation came redoubled efforts to spread their gifts through the ignorant masses still fighting for the God-Emperor or the Dark Gods, wining them over to the only true faith through genetic compulsion. Primuses and Nexoses laid fresh plans for new conquests, hoping that this time, the servants of Grandsire Wurm would finally prove their worth to the Star Children.

THE FONT OF FAITH

It was not only the xenocultists who turned to the wellspring of blind faith in the face of impending disaster. Many of the Imperial defenders of Vigilus were facing the stark reality that – despite years of conflict – they found themselves trapped now upon an almost uninhabitable world. Many of Vigilus' once-proud hivesprawls had been reduced to smouldering warzones, or torn down altogether to create apocalyptic new ruinscapes that seemed barely worth fighting for. The nightmarish nebulae of the Great Rift loomed larger with every passing night, spreading madness, mutation, and a plague of appalling nightmares through all still loyal to the God-Emperor. Worst of all, despite all the loss and devastation, the defenders of Vigilus seemed no closer to victory now than they had on the day Marneus Calgar first set foot upon their world.



Reinforcements reached Vigilus in a steady stream, it was true, but these were not the steely-eyed and well-equipped avengers that the defenders prayed for. Instead, they were themselves bloodied survivors of other wars. They were the remnants of garrisons, the battered ships of broken void fleets, the flotsam of a war zone turned firmly against the Imperium by Abaddon's overarching strategies. The reinforcements had fled to Vigilus in the hopes of sanctuary, only to find themselves plunged straight into another war. Worse, though the forces of the Astra Militarum, the Adeptus Mechanicus and the Adepta Sororitas reinforced Vigilus in great numbers, those of the Adeptus Astartes had decreased. In part this was due to battlefield attrition. However, many Space Marine strike forces had departed Vigilus in the days following Saint Calgar's fall. They had not deigned to explain the cause of their departure to the common soldiery, but rumour quickly filled the vacuum. Hollow-eyed soldiers whispered that the Space Marines had deemed the fight for Vigilus beyond hope. They muttered that the defenders had disappointed the God-Emperor, and so he had withdrawn his angels in his wrath. Some even suggested that the Adeptus Astartes had at last learned to know fear in the face of Vigilus' countless horrors, and that they had fled before the Great Rift could swallow them up.



Imperial morale might have collapsed then, if it had not been for the fanatical cult of martyrdom that took hold in that darkest of hours. Wild-eyed preachers bellowed from hovering grav-pulpits, or harangued exhausted soldiers from atop blackened ruins. They claimed that Saint Calgar had given his very life in defence of Vigilus. They demanded of their audience how they could bear to offer up any less sacrifice to the God-Emperor, if so mighty and worthy a being had seen fit to make a martyr of himself to aid them in claiming victory? If all that the defenders of Vigilus had left to give the Master of Mankind was their deaths in battle then surely they should make that offering without hesitation, or else face the damnation of his displeased judgement? The preachers belaboured their unwilling audiences with one idea above all others; only in death does duty end! It was not out of hope that more and more Imperial defenders embraced this creed, nor through a desire for vengeance or victory. They simply accepted that to fail the God-Emperor amidst such a nightmarish and apocalyptic war could only have dire consequences for their souls, and that they would rather die swiftly in battle than slowly in terror and misery. Nihilistic and tragic it might have been, but this upsurge in faith still lent the Imperial war machine a new momentum that it desperately required.

To some extent the spread of this creed was the responsibility of the zealous Orders of the Adepta Sororitas. Their warriors flocked to Vigilus in ever greater numbers, guided in many cases by miraculous visions of glimmering lights and beacons of pure faith. Commanderies of the Orders of the Bloody Rose, Our Martyred Lady and others battled on with as much zeal, determination and ferocity as ever, and demanded no less from their loyalist allies. However, the true architect of Saint Calgar's self-sacrificial cult was an entirely more shadowy and ominous figure – Inquisitor Cartavolnus.

THE CORONAL WAR

Inquisitor Cartavolnus belonged to the daemon-hunting Ordo Malleus and was an avowed enemy of the dark powers of Chaos. He came to Vigilus for a single purpose: to ensure the destruction of the malevolent Noctilith Crowns that Abaddon had ordered erected across the planet's surface. Through careful study, fervent prayer, bloody interrogations and equally gore-spattered experience, Cartavolnus had determined something of the nature of the Noctilith Crowns. He had grasped that they were lodestones of heretical energy that must be destroyed, and had further determined the ritual means by which this feat might be accomplished. If his efforts aided in the war for Vigilus then so much the better, but, being an Inquisitor, Cartavolnus' vision extended far beyond the fate of a single world – even one with such perceived value as Vigilus.

It was the Inquisitor who stoked the fires of self-destructive fanaticism amongst the downtrodden loyalists, and who ensured that the zealous cult of martyrs took hold on Vigilus after Saint Calgar's apparent death. A deeply pious man, Cartavolnus truly believed his own rhetoric. Yet the more cynical and calculating part of him saw the value of followers more frightened of their own damnation in the eyes of the God-Emperor than they were of physical suffering and death. Thus, after several costly battles where he succeeded in destroying individual Noctilith Crowns, the Inquisitor turned his attentions to the volcanic ruins that had once been the industrial powerhouse of Storvahl. There, amidst the industrial devastation, lay the heretical centre for the Noctilith Crowns' production upon Vigilus. Warpsmiths and Masters of Possession of the Word Bearers traitor legion oversaw the fashioning of these diabolical artefacts, exhorting sweating armies of forge-slaves to ever greater efforts amidst the tainted ruins of Imperial industry.

Cartavolnus used every iota of his presence, charisma, and terrifying impact as an orator to convince the faltering Imperial forces that victory at any cost was preferable to failure. On that day the Inquisitor unleashed a veritable tsunami of desperate, nihilistic zealotry. Despite fighting with fanatical ferocity themselves, the forces of the Word Bearers were utterly overwhelmed. The means of production for Noctilith Crowns was smashed, and their creators torn limb from limb amidst corpse-mountains of desperate martyrs, all on Cartavolnus' orders.

This was but one of the victories that faith granted to the Imperium on Vigilus in those dark days. As each defeat was transformed into victory through pious expenditure of lives, as each dark shrine to the Chaos Gods was toppled by the weight of desperate lives thrown against it, so the cult spread. Coupled with breathtaking rumours of Saint Celestine's manifestation upon Vigilus, these rumours of victory stoked the fervour of the defenders yet further. However, the loyalists' foes were no strangers to dark faith in their own right, and soon met the displays of Imperial piety with their own diabolic rites.

DARK FAITH

Though the Imperial defenders had secured a holy fastness within Hyperia Hivesprawl, and had swept aside many smaller Heretic warbands with their new-found fervour, the worshippers of the Dark Gods have access to great powers of their own. With the Cicatrix Maledictum filling the skies with madness and much of the world reduced to toppled ruin, the allure of the Chaos Gods and their dark gifts was stronger than ever. Moreover, those same encroaching warp phenomena still bathed the planet in unholy power, even if the loyalists' efforts had fashioned something of a holy sanctuary in the eye of the storm. Thus, countless infernal miracles were called forth upon a daily basis by the priests of the Octed. Meanwhile, fresh warbands of renegades, traitors and unholy entities spilled from the Great Rift every day to fall upon the beleaguered world.

Even as the loyalists raised blazing pyres and armoured shrines to the God-Emperor along every battlefront, so the Heretics consecrated their own dark fanes in blood and pain. Brass icons of Khorne eighty-eight feet high were hauled upright amidst nests of spiked chains upon which rattled the skulls of countless worthy foes. Moats of boiling blood and molten brass surrounded them. Through the desolated hivesprawls beyond Hyperia, weird crystal menhirs sprouted from the warp-tainted bedrock and shimmered with the kaleidoscopic colours of the Great Rift. Mutant cults gathered amidst the dancing light storms, bowing and chanting in praise to Tzeentch even as they schemed their enemies' downfall.

Vigilus had become an otherworldly warzone, a battleground of warring faiths trapped in the very jaws of the warp. Far from seeing the end of conflict upon the war-torn planet, Saint Calgar's apparent sacrifice and the departure of the Warmaster had only set the stage for this next and strangest phase of the war for Vigilus. The battle would be one as much of the soul as of the body, fought upon the liminal fringe between reality and nightmare amidst the endless dark of the Imperium Nihilus, and it would not be swiftly won.

WARS OF FAITH GAMES

A Wars of Faith game is waged by following the sequence below:

1. SELECT BATTLE SIZE

The players must first select the battle size they wish to play: Combat Patrol, Incursion, Strike Force or Onslaught. The table below gives a rough guide of how long each battle should take.

BATTLES

BATTLE SIZE	BATTLE DURATION
Combat Patrol	Up to 1 hour
Incursion	Up to 2 hours
Strike Force	Up to 3 hours
Onslaught	Up to 4 hours

2. DETERMINE MISSION

The players determine which mission will be used for the battle; they can choose from the missions for their chosen battle size. This will determine the deployment map that the players use, as well as the specific mission briefing. You can either simply agree with your opponent which you will use, or you can roll off and the winner selects which one to use. Alternatively, you can roll to randomly select a mission using the appropriate table:

COMBAT PATROL MISSIONS

D6	MISSION
1	**Covert Engagement** (pg 26-27)
2	**Reconsecration** (pg 28-29)
3	**Defiant Disciples** (pg 30-31)
4	**The Storm Breaks** (pg 32-33)
5	**Martyrs Reborn** (pg 34-35)
6	**Encroaching Darkness** (pg 36-37)

INCURSION MISSIONS

D6	MISSION
1	**Fanatical Rampage** (pg 40-41)
2	**Growing Faith** (pg 42-43)
3	**Blood Offering** (pg 44-45)
4	**Hazardous Pilgrimage** (pg 46-47)
5	**Chosen Ones** (pg 48-49)
6	**Eternal Desecration** (pg 50-51)

STRIKE FORCE MISSIONS

D6	MISSION
1	**Fuel the Fires** (pg 52-53)
2	**Icons of Domination** (pg 54-55)
3	**Divine Deadlock** (pg 56-57)
4	**Twilight of the Gods** (pg 58-59)
5	**Centre of Worship** (pg 60-61)
6	**All to Ashes** (pg 62-63)

ONSLAUGHT MISSIONS

D6	MISSION
1	**Sack the Shrine** (pg 66-67)
2	**Confluence of Faith** (pg 68-69)
3	**Damnation** (pg 70-71)
4	**The Veil Grows Thin** (pg 72-73)
5	**Keep the Faith** (pg 74-75)
6	**River of Power** (pg 76-77)

3. READ MISSION BRIEFING

Each mission has a mission briefing that will detail the mission objectives that award victory points to the players. Some mission briefings also list one or more mission rules that will apply for the duration of the battle. The players should read and familiarise themselves with these before proceeding.

Some mission rules include actions that units can perform during the battle. Actions are described on page 99.

4. MUSTER ARMIES

Each player must then select a Battle-forged army. The Power Level of each player's army, and the number of Command points each player starts with when they begin mustering their army, are shown in the table opposite:

ARMY		
BATTLE SIZE	MAXIMUM POWER VALUE OF EACH ARMY	COMMAND POINTS
Combat Patrol	25	3
Incursion	50	6
Strike Force	100	12
Onslaught	150	18

Details of how to Battle-forge an army, how to use Power Ratings and what information your army roster must contain can be found in the Warhammer 40,000 Core Book. If you are playing a Combat Patrol battle, the only Detachment your army can include is one Patrol Detachment, unless your Army Faction is **Imperial Knights** or **Chaos Knights**, in which case the only Detachment your army can include is one Super-heavy Detachment. Select one of your models to be your **Warlord** (this cannot be a model with the Fortifications Battlefield Role) and note this on your army roster. This must be the **Character** model in your army with the highest Leadership characteristic, if your army includes one (in a tie, you can choose amongst them which model will be the **Warlord**). This model gains the **Warlord** keyword. Each player must then provide a copy of the army roster for their opponent to read through.

5. SELECT AGENDAS

Each player then secretly selects Agendas for the battle and writes them down. Each can award experience points to certain units in their army, as described on the Agenda itself. The Agendas that players can choose from can be found on pages 21-23.

The number of Agendas each player chooses depends on the battle size you have selected, as shown in the table below:

AGENDAS	
BATTLE SIZE	AGENDAS
Combat Patrol	1
Incursion	2
Strike Force	3
Onslaught	4

Once both players have selected their Agendas, they reveal their selections to their opponent.

6. CREATE THE BATTLEFIELD

The players now create the battlefield and set up terrain features. Missions are played on rectangular battlefields. The minimum size of your battlefield depends on the battle size you have selected, as shown in the table below:

BATTLEFIELDS	
BATTLE SIZE	BATTLEFIELD SIZE (Minimum)
Combat Patrol	44" x 30"
Incursion	44" x 30"
Strike Force	44" x 60"
Onslaught	44" x 90"

Unless noted otherwise, when setting up terrain features, use the guidelines noted in the basic rules section (pg 108-109). In these missions, players must use the battlefield terrain rules for terrain features, as described on pages 104-107.

7. DETERMINE ATTACKER AND DEFENDER

The players roll off and the winner decides who will be the Attacker and who will be the Defender. You may decide in some battles that it is better for a specific player to be the Attacker or Defender. In such instances, simply agree with your opponent who will be the Attacker and who will be the Defender.

8. PLACE OBJECTIVE MARKERS

The players now set objective markers up on the battlefield. Each mission will instruct the players as to how many objective markers should be set up on the battlefield and how these should be placed. Objective markers can be set up on terrain features so long as the objective marker lies flat on that terrain feature and does not overhang any part of it.

9. CHOOSE DEPLOYMENT ZONE

The deployment maps for some missions will tell you which deployment zone is the Attacker's and which is the Defender's. If the deployment map does not show this, but instead labels deployment zones as Player A's or Player B's, then the Defender now selects one of the deployment zones for their army. Their opponent uses the other deployment zone.

10. DECLARE RESERVES AND TRANSPORTS

Unless the mission briefing states otherwise, these missions use the Strategic Reserves rules (pg 102-103). Both players now secretly note down on their army roster which of the units in their army will start the battle in Strategic Reserves, which of their units will start the battle in a location other than the battlefield (if a player has access to any Stratagems that enable them to set up units from their army in a location other than the battlefield, they must use such Stratagems now), and which of their units will start the battle embarked within **TRANSPORT** models (they must declare what units are embarked within what models). When both players have done so, they declare their selections to their opponent.

Unless stated otherwise, no more than half the total number of units in your army can be Strategic Reserve and/or Reinforcement units, and the combined Power Ratings of all your Strategic Reserve and Reinforcement units (including those that are embarked within **TRANSPORT** models that are Strategic Reserve and/or Reinforcement units) must be less than half of your army's Power Level, even if every unit in your army has an ability that would allow them to be set up elsewhere. In these missions, Reinforcement and Strategic Reserve units can never arrive on the battlefield in the first battle round. Any Strategic Reserve or Reinforcement unit that has not arrived on the battlefield by the end of the third battle round counts as having been destroyed, as do any units embarked within them (this does not apply to units that are placed into Strategic Reserves after the first battle round has started).

11. DEPLOY ARMIES

The players alternate setting up their remaining units, one at a time, starting with the Defender. A player's models must be set up wholly within their deployment zone. If one player has finished deploying all their units, their opponent then deploys the remainder of their units. If a model from your army is so large that it cannot physically be set up wholly within your deployment zone (i.e. the smallest dimension of that model is greater than the depth of your deployment zone), it must be set up so that it is touching your battlefield edge. In the first battle round, that model's unit cannot do any of the following: make a Normal Move, Advance, Fall Back, attempt to manifest or deny psychic powers, make any attacks with ranged weapons, declare a charge, perform a Heroic Intervention or perform any actions or psychic actions. Models in such units count as having moved a distance in inches equal to their Move (M) characteristic in their first Movement phase. If the unit has a minimum Move characteristic, it counts as having moved its maximum Move characteristic. If both players have units with abilities that allow them to be set up 'after both armies have deployed', the players must roll off after all other units have been set up and alternate setting up these units, starting with the winner.

12. DETERMINE FIRST TURN

Unless the mission briefing says otherwise, the players roll off and the winner declares whether they will take the first or second turn. If the roll off is a tie, the Attacker is the winner.

13. RESOLVE PRE-BATTLE ABILITIES

Players alternate resolving any pre-battle abilities units in their army may have, and resolving any Stratagems that are used before the battle, starting with the player who will take the first turn. Remember that Crusade forces can only make use of Stratagems that upgrade units by using Requisition points, as described in the Warhammer 40,000 Core Book.

14. BEGIN THE BATTLE

The first battle round begins. Players continue to resolve battle rounds until the battle ends.

MISSION OBJECTIVES

During the battle, players can earn victory points by achieving mission objectives, which are described in the mission's mission briefing. Mission objectives can either be 'End Game' or 'Progressive'. End Game mission objectives are scored at the end of the battle. Progressive mission objectives are scored during the battle (exactly when is detailed in the mission objective itself), and can be achieved and hence award victory points several times.

15. ENDING THE BATTLE

Unless the mission instructs otherwise, the battle ends after five battle rounds have been completed. If one player has no models remaining in their army at the start of their turn, the other player can continue to play out their turns until the battle ends.

16. DETERMINE VICTORY

At the end of the battle, the player with the most victory points is the winner. If players are tied, the battle is a draw. Each player can score a maximum of 90 victory points from mission objectives (any excess victory points awarded are discounted). In addition, if every model in a player's army was painted to a Battle Ready standard, that player is awarded a bonus 10 victory points. This gives the player a maximum total score out of 100 victory points. The victor of a mission can then claim the victor bonus listed on that mission. If the game is a draw, neither player can claim the bonus.

17. UPDATE CRUSADE CARDS

The players must now update their Crusade cards for all the units they used in the battle as follows:

1. Take Out of Action tests

Take Out of Action tests for each unit from your army that was destroyed during the battle, by rolling one D6 for that unit. 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:

a) Devastating Blow: That unit loses D6 experience points (to a minimum of 0) and cannot gain any experience points for this battle from Agendas Achieved, Battle Experience or from being Marked for Greatness (see opposite). Update the unit's Crusade card accordingly.

b) Battle Scar: That unit gains one Battle Scar (see the Warhammer 40,000 Core Book). This must be determined before the player's next battle and the unit's Crusade card must be updated to reflect any and all changes.

2. Update Experience Points

Each unit that had a Crusade card that took part in the battle gains experience points as follows (mark on each unit's Crusade card accordingly):

- **Battle Experience:** Each unit that was part of your army roster for this battle gains 1 experience point.
- **Marked for Greatness:** Select one unit that was part of your army roster for this battle; that unit gains 3 experience points.
- **Dealers of Death:** A unit gains 1 experience point for every third enemy unit it has destroyed in total. If a unit's 'enemy units destroyed in total' combat tally has increased enough during the battle, increase its experience points accordingly.
- **Agenda Achieved:** Any units that achieved Agendas (pg 21-23) during the battle gain experience points as described by those Agendas.

3. Determine Battle Honours

If any units gain a rank, or otherwise gain any Battle Honours, these must be determined before the player's next battle. In any case, all the Crusade cards for these units that took part in the battle and the unit's Crusade card must be updated to reflect any and all changes.

4. Update Combat Tallies

Add 1 to the 'Battles Played' tally of each unit that had a Crusade card that took part in the battle. If a unit was not destroyed at the end of the battle, then add 1 to its 'Battles Survived' tally. Add all the 'during battle' combat tallies you have accrued during the battle to the appropriate 'in total' combat tallies on the unit's Crusade card.

18. UPDATE ORDER OF BATTLE

Increase your battle tally and Requisition points by 1, and make any notes that you wish to record following your battle. If you wish to add any units to your Order of Battle, or spend any Requisition points, do so and update your Order of Battle accordingly before your next battle.

WARS OF FAITH

This Crusade mission pack allows your Crusade force to take part in the wars of faith that engulfed the Nachmund system. Abstracted categories of faith are presented below, allowing you to represent the belief systems of the major factions in this warzone, alongside some guidance as to which is most suitable for your Crusade force should your faction not be represented here.

Your army will begin its track with little in the way of gifts from your chosen patron, but as you progress, casting down your opponent's idols and completing your own Agendas along the way, you will earn Belief points, granting your force greater rewards as it forges a path of faith and fire across the system. Should you accrue enough Belief points, you can even upgrade character models from your army to become paragons of your deity, carrying their gifts with them as your Crusade force continues its quest onwards. Be warned, however – fail to please your divine benefactors and they may well turn from you, casting their gaze on those more deserving of their rewards.

BELIEFS OF THE DARK MILLENNIUM

The first time you play a Wars of Faith battle, you must determine the particular Faith for your Crusade force to follow based on the most common Faction keyword in your Order of Battle. You can do this by selecting the one that you feel is most appropriate or selecting the recommended Faith from the list below.

Your Crusade force will start with 0 Belief points. Make a note of your Crusade force's selected Faith and its number of Belief points on your Order of Battle.

RECOMMENDED FAITHS

We recommend using the following Faiths for the respective factions:

- **ADEPTA SORORITAS**: Divine Piety (pg 16)
- **ADEPTUS ASTARTES**: Purity of Dedication (pg 15)
- **ADEPTUS CUSTODES**: Purity of Dedication (pg 15)
- **ADEPTUS MECHANICUS**: Machina Eternal (pg 14)
- **AELDARI** (excluding **DRUKHARI**): Timeless Trickery (pg 18)
- **ASTRA MILITARUM**: Divine Piety (pg 16)
- **CHAOS KNIGHTS**: Dark Fervour (pg 17)
- **DRUKHARI**: Dark Fervour (pg 17)
- **GENESTEALER CULTS**: Divine Piety (pg 16)
- **IMPERIAL KNIGHTS**: Divine Piety (pg 16)
- **KHORNE**: Dark Fervour (pg 17)
- **NECRONS**: Machina Eternal (pg 14)
- **NURGLE**: Dark Fervour (pg 17)
- **ORKS**: Dark Fervour (pg 17)
- **SLAANESH**: Timeless Trickery (pg 18)
- **T'AU EMPIRE**: Purity of Dedication (pg 15)
- **TYRANIDS**: Divine Piety (pg 16)
- **TZEENTCH**: Timeless Trickery (pg 18)

BELIEF POINTS AND IDOLS

The missions in this pack include Idols. Idols are physical manifestations of your Crusade force's devotion to their chosen deity and are represented by a marker on the battlefield. In some missions your army will start with one or more Idols already on the battlefield; in others, units from your army will need to construct them by performing actions.

Idols are represented using any marker. When setting up Idol markers on the battlefield, always place them so that they are centred on the point specified by the mission.

Your army's Idols will have access to a number of abilities based on your Crusade force's current Belief Level, which is determined by the number of Belief points you have accrued, as shown in the table below. The higher your force's Belief Level, the more abilities your Idols will have access to. At the start of each battle round, you can select one of the abilities that your Idols have access to and, until the end of the battle round, all of your Idols will gain that ability.

The abilities that your Idols have access to depends on which Faith you have chosen, and can be found on pages 14-18.

BELIEF POINTS	BELIEF LEVEL
0-3	1
4-8	2
9-15	3
16-24	4
25+	5

PROVE YOUR WORTH

- Each time you win a Wars of Faith battle, your Crusade force gains 2 Belief points.
- Each time you lose a battle, your Crusade force loses 1 Belief Point (to a minimum of 0 Belief points).

Many of the Idols' abilities refer to a Divinity Range. This is a distance in inches that will be specified as part of each mission's rules, and can even change over the course of a battle depending on the actions of both you and your opponent. When measuring distances to and from an Idol, always measure to and from the centre of that Idol's marker.

Each Faith also has one or more Anathema Faiths, these are belief structures that are so diametrically opposed to one another that they drive their followers into a religious fervour in an attempt to cast down the opposing religion. When playing a battle against an opponent whose Crusade force is dedicated to a Faith that is an Anathema to your own, treat your Crusade force's Belief Level as 1 higher than normal.

IDOL ICON

The following symbols are used to show the locations of any Idols on the battlefield, with the colour of the symbol indicating which player that Idol belongs to.



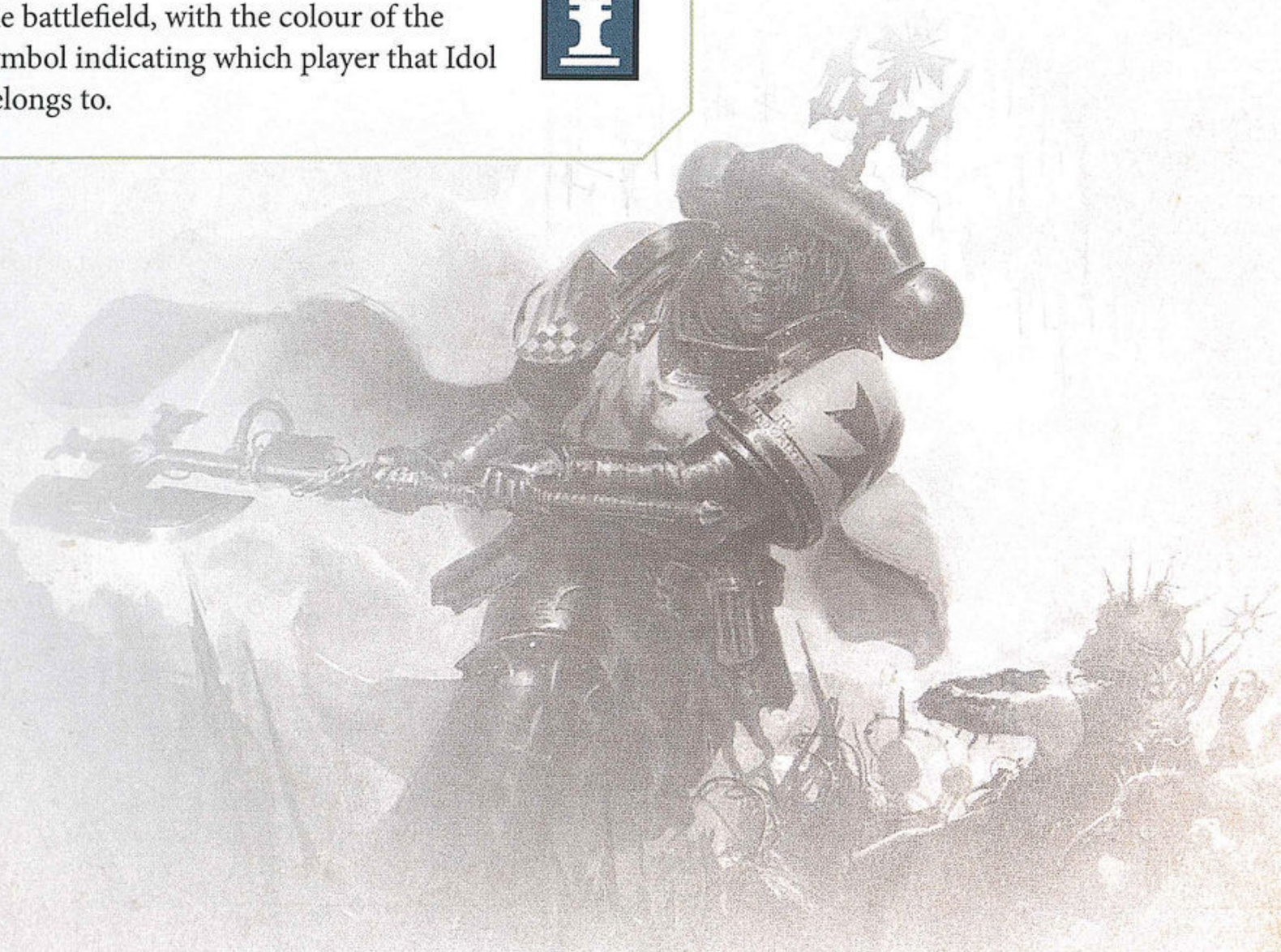
PARAGONS

Each Faith has a Paragon ability that can be found on pages 14-18. A **CHARACTER** model in your Crusade force can gain the **PARAGON** keyword and your faith's Paragon ability in one of two ways:

- The mission briefing will specify that one or more models can gain them. When gained in this way, the keyword and the associated ability are only gained by those models for the duration of the battle and are lost at the end of the battle.
- A model can gain them by using the Paragon of Faith Requisition (pg 20). When gained in this way, the keyword and associated ability are gained by that model permanently.

Units in your army can perform the following action:

'**Make Offering (Action):** One or more **PARAGON** units from your army can start to perform this action at the start of your Command phase. Each unit from your army that starts to perform this action must be within Divinity Range of a different one of your Idols. The action is completed at the end of your next Movement phase. If this action is successfully completed, select one of the abilities that your Idols have access to and which that Idol does not currently have. Until the start of your next Command phase, that Idol gains that ability in addition to the one it currently has.'



FAITH: MACHINA ETERNAL

Anathema Faith: Timeless Trickery

Some races or factions within the galaxy believe in the primacy of the holy machine, viewing energy flowing through circuitry and servos as a divine force that gives life to all. Others are themselves superior mechanical beings, offering worship not to any god but instead to their own android magnificence and ironclad might.



Adeptus Mechanicus



Necrons

We recommend using the Machina Eternal Faith for the factions shown above.

IDOL ABILITIES

BELIEF LEVEL	
1+	**REPAIR SPIRITS** At the start of your Command phase, each **VEHICLE** and **CORE** model from your army within Divinity Range of any of your Idols regains 1 lost wound.
2+	**FOCUSED DETERMINATION** Each time you spend a Command point to use the Command Re-roll Stratagem, if the roll being re-rolled is made for a unit within Divinity Range of any of your Idols, you can roll one D6: on a 4+, that Command point is refunded.
3+	**MACHINE GUIDANCE** In your Command phase, select one unit from your army within Divinity Range of this Idol. Until the start of your next Command phase, each time a model in that unit makes an attack, on an unmodified wound roll of 6, improve the Armour Penetration characteristic of that attack by 1.
4+	**SUBSERVIENT MACHINE SPIRITS (AURA)** While a **VEHICLE** unit from your army is within Divinity Range of this Idol, that unit gains the Objective Secured ability. If a model in that unit already has this ability, it counts as one additional model when determining control of an objective marker.
5	**SPIRITUAL CONSCIOUSNESS** In your Command phase, select one **VEHICLE** or **CORE** unit from your army within Divinity Range of this Idol. Until the start of your next Command phase, each time a model in that unit makes a ranged attack, you can re-roll the hit roll.

PARAGON ABILITY: IRON WILL

Blessed with a mind of whirring mechanisms and a singularly energised drive, this being embodies the supreme artificial focus of the divine machine.

Once per battle round, when a saving throw is failed for this model, it can choose to use this Paragon ability. If it does, the Damage characteristic of that attack is changed to 0.

FAITH: PURITY OF DEDICATION

Anathema Faiths: Dark Fervour, Timeless Trickery

Even secular warriors can venerate those who have come before them, the magnificent relics that they left behind, and the mighty cause for which they laid down their lives. To dedicate oneself so completely to one's duty is a powerful, almost spiritual act in its own right, and for those martial societies who embrace this discipline it can prove a source of great strength and fortitude.

IDOL ABILITIES

BELIEF LEVEL

1+

PROFOUND ORATORY (AURA)

While a unit from your army is within Divinity Range of this Idol, each time that unit recites a litany or intones an invocation, add 1 to the roll to see if it is inspiring.

2+

SUPREME FOCUS

Each time you spend a Command point to use the Counter Offensive or Fire Overwatch Stratagem, if the unit from your army that you select is within Divinity Range of any of your Idols, you can roll one D6: on a 5+, that Command point is refunded.

3+

GROUNDING PRESENCE (AURA)

While an **INFANTRY** unit from your army is within Divinity Range of this Idol, in your Shooting phase that unit counts as having Remained Stationary in your previous Movement phase.

4+

UNSHAKEABLE CERTAINTY (AURA)

While a unit from your army is within Divinity Range of this Idol, that unit automatically passes Morale tests.

5

STALWART DEFENDERS

In your Command phase, select one **INFANTRY** unit from your army within Divinity Range of this idol. Until the start of your next Command phase, each time an attack is made against that unit, an unmodified wound roll of 1-3 always fails, irrespective of any abilities that the weapon or the attacker may have.

PARAGON ABILITY: MASTERY OF SELF

This warrior stands as an exemplar of all that they and their fellows fight for, a living weapon honed to perfection in the name of their cause.

Each time this model is selected to shoot or fight, you can re-roll one hit roll and you can re-roll one wound roll when resolving this model's attacks.

T'au Empire

Adeptus Custodes

Adeptus Astartes

We recommend using the Purity of Dedication Faith for the factions shown above.

FAITH: DIVINE PIETY

Anathema Faith: Dark Fervour

Many are the cults of martyrdom and selfless sacrifice throughout the Imperium and beyond. Amidst such apocalyptic and never-ending wars, hope springs from the most macabre sources.

Adepta Sororitas

Astra Militarum

Imperial Knights

Tyranids

Genestealer Cults

We recommend using the Divine Piety Faith for the factions shown above.

IDOL ABILITIES

BELIEF LEVEL	
1+	**DIVINE CHANNELLING** At the start of your Command phase, select one unit from your army within Divinity Range of any of your Idols. Until the start of your next Command phase, add 3" to the range of that unit's aura abilities (to a maximum of 12").
2+	**HEROIC INSPIRATION (AURA)** While a unit from your army is within Divinity Range of this Idol, each time that unit is selected for an Epic Deed Stratagem and each time an Epic Deed Stratagem is used when that unit is selected to shoot or fight, for each Command point spent on that Stratagem, roll one D6: on a 5+, that Command point is refunded.
3+	**SACRED RESOLUTION (AURA)** While a unit from your army is within Divinity Range of this Idol, each time an enemy unit declares a charge against that unit, if that unit from your army is not within Engagement Range of any enemy units, it can Hold Steady or Set to Defend (pg 106).
4+	**DEFY THE HERETIC (AURA)** While a unit from your army is within Divinity Range of this Idol, each time a model in that unit would lose a wound as a result of a mortal wound, roll one D6: on a 5+, that wound is not lost.
5	**DEVOUT MARTYRDOM** In your Command phase, select one unit from your army within Divinity Range of this Idol. Until the start of your next Command phase, while that unit is still within Divinity Range of this Idol, each time a model in that unit is destroyed by an attack made by an enemy model, roll one D6. On a 4+, do not remove the destroyed model from play – it can, after the attacking model's unit has finished making its attacks, either shoot with one of its ranged weapons as if it were your Shooting phase, or make one attack with one of its melee weapons as if it were the Fight phase. After resolving these attacks, the destroyed model is then removed.

PARAGON ABILITY: HOLY ABJURATION

The miraculous strength of fervent belief can shield the true believer from corruption.

- In your opponent's Psychic phase, this unit can attempt to deny one psychic power as if it were a **PSYKER**. If this unit is a **PSYKER**, it can attempt to deny one additional psychic power in each of your opponent's Psychic phases.
- Add 2 to Deny the Witch tests taken for this unit.
- This unit gains the Objective Secured ability.

FAITH: DARK FERVOUR

Anathema Faiths: Divine Piety, Purity of Dedication

It is a dark and bloody age, ruled by the warmonger and the destroyer. Many savage belief systems arise in such times, cults of battle for battle's sake, and of the spilling of life-blood in the name of thirsting deities.

IDOL ABILITIES

BELIEF LEVEL

1+

VICIOUS ZEALOTRY

Each time you use the Cut Them Down Stratagem, if the enemy unit is Falling Back from a unit from your army that is within Divinity Range of this Idol, that enemy units suffers 1 mortal wound for each result of 4+, instead of 6.

2+

BLOOD OFFERING

At the end of any phase, if an enemy unit that started that phase within Divinity Range of any of your Idols has been destroyed, you gain 1 Command point. You cannot gain more than 1 Command point per battle round from this ability.

3+

CULLING OF BLADES (AURA)

While a unit from your army is within Divinity Range of this Idol, each time a model in that unit makes a pile-in or consolidation move, it can move up to an additional 2" (to a maximum of 5")

4+

DEATH MISSIONARIES

In your Command phase, select one unit from your army within Divinity Range of this Idol. Until the start of your next Command phase, each time that unit finishes a charge move, select one enemy unit within Engagement Range of that unit. Roll one D6 for each model in that unit from your army: for each 5+, that enemy unit suffers 1 mortal wound.

5

BRUTAL DEATH-THROWS (AURA)

While a unit from your army is within Divinity Range of this Idol (excluding **VEHICLE** units), each time a model in that unit is destroyed as the result of a melee attack, after the attacking unit has finished making their attacks, roll one D6: on a 6, the attacking unit suffers 1 mortal wound.

PARAGON ABILITY: AVATAR OF FEROCITY

Whether through channelling a desire for endless murder, or unleashing the absolute joy of unfettered battle-fury and wanton violence, this warrior has become like a blade in their gods' hands. They carve a path of ruin through their foes, always seeking more to fight and slay.

Each time this model makes a melee attack, an unmodified hit roll of 6 scores one additional hit.



Chaos Knights



Drukhari



Khorne



Orks



Nurgle

We recommend using the Dark Fervour Faith for the factions shown above.

FAITH: TIMELESS TRICKERY

Anathema Faiths: Machina Eternal, Purity of Dedication

Some faiths in the 41st Millennium espouse cunning and subtlety, the arts of warpcraft and manipulation. For some this is a path into glorious damnation, of willingly succumbing to the beings of the warp in return for great power. For others it is quite the opposite, a tightrope trodden with infinite care towards a glimmer of perilous hope.



Aeldari



Slaanesh



Tzeentch

We recommend using the Timeless Trickery Faith for the factions shown above.

IDOL ABILITIES

BELIEF LEVEL

1+

WARP-FILLED DISCIPLES (AURA)

While a **PSYKER** unit from your army is within Divinity Range of this Idol, each time that unit manifests a psychic power that deals one or more mortal wounds to any enemy units, select one of those enemy units. That enemy unit suffers 1 additional mortal wound.

2+

ENLIGHTENED FOLLOWERS (AURA)

While a **PSYKER** unit from your army is within Divinity Range of this Idol, each time that unit manifests a psychic power, if the unmodified result of that Psychic test was 10+, you gain 1 Command point. If that **PSYKER** unit has the **TZEENTCH** keyword, you gain 1 Command point on an unmodified Psychic test result of 9+ instead. You cannot gain more than 1 Command point per battle round from this ability.

3+

AETHERIC WINDS (AURA)

While a **PSYKER** unit from your army is within Divinity Range of this Idol, the first time that unit manifests a psychic power this turn, after that psychic power has been resolved, that unit can make a Normal Move of up to 3".

4+

UNSEEN GIFTS

In your Command phase, select one **PSYKER** unit from your army within Divinity Range of this Idol. Until the start of your next Command phase, each time that unit is selected to shoot or fight, you can re-roll one hit roll and you can re-roll one wound roll when resolving that unit's attacks.

5

DEVOTEE UPLIFTED

In your Command phase, select one **PSYKER** unit from your army within Divinity Range of this Idol. Until the start of your next Command phase, you can re-roll Psychic tests and re-roll Deny the Witch tests taken for that unit.

PARAGON ABILITY: EMPYRIC INFLUENCE

Either this warrior has gained a powerful and unnatural patron in the warp, or else they are able, through manipulation and cunning, to influence its tides for their own benefit.

Each time a psychic power is manifested by this unit, increase the range of that psychic power by 6" (if that psychic power specifies multiple ranges, add 6" to the first range specified in that psychic power only).

PRIEST BATTLE TRAITS

Regardless of the creed they follow or the deities to which they offer praise, priests, demagogues and avatars of the faith exhibit many traits and abilities in common. The longer a cleric of war preaches their holy word amidst the blood and fire of the battlefield, the more skilled they become in the art of compelling all around them to fight and die in the name of the gods.

When a **PRIEST** unit gains a Battle Trait after having played a Wars of Faith battle, you can use the table below instead of one of the tables in the Warhammer 40,000 Core Book to determine what Battle Trait the unit has gained. To do so, roll one D6 and consult the table to randomly determine what Battle Trait the unit gains, or choose a Battle Trait that tells the best narrative for your unit. 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.



PRIEST BATTLE TRAITS

D6	TRAIT
1	**Divine Inspiration** *Some priests let the spirit of their deities guide their words, speaking not from dogmatic texts but by instinct and from the heart.* Once per battle, in your Command phase, instead of reciting one of the litanies, intoning one of the hymns or chanting one of the prayers that this **PRIEST** knows, it can recite one litany, intone one hymn or chant one prayer that it does not know (this must still be one of the litanies, hymns or prayers that it could have known when it was added to your Order of Battle).
2	**Holy Protection** *Even as this demagogue inspires their comrades with pious proclamations, so they are rewarded in body as well as spirit, their hurts miraculously healed as proof of their gods' favour.* Each time this **PRIEST** recites a litany, intones a hymn or chants a prayer, when rolling to see if it is inspiring or if it is heard, on an unmodified roll of 5+, this **PRIEST** regains one lost wound.
3	**Divine Guidance** *In the preaching of this priest are seeds of strategic wisdom, tactical parables that inspire cunning martial conquest.* Each time this **PRIEST** recites a litany, intones a hymn or chants a prayer, when rolling to see if it is inspiring or if it is heard, on an unmodified roll of 6, you gain 1 Command point. You cannot gain more than 1 Command point per battle round from this ability.
4	**Shield of Piety** *So great is the manifest holy will of this pious warrior that they can unmake their enemies' empyric manifestations by sheer will.* Once per battle round, when this **PRIEST** recites a litany, intones a hymn or chants a prayer, if it is inspiring or if it is heard, in your opponent's next Psychic phase, this **PRIEST** can attempt to deny one psychic power as if it were a **PSYKER**. If this **PRIEST** is a **PSYKER**, it can attempt to deny one additional psychic power in your opponent's next psychic phase.
5	**Divine Demagogue** *So great is this priest's faith that their words ring out like the peals of a mighty bell, rolling across the field of war.* Each time this **PRIEST** recites a litany, intones a hymn or chants a prayer, add 3" to the range of that litany, hymn or prayer (to a maximum of 12").
6	**Transcendent Barrier** *The might of the priest's god burns from within them as they bellow their prayers, blinding the foe with its ferocity.* Once per battle round, when this **PRIEST** recites a litany, intones a hymn or chants a prayer, if it is inspiring or if it is heard, until the start of your next Command phase, each time an attack is made against this **PRIEST**, subtract 1 from that attack's hit roll.

REQUISITIONS

BLOOD SACRIFICE — 1RP

Primitive and barbaric it may be, but to sacrifice the flesh and blood of comrades is a potent offering to the gods.

Purchase this Requisition at any time, if your Crusade force has the Dark Fervour or Timeless Trickery Faith. Select one **INFANTRY**, **CAVALRY** or **BIKER** unit from your Order of Battle. That unit gains D3 Battle Scars and your Crusade force gains 3D3 Belief points.

THIEF OF FAVOUR — 1RP

Through deceit and religious politicking, or else by the selfless sacrifice of others, one mighty warrior is advanced above all others in their deity's favour.

Purchase this Requisition at any time, if your Crusade force has the Dark Fervour or Timeless Trickery Faith and has at least 3 Belief points. Select one **CHARACTER** unit from your Order of Battle. Your Crusade force loses D3 Belief points and that unit gains 2D3 experience points.

EXEMPLAR OF THE FAITH — 1RP

Through their might, courage, and ruthlessness, a hero steps from amongst the ranks and wins divine favour for all through their exemplary acts.

Purchase this Requisition after winning a Wars of Faith battle, if your Crusade force has the Machina Eternal, Purity of Dedication or Divine Piety Faith and one of the units from your army that had the **PARAGON** keyword during that battle gained a rank. Your Crusade force gains 2D3 Belief points.

HEALING FORCE — 1RP

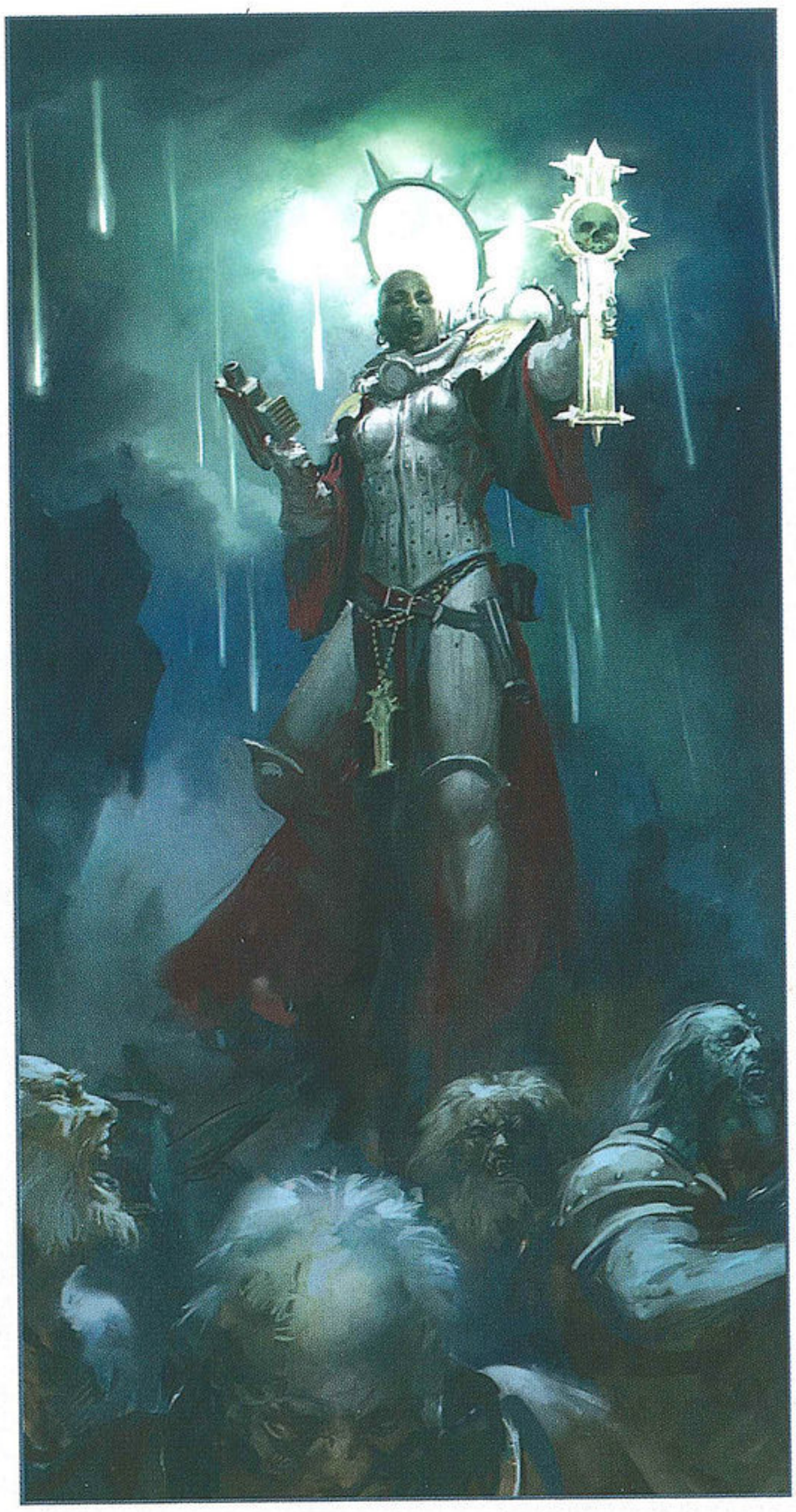
Through what appears to be miraculous means, a wounded warrior's hurts are mysteriously healed.

Purchase this Requisition at any time, if your Crusade force has the Machina Eternal, Purity of Dedication or Divine Piety Faith and at least 6 Belief points. Select one unit from your Order of Battle. That unit loses all Battle Scars it has and your Crusade forces loses 2D3 Belief points.

PARAGON OF FAITH — 1RP

As the fervour of their fellows reaches fever pitch, one amongst the army achieves a kind of apotheosis, empowered by the outpouring of their comrades' zealotry.

Purchase this Requisition at any time, if your Crusade force has a Belief Level of 5. Select one **CHARACTER** model from your Order of Battle (excluding **PARAGON** models). That model gains the **PARAGON** keyword, your Faith's Paragon Ability, and its Crusade points total is increased by 1 – make a note on their Crusade card. Your Crusade force loses 15 Belief points.



AGENDAS

Each Agenda listed below has a category (e.g. Purge the Enemy, Shadow Operations etc.). When you select Agendas, you cannot choose more than one from each category.

Some Agendas will instruct you to keep a certain tally for your units during the battle. These tallies will then be used after the battle to determine if you achieved certain agendas, and how many experience points the units in question earned from them. You can use the 'Agenda Tallies' section of each unit's Crusade card to keep track of these tallies – we recommend you make these tallies in pencil so they can be deleted after the game ready for your next battle.

PURGE THE ENEMY

SLAY THE BELIEVERS

Keep a Slain Believers tally for each unit from your army. Add 1 to a unit's Slain Believers tally each time it destroys an enemy **PARAGON** unit. Each unit gains 3 experience points for every mark on its Slain Believers tally.

If at least one enemy **PARAGON** unit was destroyed, your Crusade force gains 1 Belief point. If all of the enemy **PARAGON** units were destroyed, your Crusade force gains 3 Belief points instead.

CHOSEN ONES

Keep a Chosen Ones tally for each **PARAGON** unit from your army. Add 1 to a unit's Chosen Ones tally each time it destroys an enemy unit. Each unit gains 2 experience points for every mark on its Chosen Ones tally.

If the combined total of all of your units' Chosen Ones tallies is:

- 2, your Crusade force gains 1 Belief point.
- 3 or more, your Crusade force gains 2 Belief points.

PRIORITY TARGET

Keep a Priority Target tally for each unit from your army. Add 1 to a unit's Priority Target tally each time it destroys an enemy **VEHICLE** or **MONSTER** unit. Each unit gains 2 experience points for every mark on its Priority Target tally.

TITAN HUNTER

Keep a Titan Hunter tally for each unit from your army. Add 1 to a unit's Titan Hunter tally each time it destroys an enemy **TITANIC** unit. Each unit gains 4 experience points for every mark on its Titan Hunter tally.

NO MERCY, NO RESPITE

FALSE DEITY

Keep a False Deity tally for each unit from your army. Each time an enemy unit is destroyed by a unit from your army during a phase, if that enemy unit had started that phase within Divinity Range of any of your opponent's Idols, add 1 to the False Deity tally of that unit from your army. Each unit gains a number of experience points equal to their False Deity tally.

If the combined total of all of your units' False Deity tallies is:

- 3-4, your Crusade force gains 1 Belief point.
- 5 or more, your Crusade force gains 2 Belief points.

STRENGTH OF TRUTH

Keep a Strength of Truth tally for each unit from your army. Each time an enemy unit is destroyed by a unit from your army, if that unit from your army is within Divinity Range of any of your Idols, add 1 to its Strength of Truth tally. Each unit gains a number of experience points equal to half their Strength of Truth tally, rounded up.

If the combined total of all of your units' Strength of Truth tallies is:

- 4-5, your Crusade force gains 1 Belief point.
- 6 or more, your Crusade force gains 2 Belief points.

CULL THE HORDES

Keep a Cull the Hordes tally for each unit from your army. Add 1 to a unit's Cull the Hordes tally each time it destroys six or more models in the same phase. Each unit gains a number of experience points equal to their Cull the Hordes tally.

REAPER

The unit in your army that has the highest combat tally of enemy units destroyed during the battle earns 2 experience points. If two or more units are tied, you choose which unit achieves this Agenda.

WARPCRAFT

SOW THE SEEDS OF DOUBT

Keep a Seeds of Doubt tally for each **PSYKER** unit from your army. Add 1 to a unit's Seeds of Doubt tally each time it successfully completes the following psychic action:

'Plant Seeds of Doubt (Psychic Action – Warp Charge 6): One **PSYKER CHARACTER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 9" of any of your opponent's **PARAGON** units.'

Each unit gains:

- 1 experience point if their Seeds of Doubt tally is 1.
- 3 experience points if their Seeds of Doubt tally is 2 or more.

If the combined total of all of your units' Seeds of Doubt tallies is:

- 1, your Crusade force gains 1 Belief point.
- 2 or more, your Crusade force gains 2 Belief points.

PSYCHIC INTERFERENCE

Keep a Psychic Interference tally for each **PSYKER** unit from your army. Add 1 to a unit's Psychic Interference tally each time it successfully completes the following psychic action:

'Psychic Interference (Psychic Action – Warp Charge 6): One **PSYKER CHARACTER** unit from your army can attempt to perform this psychic action in your Psychic phase if it is within 12" of any of your opponent's Idols.'

Each unit gains:

- 2 experience points if their Psychic Interference tally is 1.
- 5 experience points if their Psychic Interference tally is 2 or more.

If the combined total of all of your units' Psychic Interference tallies is:

- 2, your Crusade force gains 1 Belief Point.
- 3 or more, your Crusade force gains 2 Belief points.

WITCH HUNTER

Keep a Witch Hunter tally for each unit from your army. Add 1 to a unit's Witch Hunter tally each time it destroys an enemy **PSYKER** unit (add 3 instead if the destroyed unit was a **PSYKER CHARACTER**).

Each unit gains a number of experience points equal to their Witch Hunter tally.

LORD OF THE WARP

Keep a Lord of the Warp tally for each unit from your army. Add 1 to a unit's Lord of the Warp tally each time it successfully manifests a psychic power, denies an enemy psychic power or completes a psychic action. Reset a unit's Lord of the Warp tally to 0 if and when they suffer Perils of the Warp. The unit from your army that has the highest Lord of the Warp tally gains 2 experience points (unless that unit's tally is 0, in which case it gains no experience points from this Agenda). If two or more units are tied, you select one of them to gain these experience points.

SHADOW OPERATIONS

DESECRATE HOLY SITES

Keep a Desecrate Holy Sites tally for each **PARAGON** unit from your army. Add 1 to a unit's Desecrate Holy Sites tally each time it successfully completes the following action:

'Desecrate Holy Site (Action): One or more **PARAGON** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be within 3" of a different one of your opponent's Idols. The action is completed at the end of your turn and that Idol is said to be desecrated.'

Each unit gains a number of experience points equal to their Desecrate Holy Sites tally (to a maximum of 2 experience points).

At the end of the battle, if every one of your opponent's Idols have been desecrated, or the combined total of all of your units' Desecrate Holy Sites tallies is 3 or more, your Crusade force gains 3 Belief points.

SUPPLANT IDEOLOGY

Keep an Idol Construction tally for each unit from your army. Add 1 to a unit's Idol Construction tally each time it successfully completes the following action:

'Constructed Idol (Action): One **INFANTRY** unit from your army can start to perform this action at the end of your Movement phase if it is wholly within your opponent's deployment zone and you do not have a Constructed Idol on the battlefield. The action is completed at the start of your next Command phase. If this action is successfully completed, set up a marker representing a Constructed Idol within 1" of that unit. The Constructed Idol is considered to be one of your Idols, but has a Divinity Range of 3". If, at the end of any turn, there are no units from your army within Divinity Range of that Idol and there are enemy units within Divinity Range of it, it is destroyed; remove the marker from the battlefield.'

Each unit gains 3 experience points if their Idol Construction tally is at least 1.

At the end of the battle, if you have a Constructed Idol on the battlefield, your Crusade force gains 3 Belief points.

SEARCH FOR ARCHEOTECH

Keep a Search for Archeotech tally for each unit from your army. Add 1 to a unit's Search for Archeotech tally each time it successfully completes the following action:

'Search for Archeotech (Action): One or more **INFANTRY** units from your army that are wholly within your opponent's deployment zone can start to perform this action at the end of your Movement phase. The action is completed at the end of your turn.'

Each unit gains 3 experience points if their Search for Archeotech tally is at least 2.

DEPLOY VOX-RELAYS

At the start of the first battle round, but before the first turn begins, select one **INFANTRY** unit from your army. That unit can perform the following action:

'Deploy Vox-relay (Action): One unit from your army can start to perform this action at the end of your Movement phase if it is within range of an objective marker that has not already got a Vox-relay deployed on it (see below). The action is completed at the end of your turn. If this action is successfully completed, that objective marker is said to have a Vox-relay deployed on it (the Vox-relay is 'lost' if your opponent controls the objective marker at the start of any phase).'

The unit gains 2 experience points for each objective marker on the battlefield that has one of your Vox-relays deployed on it at the end of the battle.

BATTLEFIELD SUPREMACY

LEAD BY EXAMPLE

Keep a Lead By Example tally for each **PARAGON** unit from your army. At the end of your turn, add 1 to a unit's Lead by Example tally if it is wholly within 6" of the centre of the battlefield or wholly within your opponent's deployment zone. Each unit gains 3 experience points if the total of its Lead by Example tally is 3 or more.

If the combined total of all of your units' Lead by Example tallies is:

- 3, your Crusade force gains 1 Belief point.
- 4 or more, your Crusade force gains 2 Belief points.

WHERE THEY ARE STRONGEST

At the end of the battle, select up to three units from your army (excluding **AIRCRAFT** units) that are wholly within 6" of any of your opponent's Idols. Each of these units earns 2 experience points. If there are more units from your army wholly within 6" of your opponent's Idols than there are enemy units, your Crusade force gains 3 Belief points.

SENTINEL

At the start of your first Command phase, select one objective marker that is on the battlefield and one unit from your army. That unit gains 4 experience points after the battle if, at the end of the battle, it is in range of that objective marker and you control that objective marker.

SURVIVOR

At the start of your first Command phase, select one unit from your army. That unit gains 2 experience points after the battle if it is not destroyed at the end of the battle, and an additional 2 bonus experience points if it is not below Half-strength. Units that have only a single model instead gain these bonus experience points if, at the end of the battle, the number of wounds that model has remaining is at least half their Wounds characteristic.



CRUSADE MISSIONS

'Let the Despoiler go where he will. Let him fight his Long War, and stave in the rotting husk of the Corpse-Emperor's benighted Imperium. Let him weave his schemes across the stars that he might, perhaps, bring all of Human endeavour at last to wrack and ruin. I wish him the blessings of the Octed in his labours, yet I shall have no part in them, for I have found my battleground. I serve no mortal master, but rather the Dark Gods themselves, and it is they who bid me remain. Vigilus is ours, to claim in their names. Here is the war of true faiths, and here shall I fight until my masters have their due, and I their favour and their blessings!'

- Dark Apostle Vrachek'Harr of the Word Bearers





1

COMBAT PATROL MISSION

COVERT ENGAGEMENT

MISSION BRIEFING

Aided by the faithful, you have successfully snuck a small but potent force into the heartland of your enemies' faith, to where an idol has been raised in secret to your own gods. Strike now and prove their might.

MISSION RULES

Idols: Idols have a Divinity Range of 6".

Undermine Their Faith: While a unit from your army is within Divinity Range of any of your opponent's Idols, subtract 1 from the Leadership characteristic of models in that unit.

Sweep and Clear: If you control an objective marker at the end of your Command phase, it remains under your control, even if you have no models within range of it, unless your opponent controls it at the end of any subsequent phase.

Paragons: At the start of the first battle round, select one **CHARACTER** model from your army (excluding **PARAGON** models). Until the end of the battle, that model gains the **PARAGON** keyword and your Faith's Paragon ability.

MISSION OBJECTIVES

Victory points are awarded as follows:

DOMINATE THE HEARTLAND

Progressive Objective

You have a chance to take over the heartland of your enemies' faith. Do not waste it!

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

This mission objective cannot be scored in the first battle round.

FELL THE PARAGONS

End Game Objective

Slaying the champions of the enemy's faith proves to your own supporters that they were right to take the risks they did in aiding your forces. You will not want for fervent support in the future if you succeed here.

At the end the battle, each player scores 30 victory points if their opponent does not have any **PARAGON** models on the battlefield.

VICTOR BONUS

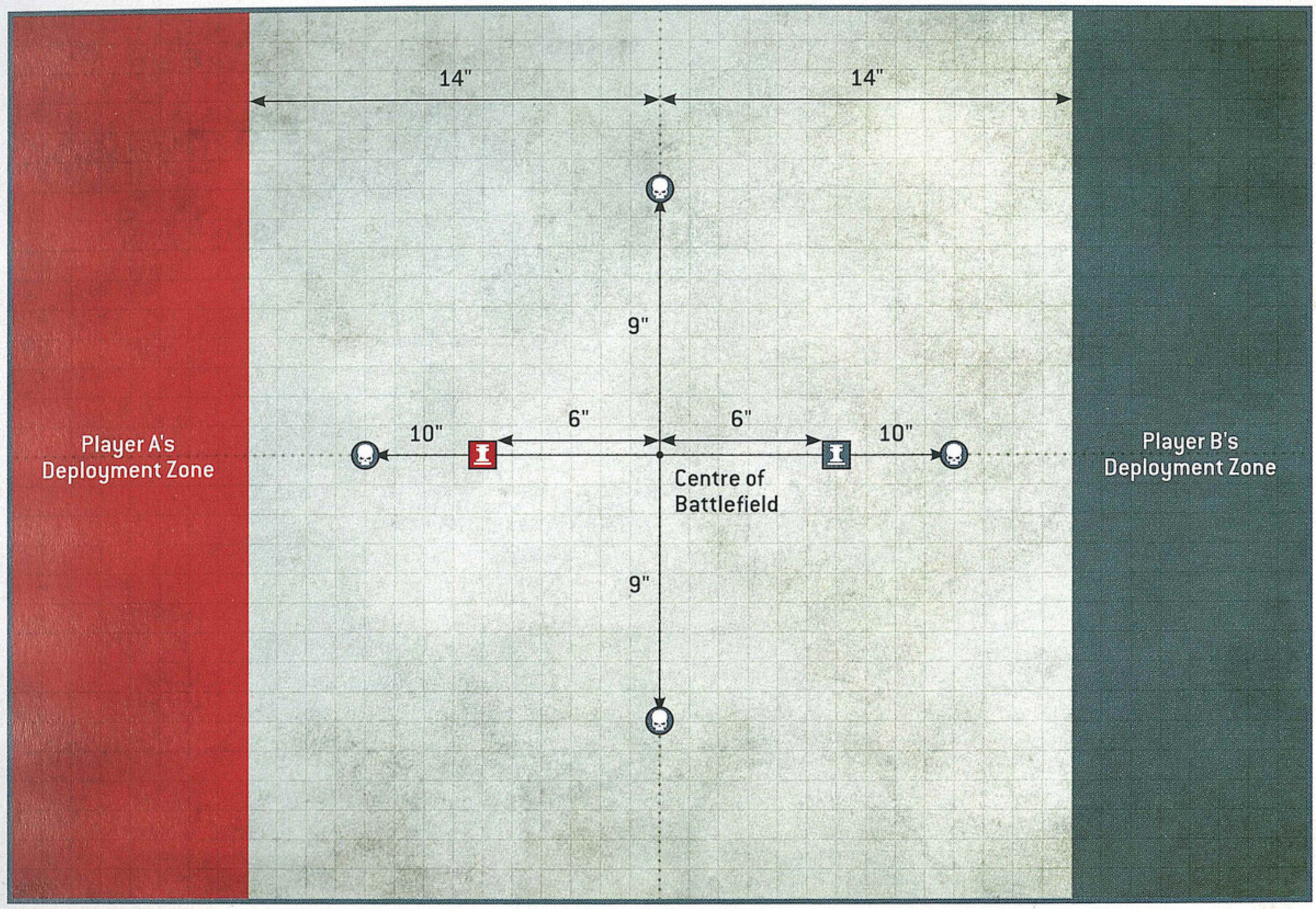
The victor can select one of the following victor bonuses:

- The victor can select one unit from their army within range of an objective marker that they control. That unit gains 3 additional experience points.
- If the victor controls more objective markers than their opponent, their Crusade force gains D3 Belief Points.

1

COMBAT PATROL MISSION

COVERT ENGAGEMENT



2

COMBAT PATROL MISSION

RECONSECRATION

MISSION BRIEFING

This region already boasts ancient idols that hold sway over the minds of the populace. Claiming them for your own deity will also aid you in claiming the support of the people.

MISSION RULES

Idols: Idols have a Divinity Range of 6".

Reconsecrate: Units in both players' armies can attempt the following action, as described on page 99:

'Reconsecrate (Action): One unit from your army with the Objective Secured ability can start to perform this action at the end of your Movement phase if it is in range of an objective marker that does not have one of your totems raised upon it. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) in range of the same objective marker. The action is completed at the end of your turn. If this action is successfully completed, that objective marker is said to have one of your army's totems raised on it (the totem is 'removed' if your opponent successfully completes this action on the same objective marker). While an objective marker has one of your army's totems raised on it, it is considered to be one of your Idols.'

Paragons: At the start of the first battle round, select one **CHARACTER** model from your army (excluding **PARAGON** models). Until the end of the battle, that model gains the **PARAGON** keyword and your Faith's Paragon ability.

Deemed Worthy: While there are not any objective markers with your army's totem raised on them, **PARAGON** models in your army do not benefit from your Faith's Paragon ability.

MISSION OBJECTIVES

Victory points are awarded as follows:

IDEOLOGICAL FOOTHOLD

Progressive Objective

By reconsecrating the shrines in the name of your gods, you begin to promulgate your faith to the local populace.

At the end of each player's Command phase, the player whose turn it is scores 15 victory points for each objective marker that has their totem raised on it.

DIVINE CASTIGATION

Progressive Objective

Wielding the divine might of your deities against the foe serves to reinforce your message of spiritual supremacy.

At the end of each battle round, each player scores 5 victory points for each enemy unit that was destroyed that battle round by a **PARAGON** model from their army.

VICTOR BONUS

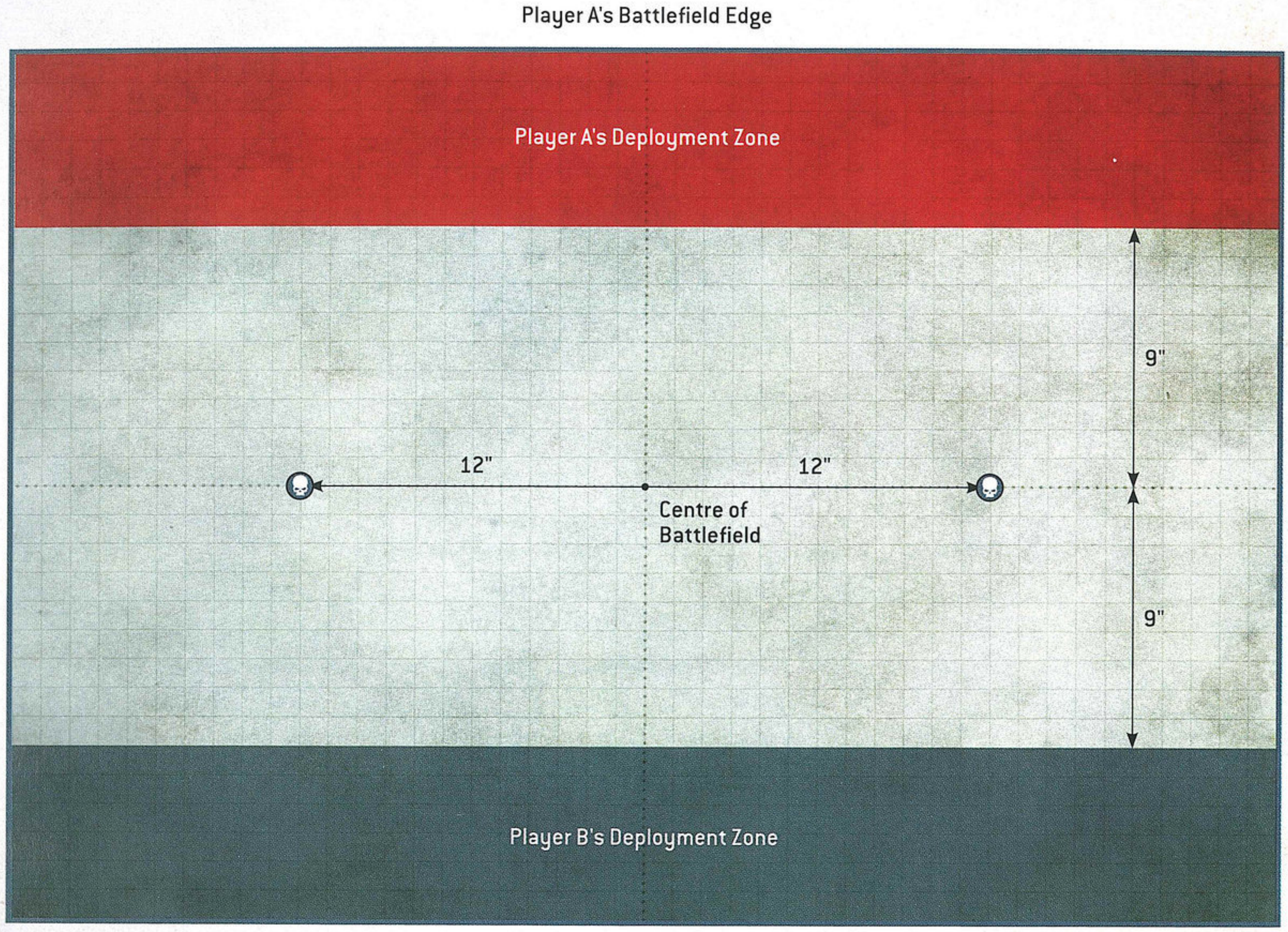
The victor can select one of the following victor bonuses:

- The victor of this mission gains 2 Requisition points after this battle, instead of just 1.
- If one objective marker has the victor's totem raised on it, the victor's Crusade force gains D3 Belief points.
- If both objective markers have the victor's totems raised on them, the victor's Crusade force gains 3 Belief points.

2

COMBAT PATROL MISSION

RECONSECRATION



3

COMBAT PATROL MISSION

DEFIANT DISCIPLES

MISSION BRIEFING

Your enemies have hounded your forces and driven them to this defiant stand. Yet in adversity does true faith burn the hottest, and if you can endure this trial by fire then you will surely earn your gods' blessings.

MISSION RULES

Idols: Idols have a Divinity Range of 9".

Prove Devotion: Units in both players' armies can attempt the following action, as described on page 99:

'Prove Devotion (Action): One **PARAGON** unit from your army can start to perform this action at the end of your turn if it is within 3" of the centre of the battlefield. The action is completed at the start of your next turn. If this action is successfully completed, add 6" to the Divinity Range of your Idols (to a maximum of 15").'

Sweep and Clear: If you control an objective marker at the end of your Command phase, it remains under your control, even if you have no models within range of it, unless your opponent controls it at the end of any subsequent phase.

Paragons: At the start of the first battle round, select one **CHARACTER** model from your army (excluding **PARAGON** models). Until the end of the battle, that model gains the **PARAGON** keyword and your Faith's Paragon ability.

MISSION OBJECTIVES

Victory points are awarded as follows:

FAVOURABLE BLESSINGS

Progressive Objective

The gods look favourably upon the brave and the bold.

At the end of each battle round, each player scores 10 victory points if a unit from their army completed the Prove Devotion action that battle round.

HALLOWED GROUND

Progressive Objective

Seize this battlefield that it might become a blessed place.

At the end of each player's turn, the player whose turn it is scores 5 victory points for each objective marker that they control.

This mission objective cannot be scored in the first battle round.

VICTOR BONUS

The victor can select one of the following victor bonuses:

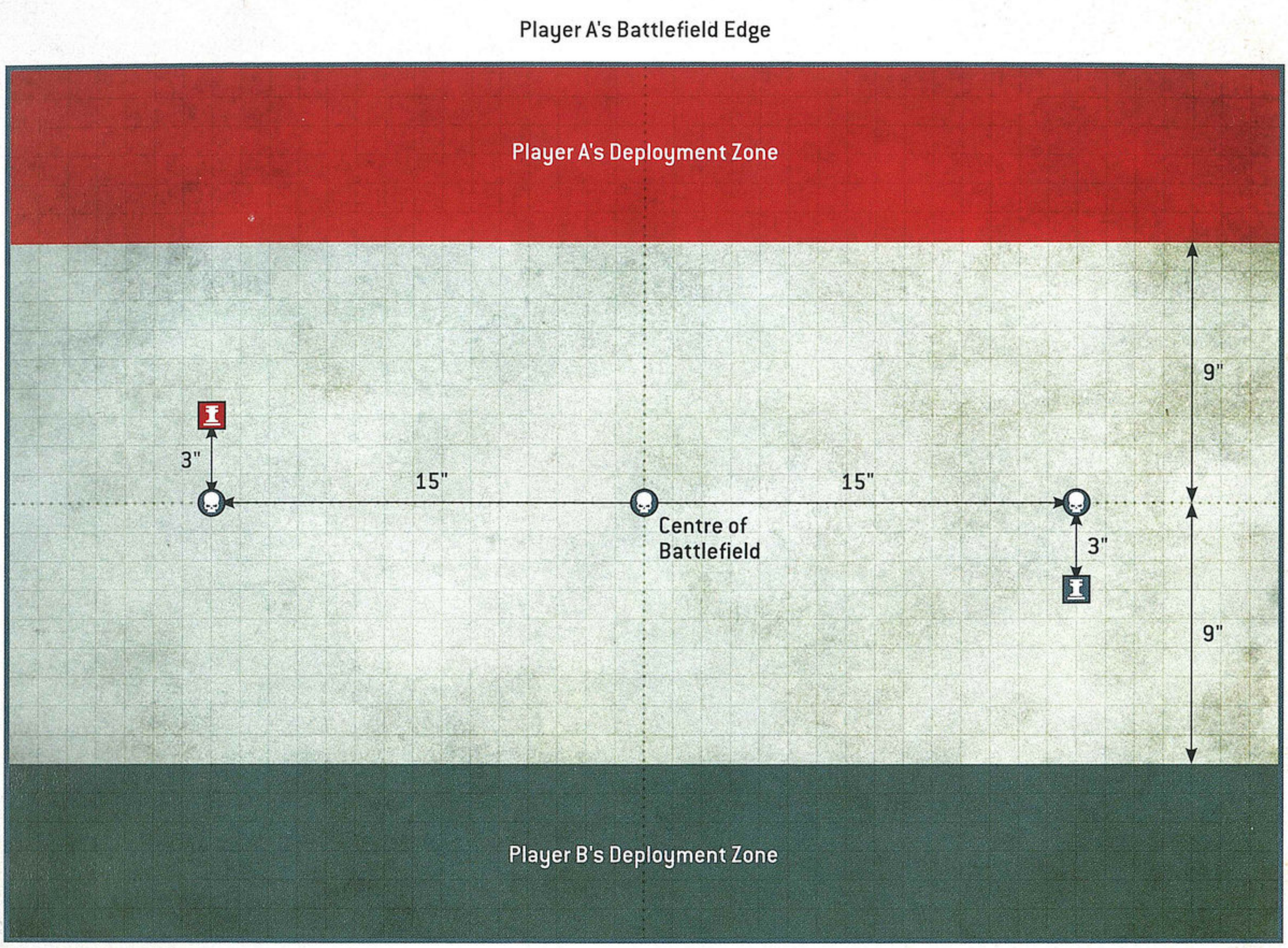
- Each unit from the victor's army that had the **PARAGON** keyword and that completed the Prove Devotion action at least once during that battle gains 3 experience points.
- The victor's Crusade force gains D3 Belief points.

Something huge detonated overhead, up on the surface amidst Oteck's war-torn processionals. The fane shuddered. Grit and dirt trickled from the ceiling, showering down upon the massed faithful where they knelt in prayer. Torches flickered. The placid waters of the scrying pools rippled, cultists hunching protectively over them to keep debris from fouling them. Harvith prowled between the rows of seers, chanting the ninth mantra of the Weaver of Fates to aid them in focusing their inner eyes. These were not true psykers, she knew – the most powerful of them had but the embers of talent upon which the opening of the Great Rift had breathed life. Yet they would suffice. They had faith in the Changer of the Ways, believing that he would deliver them from this dying world if they could but earn his favour through valuable prophecy. It kept them bent over their mirrors night and day, muttering feverishly, desperately seeking to part the veil and see any hint of a future that might benefit the masters. Who was Harvith to disabuse them of their slender hopes? She was not about to tell these dupes that the Heretic Astartes cared nothing for them. Instead she simply paced along the whispering ranks, and waited for shards of prophecy to pass on to her sorcerous lords.

3

COMBAT PATROL MISSION

DEFIANT DISCIPLES



4

COMBAT PATROL MISSION

THE STORM BREAKS

MISSION BRIEFING

Over long days the fervour and fury of the faithful has built as the stalemate has dragged on. At last, like thunder clouds unleashing their wrath, the zeal and hate of both factions drives them from behind their barricades to do battle.

MISSION RULES

Idols: Idols have a Divinity Range of 3".

Fanatical Ferocity: While a unit from your army is within Divinity Range of any of your opponent's Idols, each time a model in that unit makes a pile-in or consolidation move, it can move up to an additional 3".

Sweep and Clear: If you control an objective marker at the end of your Command phase, it remains under your control, even if you have no models within range of it, unless your opponent controls it at the end of any subsequent phase.

MISSION OBJECTIVES

Victory points are awarded as follows:

TAKE THE FIGHT TO THEM

Progressive Objective

The gods demand action! Only by striking out can you purge the unbelievers from this land.

At the end of each phase, if a unit that started that phase within their own player's deployment zone was destroyed, that player's opponent gains twice that unit's Power Rating in victory points.

If a unit splits during the battle, then for the purposes of this mission objective, divide the unit's original Power Rating as equally as possible between the individual units. The only exception to this are units of **T'AU EMPIRE DRONES** that split from a larger unit during the battle – these **DRONE** units are considered to have a Power Rating of 0, and the Power Rating of the unit they split from remains unchanged.

SEAT OF FAITH

Progressive Objective

Be careful, in your fervour, not to abandon the holy ground you have fought so hard to hold onto.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 10 victory points):

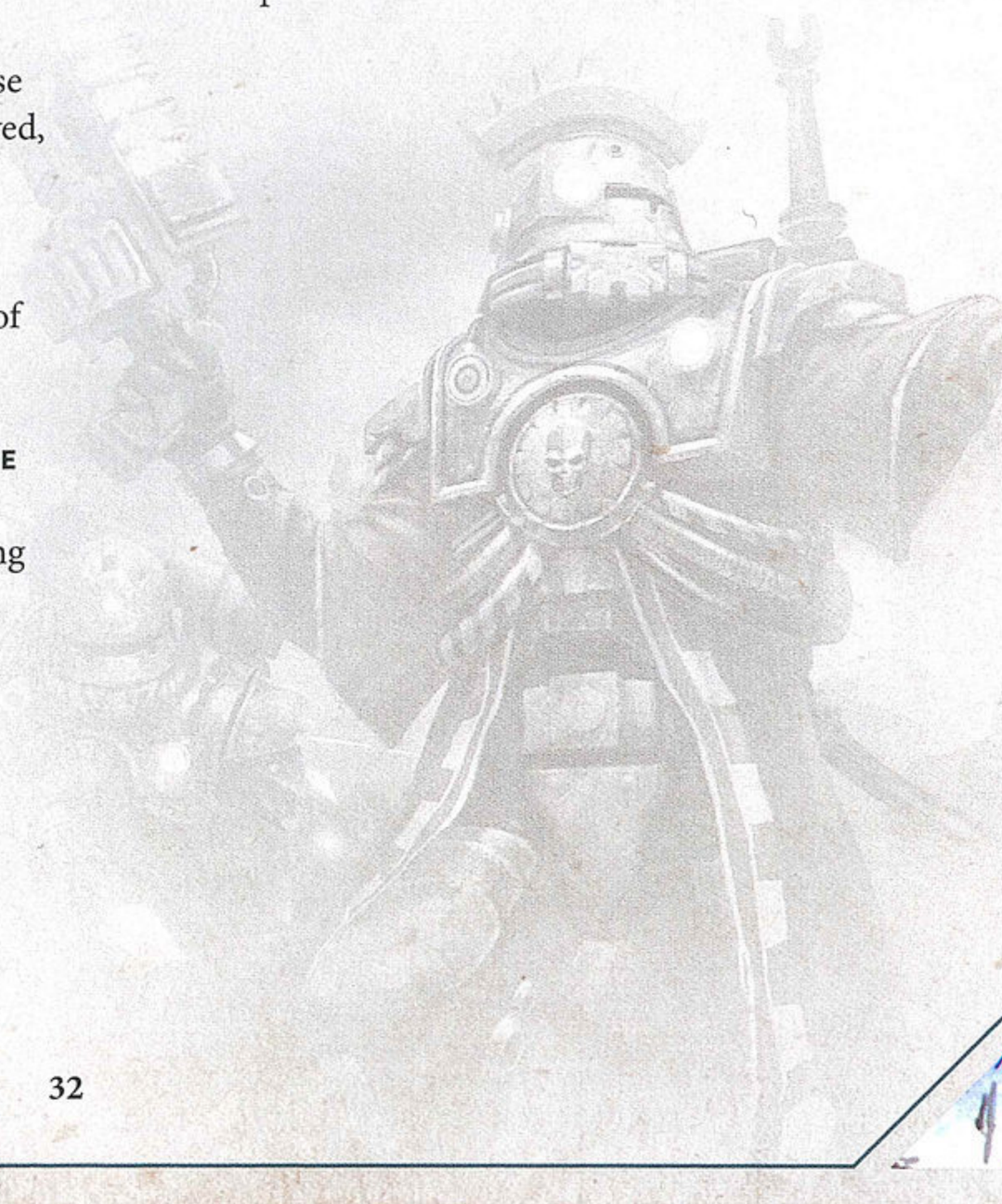
- They control two or more objective markers.
- They control more objective markers than their opponent.

This mission objective cannot be scored in the first battle round.

VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor can select two units from their army to be Marked for Greatness (pg 11) after the battle, instead of just 1.
- If the victor has one or more units from their army wholly within their opponent's deployment zone and their opponent has no units from their army within their deployment zone, the victor's Crusade force gains D3 Belief points.



4

COMBAT PATROL MISSION

THE STORM BREAKS



5

COMBAT PATROL MISSION

MARTYRS REBORN

MISSION BRIEFING

In a seeming display of divine power, the gods restore fallen martyrs to life. Yet these restored champions must prove their worth at once, for such a miraculous expenditure of might brings with it a great weight of expectation.

MISSION RULES

Idols: Idols have a Divinity Range of 9".

Martyrs Reborn: Units in both players' armies can attempt the following action, as described on page 99:

'Martyrs Reborn (Action): One **INFANTRY** unit from your army can start to perform this action at the end of your Movement phase if it is within 1" of your Idol (excluding Constructed Idols) and no units from your army have successfully completed this action this game. The action is completed at the end of the turn. If this action is successfully completed, select one destroyed unit from your army (excluding **VEHICLE** units) and return it to the battlefield with all of its models with their full wounds remaining. That unit must be set up wholly within 6" of that Idol.'

Paragons: At the start of the first battle round, select one **CHARACTER** model from your army (excluding **PARAGON** models). Until the end of the battle, that model gains the **PARAGON** keyword and your Faith's Paragon ability.

MISSION OBJECTIVES

Victory points are awarded as follows:

THE PRICE OF LIFE

Progressive Objective

Miraculous rebirth comes with a cost paid in bloodshed.

At the end of each battle round, if, in that battle round, a player's opponent returned a unit to the battlefield using the Martyrs Reborn action, that player scores a number of victory points equal to the Power Rating of the unit their opponent returned to the battlefield.

If a unit splits during the battle, then for the purposes of this mission objective, divide the unit's original Power Rating as equally as possible between the individual units. The only exception to this are units of **T'AU EMPIRE DRONES** that split from a larger unit during the battle – these **DRONE** units are considered to have a Power Rating of 0, and the Power Rating of the unit they split from remains unchanged.

A PLACE OF MIRACLES

Progressive Objective

Such a seemingly miraculous region must be seized in the hopes the gods will repeat their generous deeds.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

This mission objective cannot be scored in the first battle round.

VICTOR BONUS

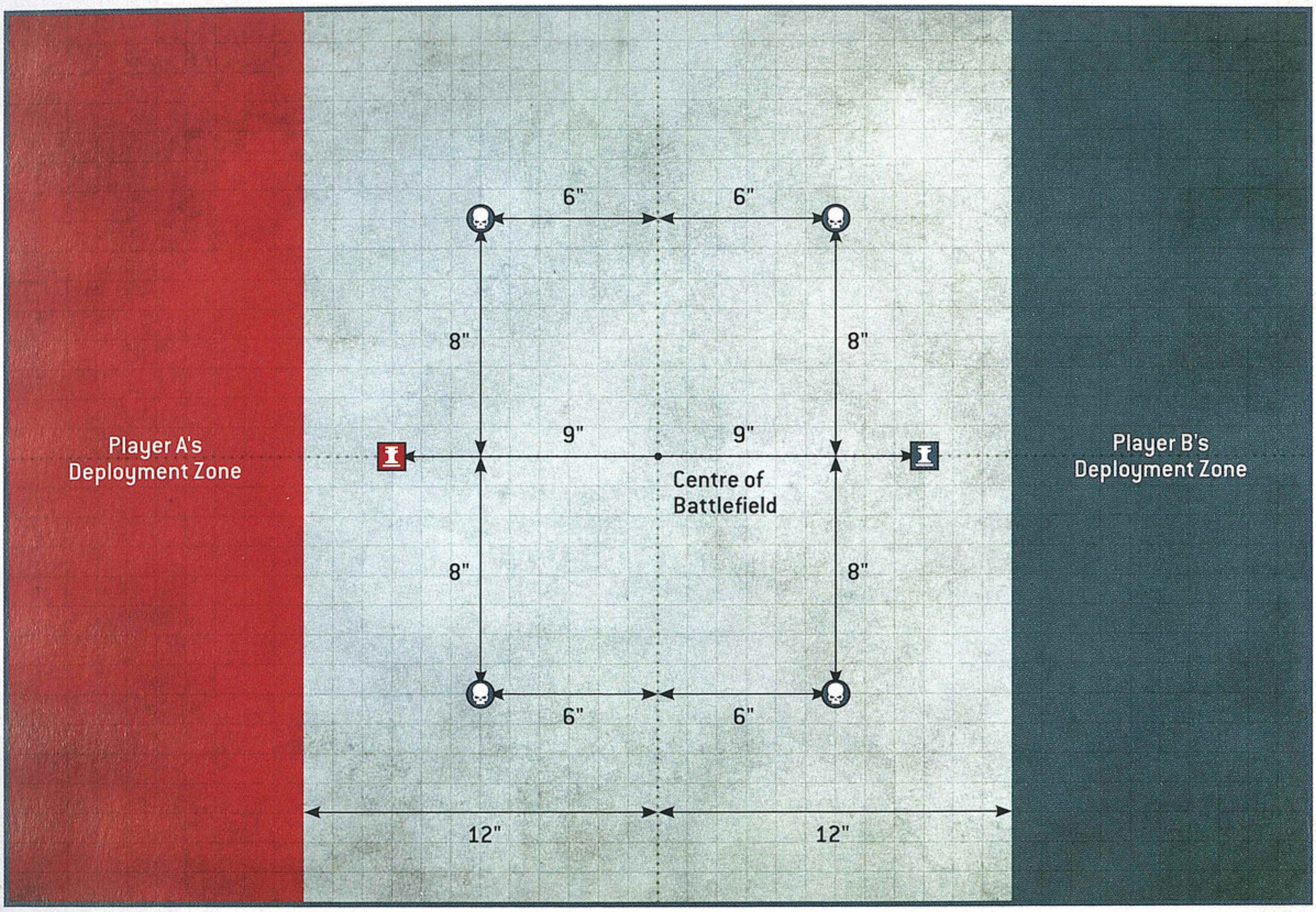
The victor can select one of the following victor bonuses:

- The victor of this mission gains 2 Requisition points after this battle, instead of just 1.
- The victor's Crusade force gains D3 Belief points.

5

COMBAT PATROL MISSION

MARTYRS REBORN



6

COMBAT PATROL MISSION

ENCROACHING DARKNESS

MISSION BRIEFING

Supernatural gloom shrouds the region, some foul manifestation that is held at bay only by the shrinking circles of divine protection radiating from holy idols and powered by desperate belief.

MISSION RULES

Waning Embers: Idols have a Divinity Range based on the current battle round, as shown in the table below:

BATTLE ROUND	DIVINITY RANGE
1-2	12"
3-4	9"
5	6"

Encroaching Darkness: At the end of each battle round, roll one D6 for each unit not within Divinity Range of any of its player's Idols, subtracting 1 if that unit has the **CHARACTER** keyword: on a 2-5, that unit suffers D3 mortal wounds; on a 6, it suffers 3 mortal wounds.

Paragons: At the start of the first battle round, select one **CHARACTER** model from your army (excluding **PARAGON** models). Until the end of the battle, that model gains the **PARAGON** keyword and your Faith's Paragon ability.

'This world chokes on saline dust. The loyalist worms grub in the dirt for the merest drop of aqua. Yet the faithful of Khorne need only the blood of worthy foes to slake our thirst, only the clangour of battle and the bite of axe into flesh to sustain us. The weak we shall outlast, the strong we shall slay.'

- Anrokh the Blade, Champion of Khorne



MISSION OBJECTIVES

Victory points are awarded as follows:

SEEK SANCTUARY

Progressive Objective

Survival in this terrible place depends upon fighting to remain within the warding circles projected by the idols, while forcing your foes out into the hungry dark.

At the end of each player's Command phase, the player whose turn it is scores 10 victory points for each of the objective markers they control.

This mission objective cannot be scored in the first battle round.

HOPE EXPUNGED

End Game Objective

To see the champions of their faith fall in battle at such a moment will surely shatter the morale of your enemies and break their hope altogether.

At the end the battle, each player scores 10 victory points if their opponent does not have any **PARAGON** models on the battlefield.

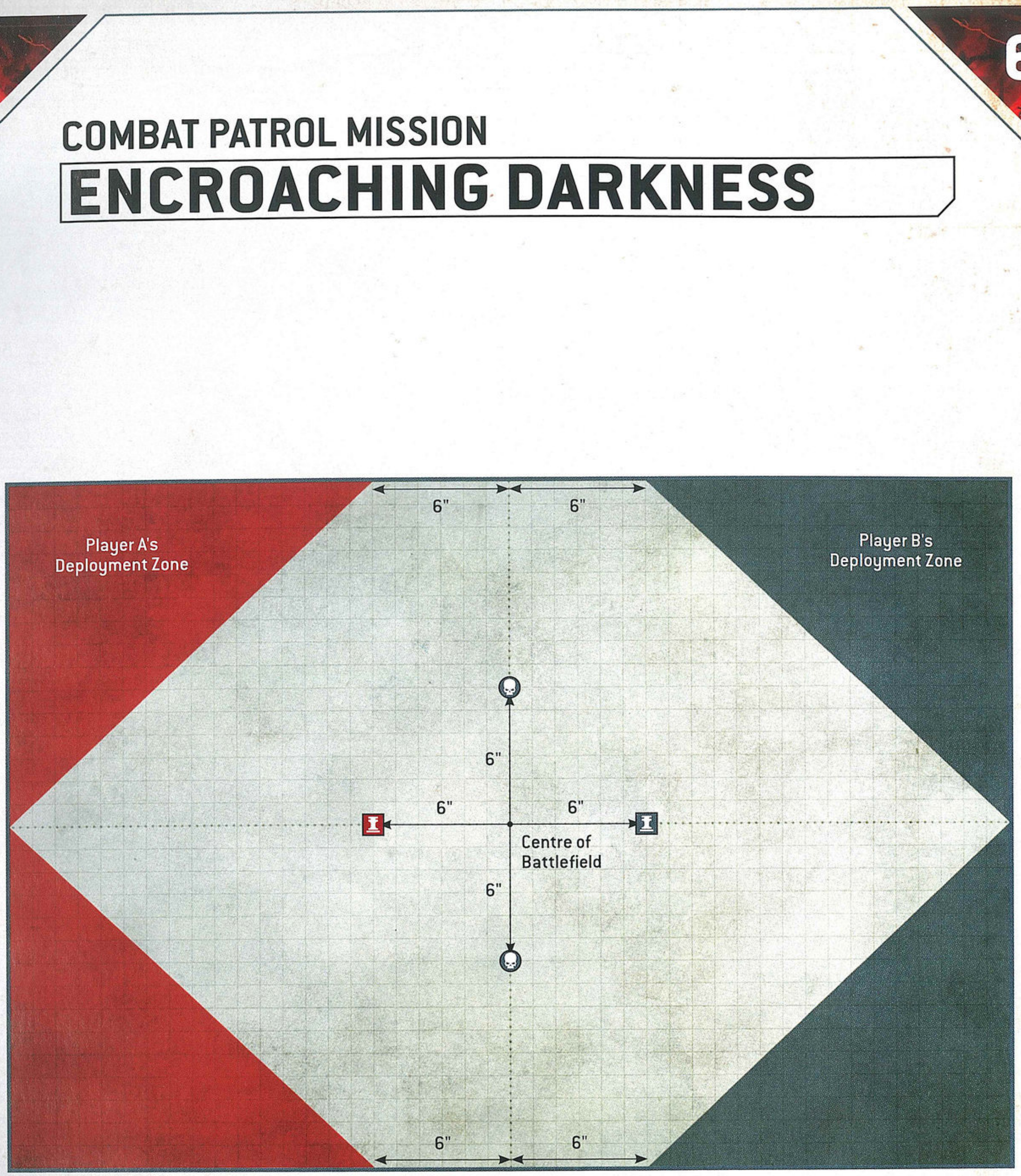
VICTOR BONUS

The victor can select one of the following victor bonuses:

- Each unit from the victor's army within Divinity Range of any of their Idols gains 2 experience points.
- If the victor controls one objective marker, their Crusade force gains D3 Belief points.
- If the victor controls both objective markers, their Crusade force gains 3 Belief points.

COMBAT PATROL MISSION

ENCROACHING DARKNESS







1

INCURSION MISSION

FANATICAL RAMPAGE

MISSION BRIEFING

Whipped into a fervent rage by their demagogues, one faction unleashes a zealous onslaught against the other, seeking to expunge the hated worshippers of rival gods.

MISSION RULES

Idols: Idols have a Divinity Range of 3".

Burn The Idol: Units in the Attacker's army can attempt the following action, as described on page 99:

'Burn the Idol (Action): One or more **INFANTRY** or **VEHICLE** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be within 1" of a different one of your opponent's Idols. The action is completed at the end of the turn. If this action is successfully completed, that Idol is destroyed; remove it from the battlefield.'

Onrushing Zealots: Any units that cannot be set up within the Attacker's deployment zone before the battle starts are placed in Strategic Reserves without costing any Command points.

Paragons: At the start of the first battle round, select one **CHARACTER** model from your army (excluding **PARAGON** models). Until the end of the battle, that model gains the **PARAGON** keyword and your Faith's Paragon ability.

MISSION OBJECTIVES

Victory points are awarded as follows:

PURGATION

End Game Objective

The attacker must purge all signs of their heathen foe.

At the end of the battle, each player scores the number of victory points shown in the table below:

DEFENDER'S IDOLS STILL ON THE BATTLEFIELD *(EXCLUDING CONSTRUCTED IDOLS)*	DEFENDER'S VICTORY POINTS	ATTACKER'S VICTORY POINTS
5	90	0
4	60	30
3	50	40
2	30	60
1	10	80
0	0	90

VICTOR BONUS

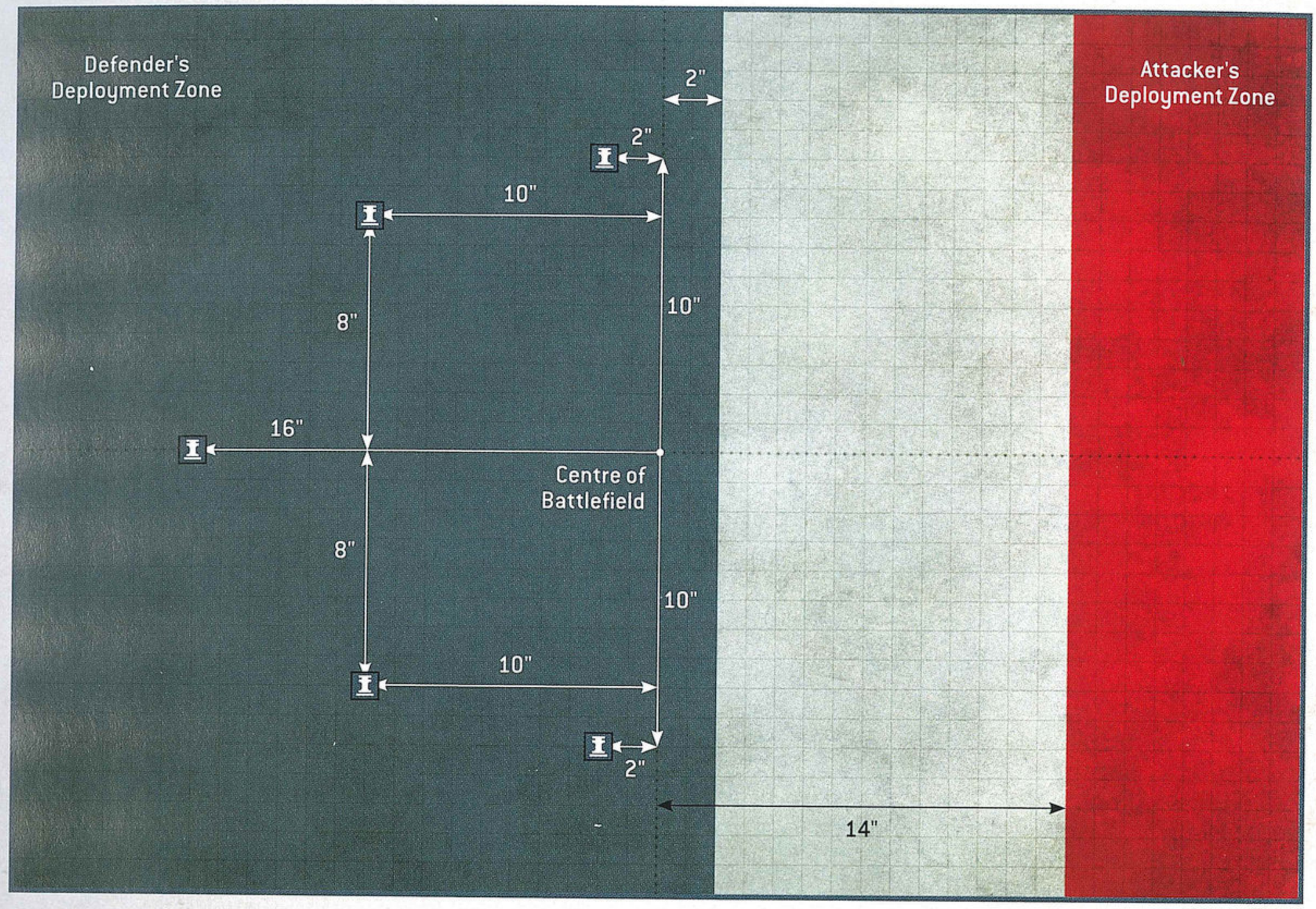
The victor can select one of the following victor bonuses:

- The victor can select one unit from their Order of Battle. If that unit can gain a Battle Honour, it gains a Battle Trait of the victor's choice (see the Warhammer 40,000 Core Book). Make a note of it on that unit's Crusade card and increase its Crusade points accordingly.
- If the victor scored 60 victory points from the Purgation objective, their Crusade force gains D3 Belief points.
- If the victor scored 80 or more victory points from the Purgation objective, their Crusade force gains 3 Belief points.

1

INCURSION MISSION

FANATICAL RAMPAGE



2

INCURSION MISSION

GROWING FAITH

MISSION BRIEFING

With every new believer the might of the gods swells, surging over the land like a physical manifestation of their power and smothering that of their rival's deities.

MISSION RULES

Idols: Idols have a Divinity Range of 6".

Growing Movements: At the start of your turn, roll one D6: on a 4+, add 3" to the Divinity Range of your Idols (to a maximum of 15").

Forms of Worship: At the start of the first battle round, you can choose to have a larger Divinity Range or to have an additional paragon for the battle. If you choose to have a larger Divinity Range, add 3" to the Divinity Range of your Idols and add 1 when rolling for the Growing Movements rule. If you choose to have an additional paragon for the battle, select one **CHARACTER** model from your army (excluding **PARAGON** models). Until the end of the battle, that model gains the **PARAGON** keyword and your Faith's Paragon ability.

MISSION OBJECTIVES

Victory points are awarded as follows:

WARRING GODS

Progressive Objective

The deity that dominates this region through their followers will surely emerge triumphant over the foes.

At the end of each player's Command phase, the player whose turn it is scores a number of victory points based on how many objective markers they control, as shown in the table below:

OBJECTIVE MARKERS CONTROLLED	VICTORY POINTS SCORED
0	0
1	4
2	12
3	20
4	30

This mission objective cannot be scored in the first battle round.

VICTOR BONUS

The victor can select one of the following victor bonuses:

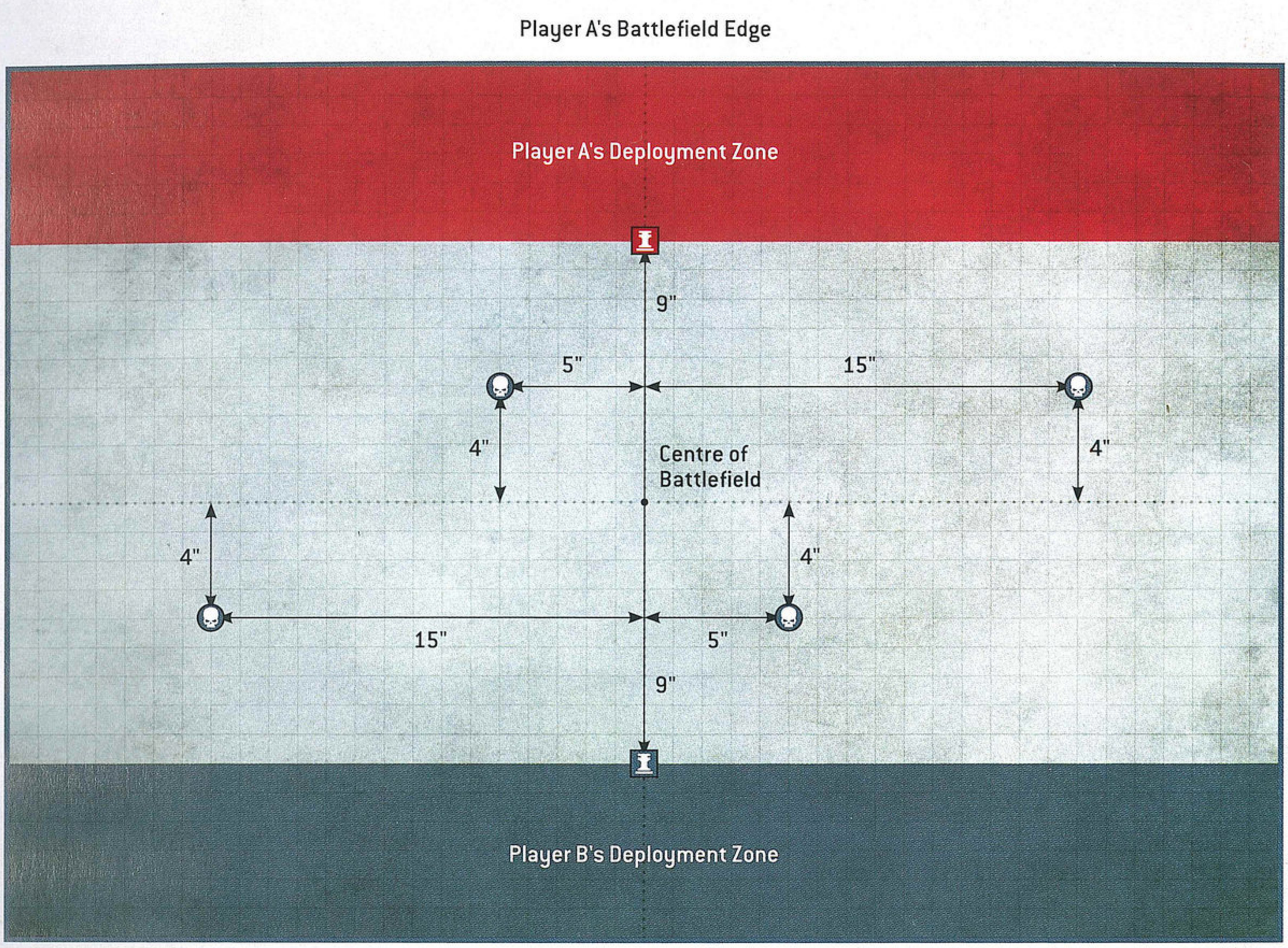
- The victor of this mission gains 2 Requisition points after this battle, instead of just 1.
- If, at the end of the battle, the victor controls 2 objective markers, their Crusade force gains D3 Belief points.
- If, at the end of the battle, the victor controls 3 or 4 objective markers, their Crusade force gains 3 Belief points.

T'sor Jyrekh strode calmly into the maelstrom of incoming loyalist firepower. The Sorcerer kept one arm stretched out in front of him, palm outward in a warding gesture toward his foes. Sheets of lasfire streaked toward him, interspersed with heavier bolt shells and missiles spat from man-portable launchers. Every last round detonated against the dancing shield of emerald and heliotrope flames that swirled before him. The Sorcerer gestured with the ornate stave in his other hand. In response, his Rubricae fanned out behind him; the golem-like Space Marines advanced in lockstep, bolters raised, showing not the slightest reaction to the hail of enemy fire. As one the Rubricae let fly, a volley of infernal bolt shells whipped back across the open ground to erupt amidst the loyalist defenders of the shrine. Bursts of balefire lit the night like poisoned stars, each flare of malevolent power illuminating another loyalist solider blown apart or sent reeling back ablaze. Jyrekh reflected that it made for quite the spectacle. A ragged cheer from behind him proved the Sorcerer was not the only one to think so, and behind the faceplate of his helm Jyrekh's lips twisted into a thin smile. As one, a great horde of Cultists erupted from behind their barricades and charged, clearly inspired by the seeming invincibility of the Dark Gods' chosen warriors. Jyrekh slowed his pace, signalling for his Rubricae to do the same, allowing the howling mob to flow around his small Thrallband and into the teeth of the Imperial guns. This shrine would fall in the name of Tzeentch, the Sorcerer would make sure of that, but he would let the fanatical – and expendable – masses sell their lives for his conquest. After all, to Jyrekh's mind such faithful fools were good for little else.

2

INCURSION MISSION

GROWING FAITH



3

INCURSION MISSION

BLOOD OFFERING

MISSION BRIEFING

There is power to be had in blood, whether it be shed in ritual offerings or let upon the field of battle by the blades of the faithful.

MISSION RULES

Idols: Idols have a Divinity Range of 6".

Blood Offering: Each time:

- An enemy **PARAGON** model is destroyed, add 6" to the Divinity Range of your Idols (to a maximum of 24").
- An enemy unit is destroyed by a **PARAGON** model from your army, add 3" to the Divinity Range of your Idols (to a maximum of 24").

Paragons: At the start of the first battle round, select up to two different **CHARACTER** models from your army (excluding **PARAGON** models). Until the end of the battle, those models gain the **PARAGON** keyword and your Faith's Paragon ability.



MISSION OBJECTIVES

Victory points are awarded as follows:

SOUL FEAST

End Game Objective

The gods' power and influence upon realspace grows with every offering of life-force made to them.

At the end of the battle, each player scores:

- 15 victory points if the Divinity Range of their Idols is 15"-20".
- 30 victory points if the Divinity Range of their Idols is 21" or more.

RITUAL SITES

Progressive Objective

By holding your own ritual sites and seizing those of the foe, you increase your ability to make offerings to the gods.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

This mission objective cannot be scored in the first battle round.

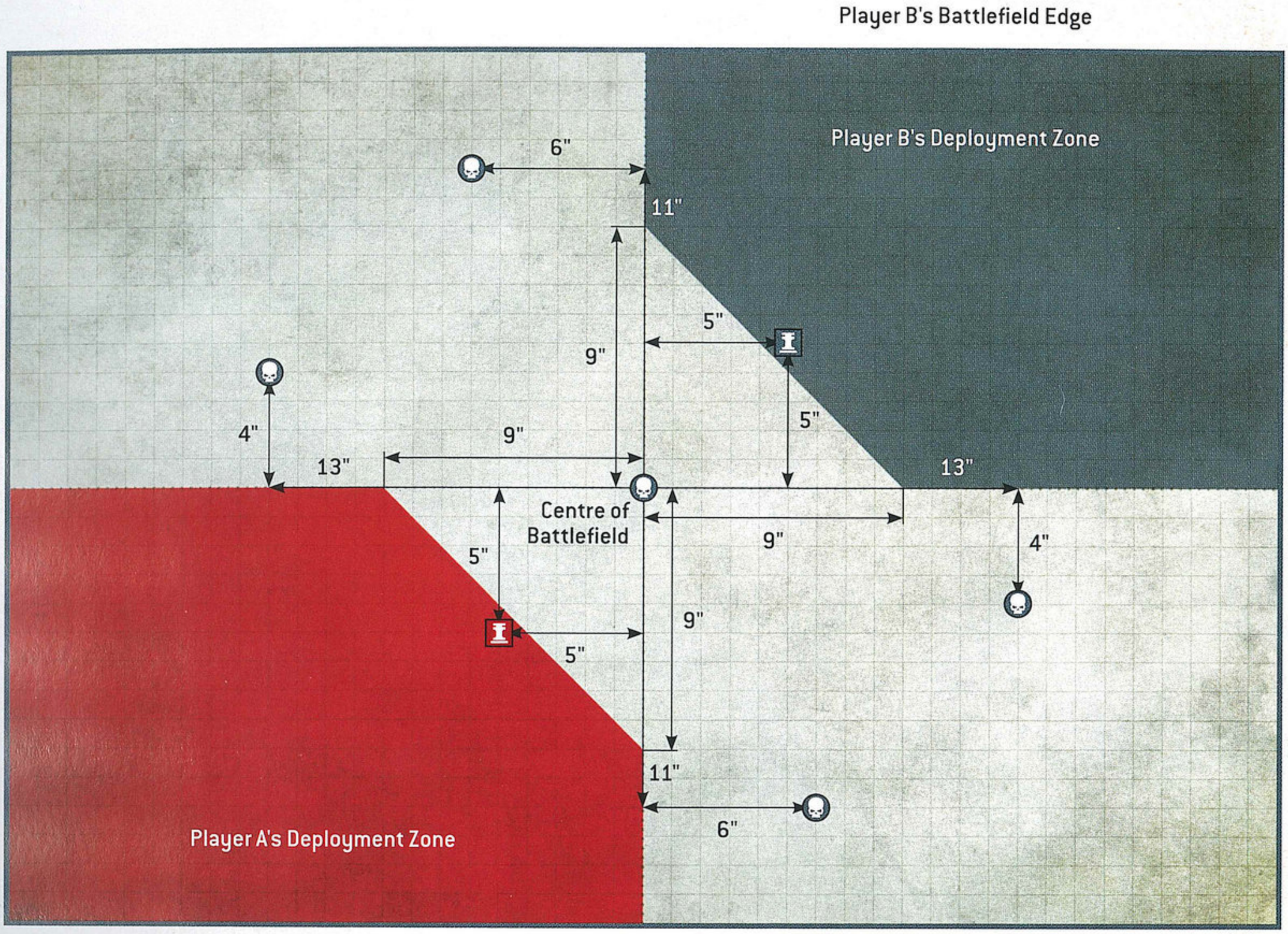
VICTOR BONUS

The victor can select one of the following victor bonuses:

- After the battle, the victor can use the Increase Supply Limit Requisition once for free.
- If the Divinity Range of the victor's Idols is 15" or more, their Crusade force gains D3 Belief points.
- If the Divinity Range of the victor's Idols is 21" or more, their Crusade force gains 3 Belief points.

INCURSION MISSION

BLOOD OFFERING



4

INCURSION MISSION

HAZARDOUS PILGRIMAGE

MISSION BRIEFING

Even in the midst of war, it is required of the faithful that they prove their devotion by walking the paths their deities decree. Of course, there can be rich rewards for those willing to plunder the holy sites along their route.

MISSION RULES

Idols: Idols have a Divinity Range of 6".

Pilgrimage: Units in both players' armies can attempt the following action, as described on page 99:

'Visit Holy Site (Action): One or more units from your army with the Objective Secured ability can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be within range of a different objective marker. The action is completed at the start of your next Movement phase. If this action is completed successfully, that objective marker is said to have been visited by your forces; add 3" to the Divinity Range of your Idols.'

MISSION OBJECTIVES

Victory points are awarded as follows:

THE ROAD OF FAITH

End Game Objective

The faithful must walk their allotted path unto its ending.

At the end of the battle, each player scores the number of victory points shown in the table below:

OBJECTIVE MARKERS VISITED BY PLAYER'S FORCES	VICTORY POINTS SCORED
0	0
1	5
2	15
3	30
4	50
5	75

GUARDIANS OF THE WAY

Progressive Objective

This sacred region was trodden by the saints, and must not be profaned by the footfalls of heretics and heathens.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 10 victory points):

- They control two or more objective markers.
- They control more objective markers than their opponent.

This mission objective cannot be scored in the first battle round.

VICTOR BONUS

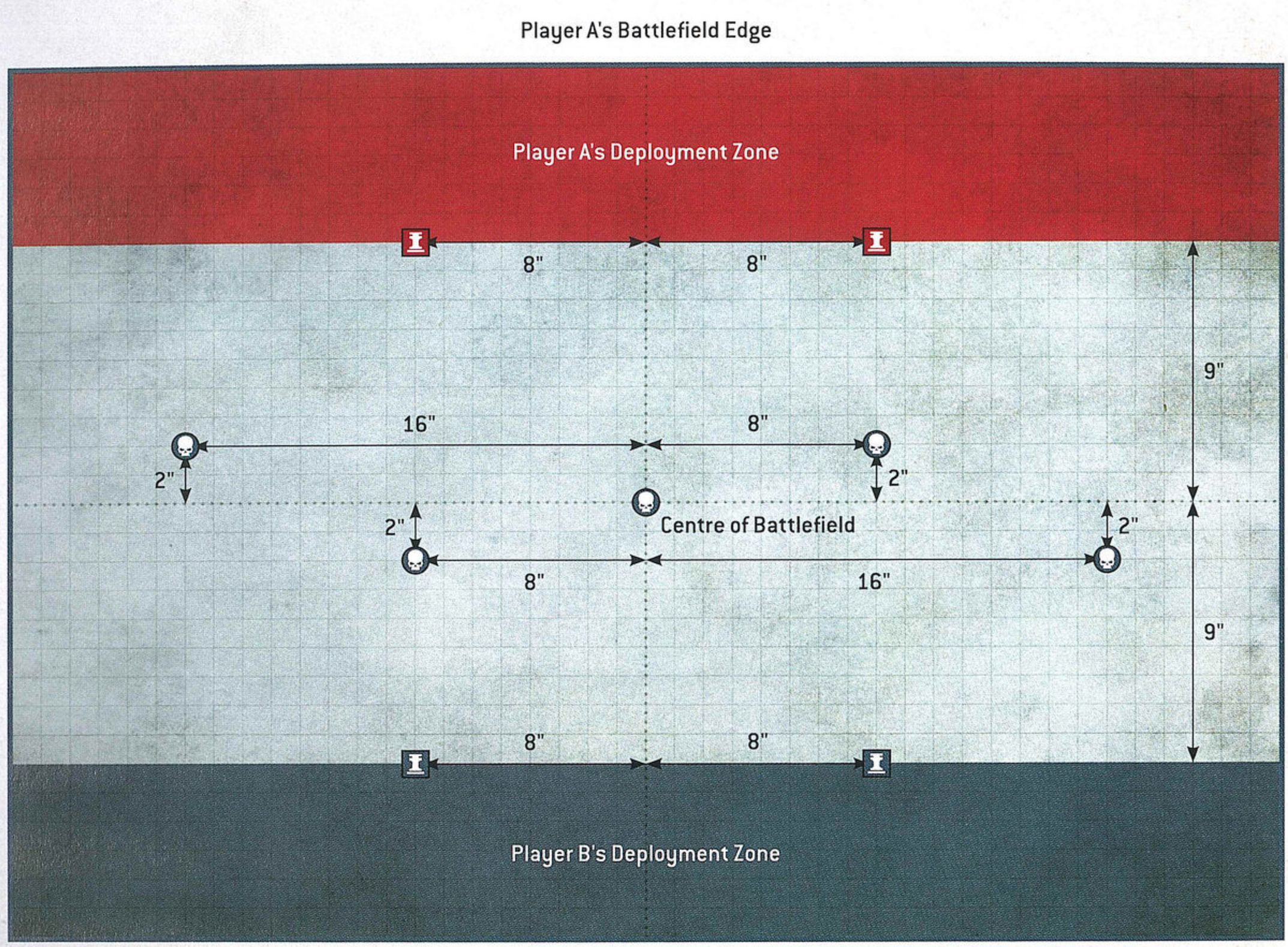
The victor can select one of the following victor bonuses:

- The unit from the victor's army that successfully completed the Visit Holy Site action the most times (and did so at least once) gains 5 experience points.
- If the victor scored 30-50 victory points from the Road of Faith objective, their Crusade force gains D3 Belief points.
- If the victor scored 75 victory points from the Road of Faith objective, their Crusade force gains 3 Belief points.

4

INCURSION MISSION

HAZARDOUS PILGRIMAGE



5

INCURSION MISSION

CHOSEN ONES

MISSION BRIEFING

With sufficient belief and through sacred offerings, it is possible for mortal champions to become possessed by the essence of their deities. Such a vessel must use the resultant power wisely to smite their foes.

MISSION RULES

Idols: Idols have a Divinity Range of 9".

Apotheosis: Units in both players' armies can attempt the following action, as described on page 99:

'Apotheosis (Action): One **CHARACTER** unit (excluding **PARAGON** units) from your army can start to perform this action at the start of your Command phase if it is within 1" of your Idol and if your army does not contain any **UPLIFTED** models (see below) that have one or more wounds remaining. The action is completed at the end of your next Movement phase. If this action is successfully completed, select one model in that unit. Until the end of the battle, that model gains the **PARAGON** and **UPLIFTED** keywords and your Faith's Paragon ability.'

'Each Human life is but a raindrop falling unremarked to meet a worthless end upon an endless, tainted plain. Yet by the blessings of the God-Emperor those raindrops may join to form a flood, and by our deaths shall we wash away the stain of heresy.'

- Sister Superior Amalthe, Order of Our Martyred Lady

MISSION OBJECTIVES

Victory points are awarded as follows:

THE BLOODIED VESSEL

Progressive Objective

Empowered by their deities, the faithful must prove their gods' might by using that power to slay their enemies.

At the end of each battle round, each player scores 10 victory points if they satisfy one or both of the following conditions:

- A **PARAGON** unit from their army destroyed an enemy unit that battle round.
- A unit from their army destroyed an enemy **PARAGON** unit that battle round.

DOGMATIC DOMINANCE

Progressive Objective

Led by the chosen avatars of the gods themselves, it is expected of the faithful that they utterly overrun the foe and seize their lands for themselves.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

This mission objective cannot be scored in the first battle round.

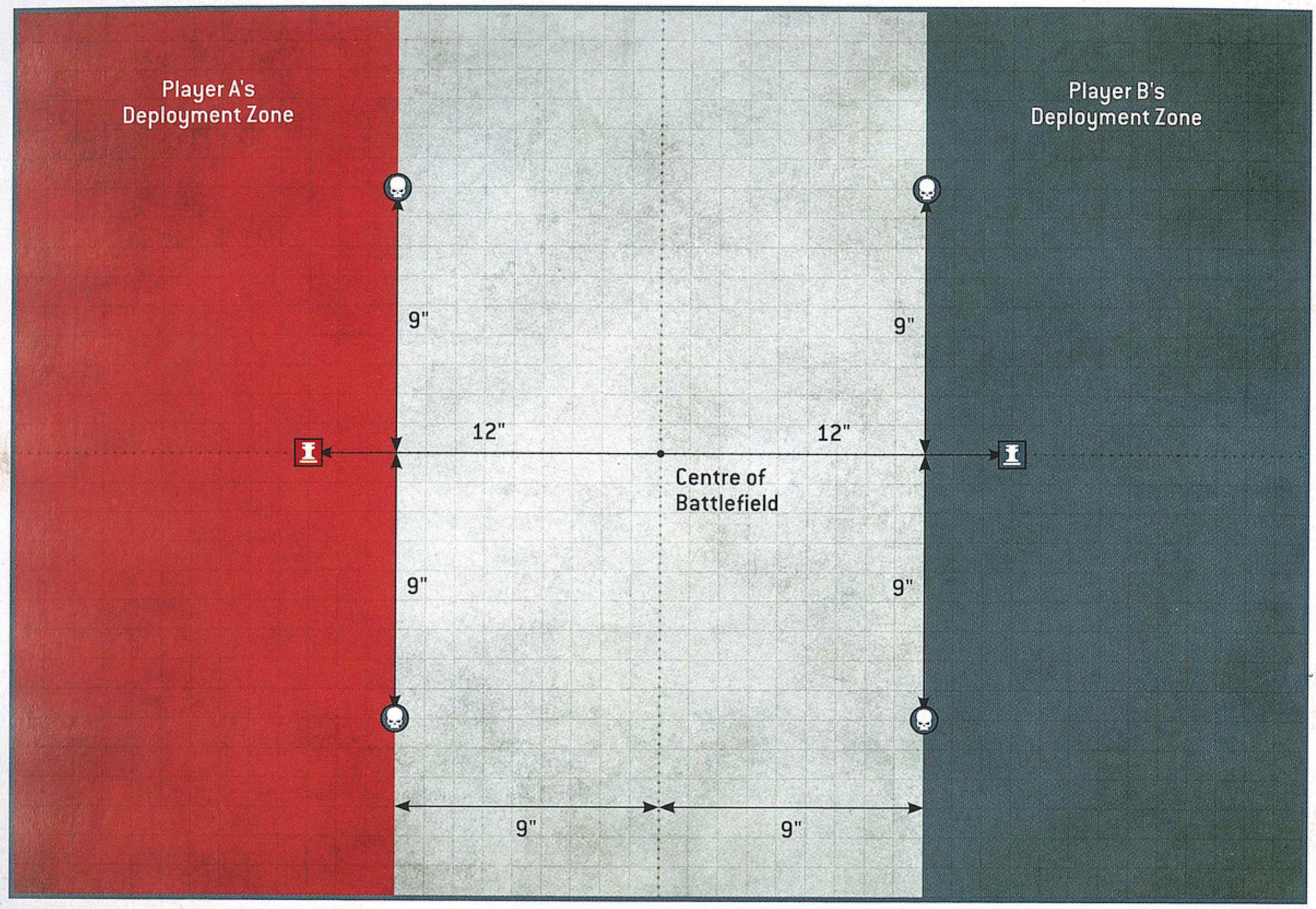
VICTOR BONUS

The victor can select one of the following victor bonuses:

- One unit from the victor's army that had the **UPLIFTED** keyword during that battle gains 5 experience points.
- If the victor scored 10 victory points from the Bloodied Vessel objective, their Crusade force gains D3 Belief points.
- If the victor scored 20 or more victory points from the Bloodied Vessel objective, their Crusade force gains 3 Belief points.

INCURSION MISSION

CHOSEN ONES



6

INCURSION MISSION

ETERNAL DESECRATION

MISSION BRIEFING

It is not enough simply to topple the enemy's idols and slay their worshippers. This ground must be utterly desecrated, sown with salt and left barren forevermore as an object lesson to those who would worship false gods.

MISSION RULES

Idols: Idols have a Divinity Range of 9".

Desecrate Idol: Units in both players' armies can attempt the following action, as described on page 99:

'Desecrate Idol (Action): One or more **INFANTRY** or **VEHICLE** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be within 1" of a different one of your opponent's Idols. The action is completed at the start of your next Movement phase. If this action is successfully completed, subtract 3" from that Idol's Divinity Range (to a minimum of 3").'

Pious Ceremony: Units in both players' armies can attempt the following action, as described on page 99:

'Pious Ceremony (Action): One **INFANTRY** or **VEHICLE** unit from your army can start to perform this action at the end of your Movement phase if it is within 1" of one of your Idols. The action is completed at the start of your next Movement phase. If this action is successfully completed, until the start of your next Command phase, double the Divinity Range of that Idol.'

Paragons: At the start of the first battle round, select one **CHARACTER** model from your army (excluding **PARAGON** models). Until the end of the battle, that model gains the **PARAGON** keyword and your Faith's Paragon ability.

MISSION OBJECTIVES

Victory points are awarded as follows:

ERASE THEIR FAITH

Progressive Objective

Victory in this place comes through eradicating all traces of the enemy, their fanes, and their patron deities.

At the end of each battle round, each player scores 15 victory points for each unit from their army that completed the Desecrate Idol action that battle round.

VICTOR BONUS

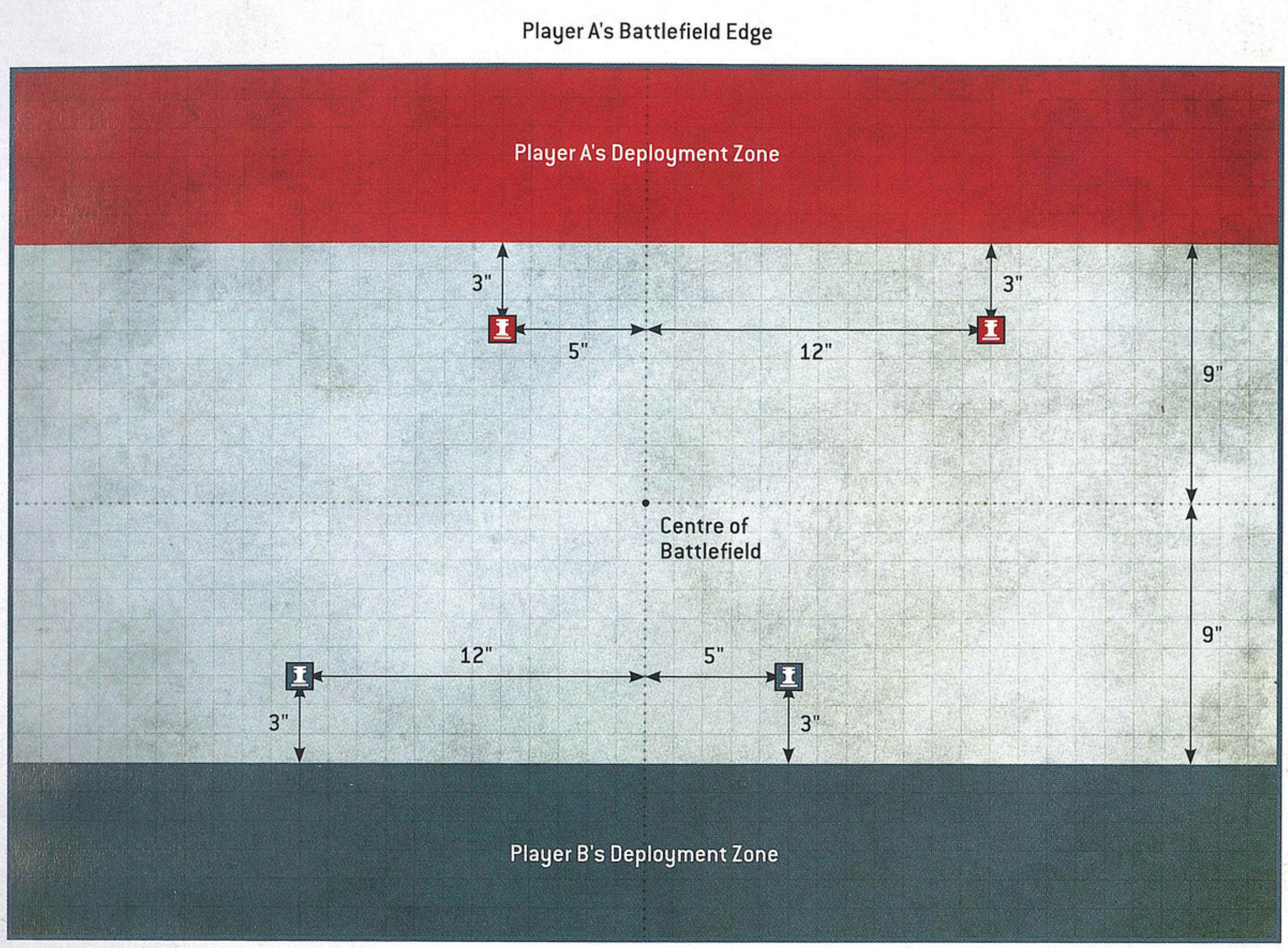
The victor can select one of the following victor bonuses:

- The unit from the victor's army that successfully completed the Desecrate Idol action the most times (and did so at least once) gains 5 experience points.
- If the victor has an Idol with a Divinity Range of 6" or more, their Crusade force gains 3 Belief points.



INCURSION MISSION

ETERNAL DESECRATION



1

STRIKE FORCE MISSION

FUEL THE FIRES

MISSION BRIEFING

Sometimes it requires a bloody example to fuel the fires of faith, proof of your deities' supremacy offered through the victorious conquests of their worshippers.

MISSION RULES

Power of Belief: Idols have a Divinity Range of 6". At the start of the battle round, for each objective marker that you control, until the end of the battle round, add 3" to the Divinity Range of your Idols.

Wavering Faith: While a unit from your army is within Divinity Range of any of your opponent's Idols, subtract 1 from the Leadership characteristic of models in that unit.

Paragons: At the start of the first battle round, select one **CHARACTER** model from your army (excluding **PARAGON** models). Until the end of the battle, that model gains the **PARAGON** keyword and your Faith's Paragon ability.

Provost Slen strode along behind the line of Basilisks. He cast his stern gaze over the sweating gun crews manning the fire platforms of each artillery tank. A few of the Umathi soldiers glanced up from their labours long enough to offer their commander a weary aquila salute. A dozen Basilisks were sited along the ridge, emplaced just behind the crest and hurling a remorseless rain of fire down on the burning city-sprawl beyond. Down there, Slen knew, six full regiments of Astra Militarum infantry and Throne knew how many citizen militia strove against the traitorous Word Bearers. His guns had spent four hours providing suppressing fire, while reports filtered in across the vox and new fire-coordinates reached him from command. Even now his voxman was signalling for his attention as another update reached him. A finger jammed in one ear against the thunder of the guns, Slen crushed the vox handset to his other ear and frowned in concentration as the orders came through. He requested confirmation. He got it. The orders were unequivocal. Expression stony, Provost Slen raised his vox horn to his lips and barked out the grim commands he had just received.

'All guns to retrain upon coordinates oh-three-one-one. Commence shelling into the forward engagement zone, and pray to Saint Calgar that all those loyal warriors we martyr this day find glory in their ultimate sacrifice!'

MISSION OBJECTIVES

Victory points are awarded as follows:

SPREAD THE MESSAGE

Progressive Objective

It is the duty of those already enlightened to spread the word of their gods far and wide.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 10 victory points):

- They control two or more objective markers.
- They control more objective markers than their opponent.

This mission objective cannot be scored in the first battle round.

DESTROY THE UNBELIEVER

Progressive Objective

Prove your devotion and the might of your gods by sacrificing your heathen foes upon the altar of the battlefield.

At the end of each battle round, each player scores 5 victory points if any units from their opponent's army were destroyed while within Divinity Range of the scoring player's Idols.

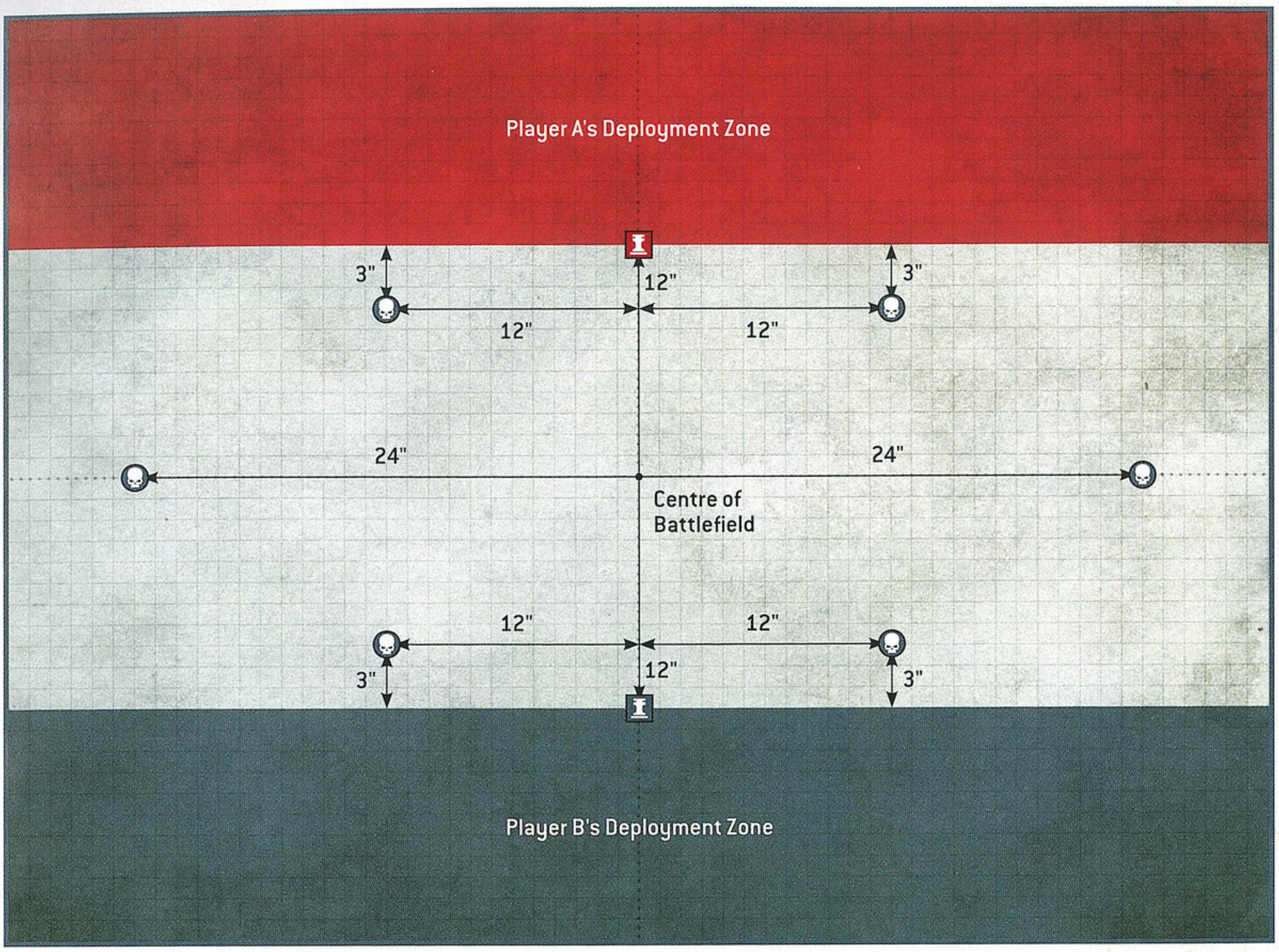
VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor can select one unit from their army within range of an objective marker that they control. That unit gains 4 additional experience points.
- If the victor controls more objective markers than their opponent, their Crusade force gains D3 Belief points.
- If the victor controls at least three objective markers and more than their opponent, their Crusade force gains 2D3 Belief points.

STRIKE FORCE MISSION

FUEL THE FIRES



2

STRIKE FORCE MISSION

ICONS OF DOMINATION

MISSION BRIEFING

Warring armies seek to raise mighty icons of their gods to prove their domination over the region, while tearing down those of the idolator foe.

MISSION RULES

Idols: Idols have a Divinity Range of 6".

Raise Totem: Units in both players' armies can attempt the following action, as described on page 99:

'Raise Totem (Action): One or more units from your army with the Objective Secured ability can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different objective marker that does not have one of your totems raised upon it. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) in range of the same objective marker. The action is completed at the end of your turn. If this action is successfully completed, that objective marker is said to have one of your army's totems raised on it (the totem is 'removed' if your opponent successfully completes this action on the same objective marker). While an objective marker has one of your army's totems raised on it, it is considered to be one of your Idols.'

Paragons: At the start of the first battle round, select up to three different **CHARACTER** models from your army (excluding **PARAGON** models). Until the end of the battle, those models gain the **PARAGON** keyword and your Faith's Paragon ability.

MISSION OBJECTIVES

Victory points are awarded as follows:

POWER STRUGGLE

Progressive Objective

Just as their mortal followers strive for dominance on the battlefield of realspace, so the gods themselves duel for supremacy beyond the veil.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 10 victory points):

- One or more objective markers have their totem raised on them.
- Two or more objective markers have their totem raised on them.

NEW-FOUND FANE

End Game Objective

This region will become a new place of worship for whichever gods' icons rise proud against its skyline.

At the end of the battle, each player scores 15 victory points for each objective marker that has their totem raised on it.

VICTOR BONUS

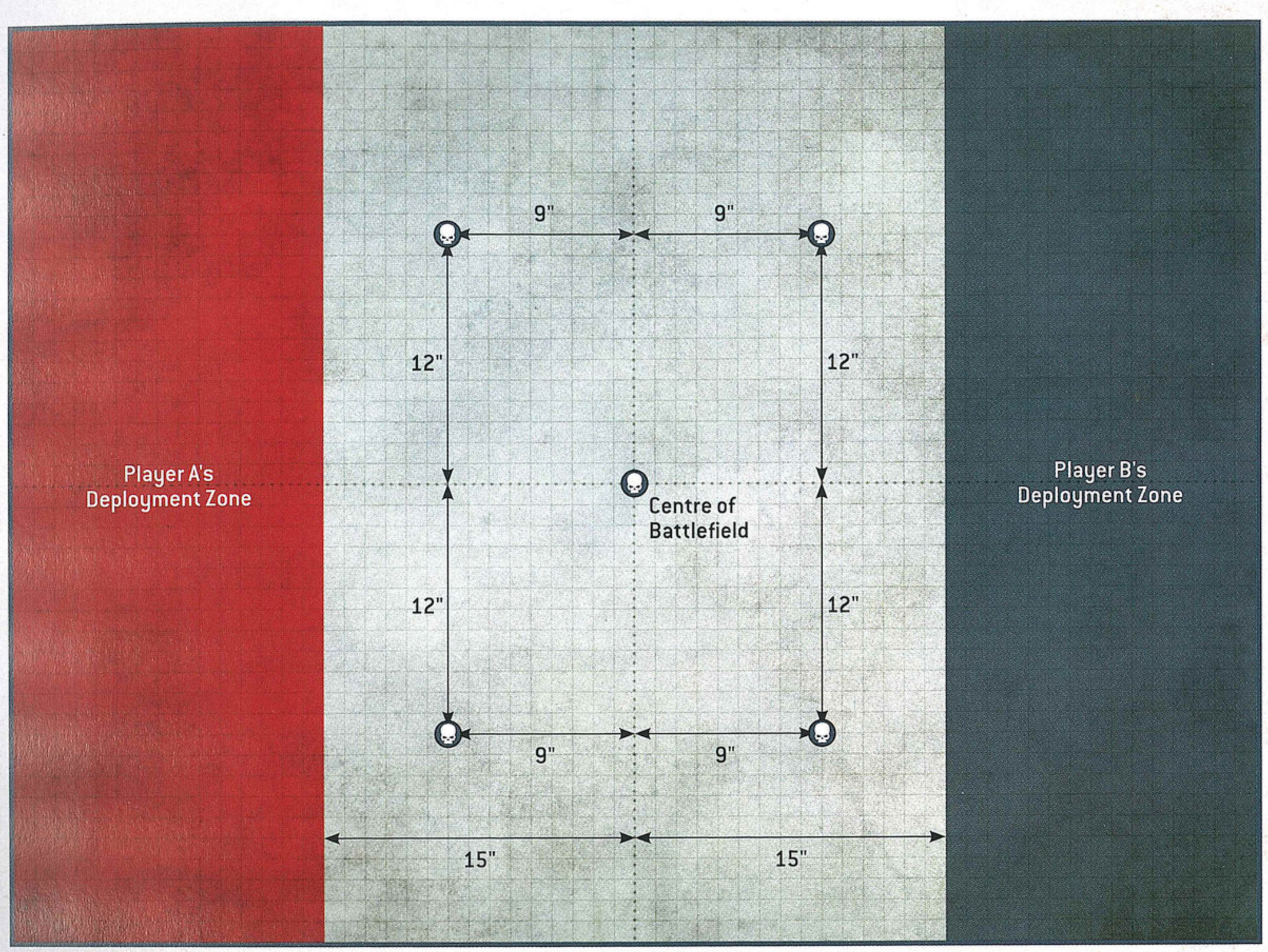
The victor can select one of the following victor bonuses:

- The victor of this mission gains 2 Requisition points after this battle, instead of just 1.
- If 2 objective markers have the victor's totems raised on them, the victor's Crusade force gains D3 Belief points.
- If 3 or more objective markers have the victor's totems raised on them, the victor's Crusade force gains 2D3 Belief points.

2

STRIKE FORCE MISSION

ICONS OF DOMINATION



3

STRIKE FORCE MISSION

DIVINE DEADLOCK

MISSION BRIEFING

Two strongholds of rival faiths stand opposed in this place, yet only one pantheon can reign supreme over the toppled and trampled ruins of their enemies' idols.

MISSION RULES

Idols: Master Idols have a Divinity Range of 9". Minor Idols have a Divinity Range of 3".

Destroy The Idols: Units in both players' armies can attempt the following action, as described on page 99:

'Destroy the Idol (Action): One or more **INFANTRY** or **VEHICLE** units from your army can start to perform this action at the end of your Fight phase. Each unit from your army that starts to perform this action must be within 1" of a different one of your opponent's Idols. The action is completed at the start of your next Fight phase. If this action is successfully completed, that Idol is destroyed, remove it from the battlefield.'

Seat of the Gods: At the start of your turn, for each unit from your army within Divinity Range of your opponent's Master Idol, roll one D6: on a 2-5, that unit suffers D3 mortal wounds; on a 6, that unit suffers 3 mortal wounds.

Paragons: At the start of the first battle round, select one **CHARACTER** model from your army (excluding **PARAGON** models). Until the end of the battle, that model gains the **PARAGON** keyword and your Faith's Paragon ability.

MISSION OBJECTIVES

Victory points are awarded as follows:

LASTING PRESENCE

End Game Objective

Only one faith can endure here, outlasting that of the foe.

At the end of the battle:

- Each player scores 15 victory points for each of their Minor Idols that was not destroyed.
- Each player scores 30 victory points if their Master Idol was not destroyed.

SACRED GROUND

Progressive Objective

You must prevent the enemy from setting foot in the sanctified presence of your holy place.

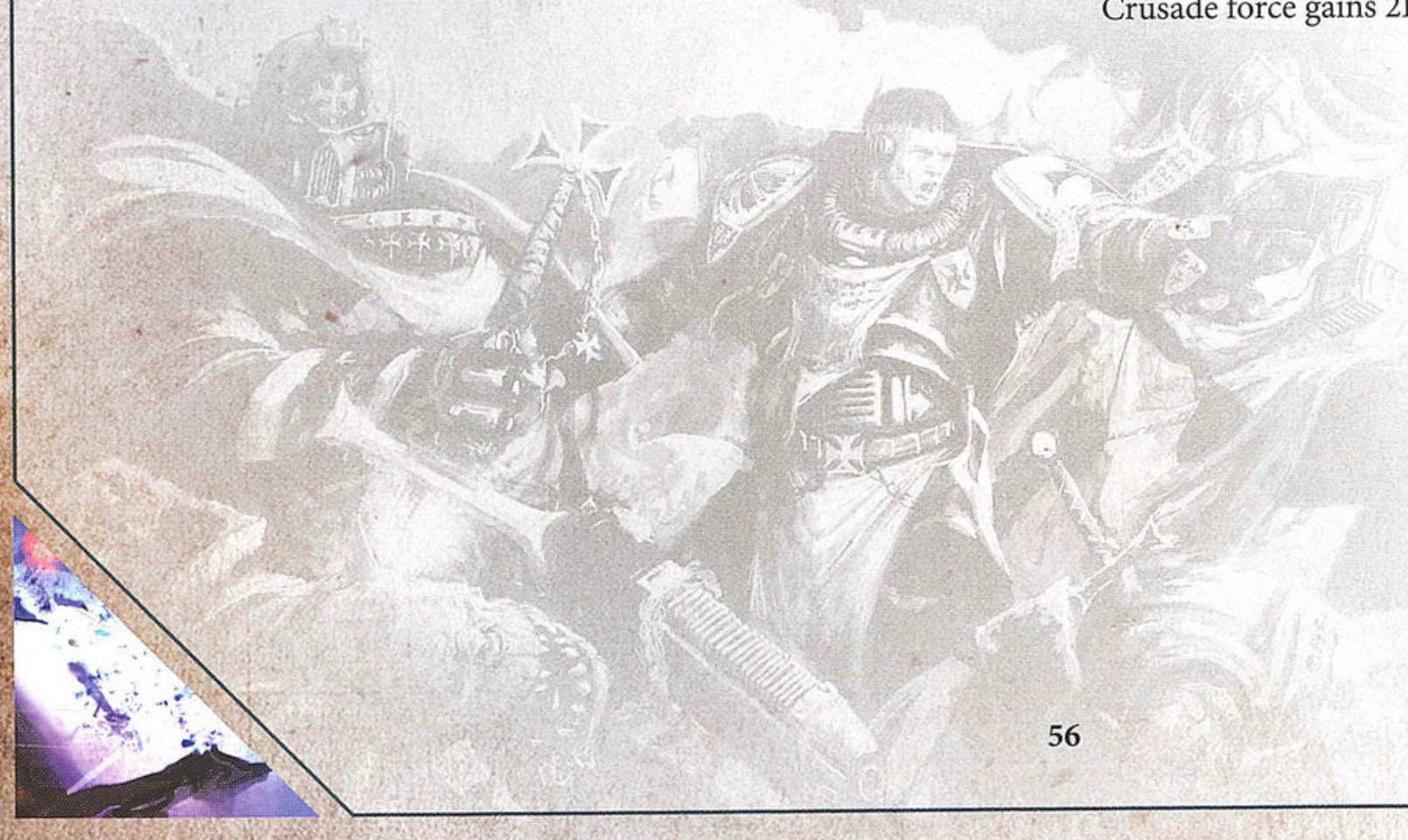
At the end of each player's turn, the player whose turn it is scores 10 victory points if their Master Idol is still on the battlefield and there are no units from their opponent's army within Divinity Range of it.

This mission objective cannot be scored in the first battle round.

VICTOR BONUS

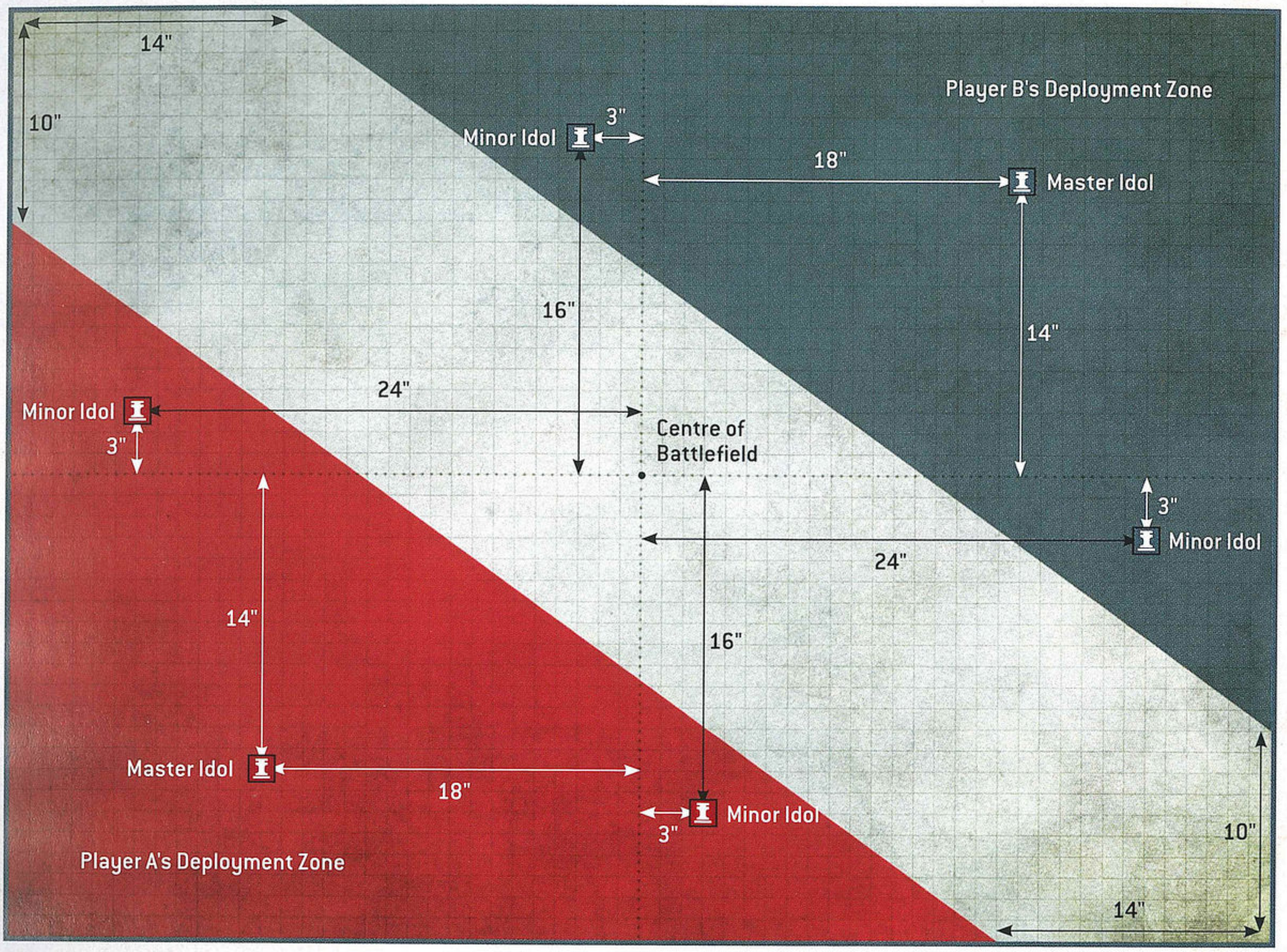
The victor can select one of the following victor bonuses:

- Each unit from the victor's army that had the **PARAGON** keyword during that battle gains 3 experience points.
- If the victor's Master Idol was not destroyed, their Crusade force gains 2D3 Belief points.



STRIKE FORCE MISSION

DIVINE DEADLOCK



4

STRIKE FORCE MISSION

TWILIGHT OF THE GODS

MISSION BRIEFING

For whatever metaphysical reasons, the power of the gods is waning in this region, leaving their influence seeming capricious and hard to win.

MISSION RULES

Waning Influence: Idols have a Divinity Range of 6". For the purpose of this battle, your Crusade force begins the battle with a Belief Level of 5. From the second battle round onwards, at the start of your Command phase, your Belief Level is reduced by 1. At the end of the battle, after the victor bonus has been selected, your Crusade force's Belief Level returns to what it was before the battle (modified by any Belief points gained or lost as a result of this battle as usual).

Sacred Rituals: Units in both players' armies can attempt the following action, as described on page 99:

'Sacred Ritual (Action): One unit from your army with the Objective Secured ability can start to perform this action at the end of your Movement phase if it is within range of your Sacred Altar objective marker and you control that objective marker. The action is completed at the start of your next Command phase. If this action is successfully completed, that unit suffers D3 mortal wounds and your Belief Level is not reduced by 1 this turn.'

Craven Whisperings: While a unit from your army is within Divinity Range of any of your opponent's Idols, each time a model in that unit makes an attack, the hit roll cannot be re-rolled.

Paragons: At the start of the first battle round, select up to two different **CHARACTER** models from your army (excluding **PARAGON** models). Until the end of the battle, those models gain the Paragon keyword and your Faith's Paragon ability.

MISSION OBJECTIVES

Victory points are awarded as follows:

SELFLESS DEDICATION

Progressive Objective

Determined to restore the true might of their deities, the faithful perform selfless acts of sacrifice and devotion.

At the end of each battle round, each player scores 10 victory points if a unit from their army completed the Sacred Ritual action that battle round.

SPIRITUAL SITES

Progressive Objective

What power remains to the gods in this place is focused upon their holy sites. Control of these may be key to breathing life back into the faltering faith.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control two or more objective markers.
- They control more objective markers than their opponent.
- They control both Sacred Altar objective markers.

This mission objective cannot be scored in the first battle round.

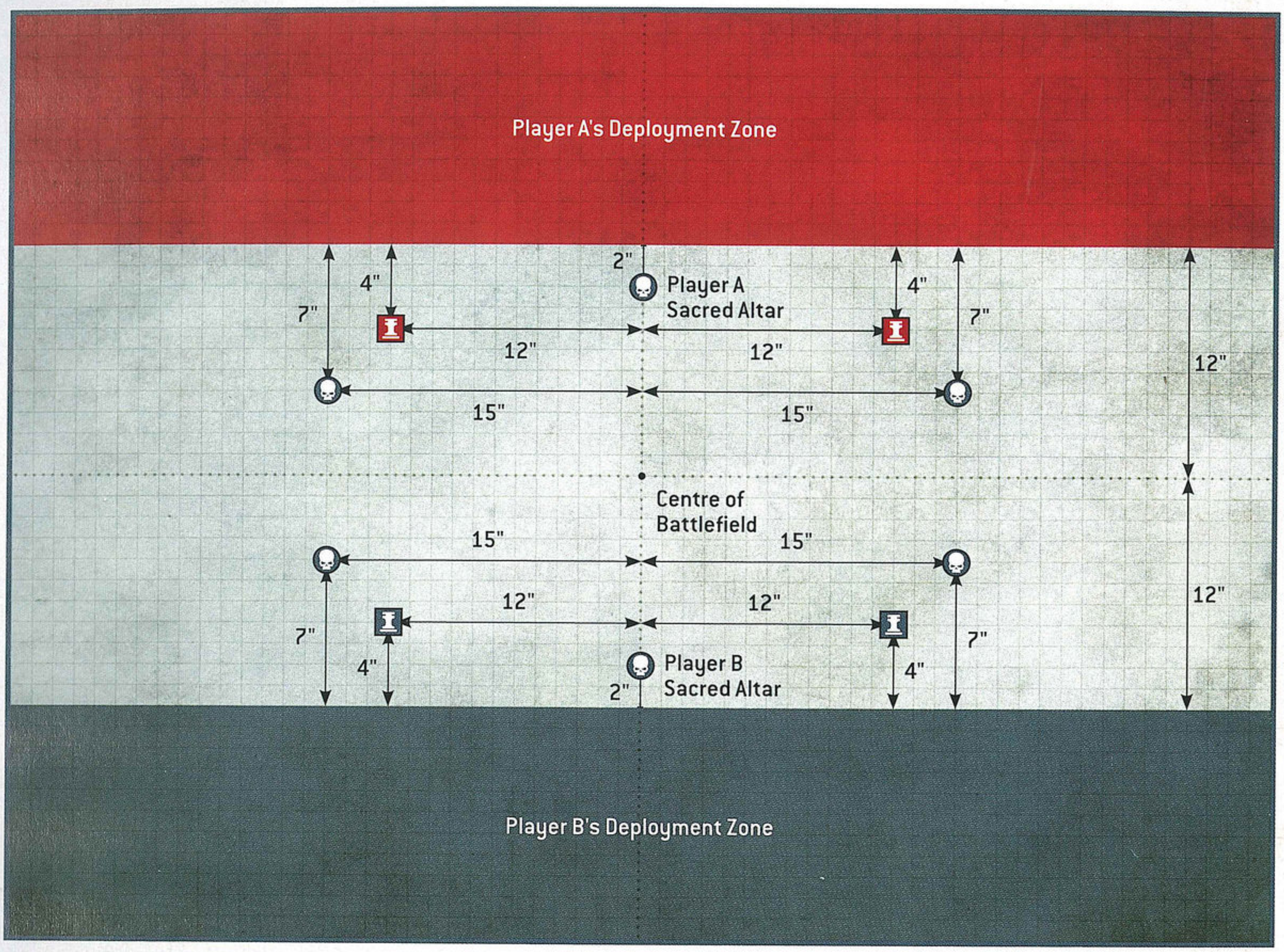
VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor can select one unit from their army. That unit loses any or all Battle Scars that it has.
- If the victor's Belief Level at the end of the battle is 2-3, their Crusade force gains D3 Belief points.
- If the victor's Belief Level at the end of the battle is 4 or more, their Crusade force gains 2D3 Belief points.

STRIKE FORCE MISSION

TWILIGHT OF THE GODS



5

STRIKE FORCE MISSION

CENTRE OF WORSHIP

MISSION BRIEFING

A mighty place of worship stands at the heart of this region, that may be claimed by whichever deity's followers fight the hardest to claim it. The more control of the region they exert, the higher the flames of faith will leap until the temple becomes theirs to command.

MISSION RULES

Idols: Idols have a Divinity Range of 6".

Sanctification: Units in both players' armies can attempt the following action, as described on page 99:

'Sanctification (Action): One unit from your army with the Objective Secured ability can start to perform this action at the start of your Command phase if it is within 1" of your Host Idol. The action is completed at the start of your next Command phase. If this action is successfully completed, add 3" to the Divinity Range of your Host Idol.'

Paragons: At the start of the first battle round, select one **CHARACTER** model from your army (excluding **PARAGON** models). Until the end of the battle, that model gains the **PARAGON** keyword and your Faith's Paragon ability.

MISSION OBJECTIVES

Victory points are awarded as follows:

HOLY RITES

Progressive Objective

Through offering worship within the hallowed grounds of the temple, the faithful may claim the space for their gods.

At the end of each battle round, each player scores 10 victory points if a unit from their army completed the Sanctification action that battle round.

IDEOLOGICAL DOMINATION

Progressive Objective

Once this temple lies in your hands, you can assert absolute spiritual control of the entire region.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control three or more objective markers.
- They control more objective markers than their opponent.
- They control both objective markers in their opponent's deployment zone.

This mission objective cannot be scored in the first battle round.

VICTOR BONUS

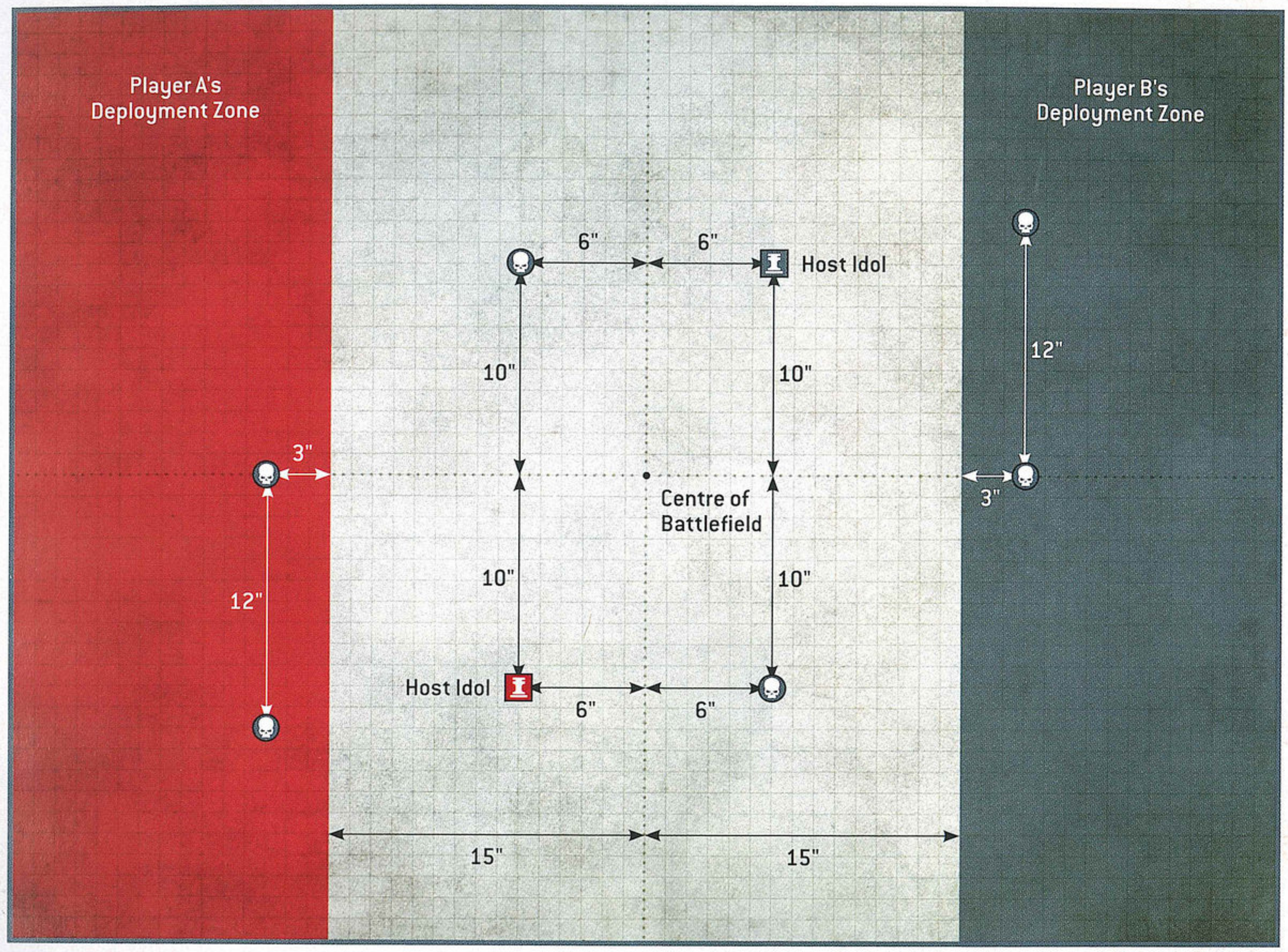
The victor can select one of the following victor bonuses:

- The victor of this mission gains 2 Requisition points after this battle, instead of just 1.
- If the Divinity Range of the victor's Host Idol at end of the battle is 12"-15", their Crusade force gains D3 Belief points.
- If the Divinity Range of the victor's Host Idol at end of the battle is 18", their Crusade force gains 2D3 Belief points.

5

STRIKE FORCE MISSION

CENTRE OF WORSHIP



6

STRIKE FORCE MISSION

ALL TO ASHES

MISSION BRIEFING

Long has a mighty fane stood here, a holy place to its priests and worshippers alike. Now, attackers seek to burn it all to the ground, putting all that the defenders hold sacred to the torch.

MISSION RULES

Idols: Idols have a Divinity Range of 3".

Burn the Idol: Units in the Attacker's army can attempt the following action, as described on page 99:

'Burn the Idol (Action): One or more **INFANTRY** or **VEHICLE** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be within 1" of a different one of your opponent's Idols. The action is completed at the end of the turn. If this action is successfully completed, that Idol is destroyed, remove it from the battlefield.'

Paragons: At the start of the first battle round, the Attacker selects up to three different **CHARACTER** models from their army (excluding **PARAGON** models). Until the end of the battle, those models gain the **PARAGON** keyword and that player's Faith's Paragon ability.

'Da humies has been raisin' all dere big statchooz an' lightin' all dere burny gubbinz, and prayin' extra 'ard coz dey reckon it'll stop Gork's Grin from swallowin' 'em up. Wot a daft bunch'a gitz! Don't dey know dere ain't nuffin' wot can stop dat 'appenin'? Instead of all dat muckin' about, might as well enjoy fightin' and racin' and blowin' stuff up 'til da wurld endz!'

- Badboss Rozgrot da Racer

MISSION OBJECTIVES

Victory points are awarded as follows:

POWERFUL HOLD

Progressive Objective

Long have the gods held sway here, and their grip upon this place will not be easy to dislodge.

At the end of each battle round, the Defender scores 4 victory points for each of their Idols that is on the battlefield (excluding Constructed Idols).

This mission objective cannot be scored in the first battle round.

UNTO THE FLAMES

End Game Objective

Those attacking this place seek to loot, burn, and slaughter until nothing remains but blackened ruin and broken bodies.

At the end of the battle, the Attacker scores the number of victory points shown in the table below:

DEFENDER'S IDOLS STILL ON THE BATTLEFIELD *(EXCLUDING CONSTRUCTED IDOLS)*	VICTORY POINTS SCORED
5	0
4-3	45
2-1	75
0	90

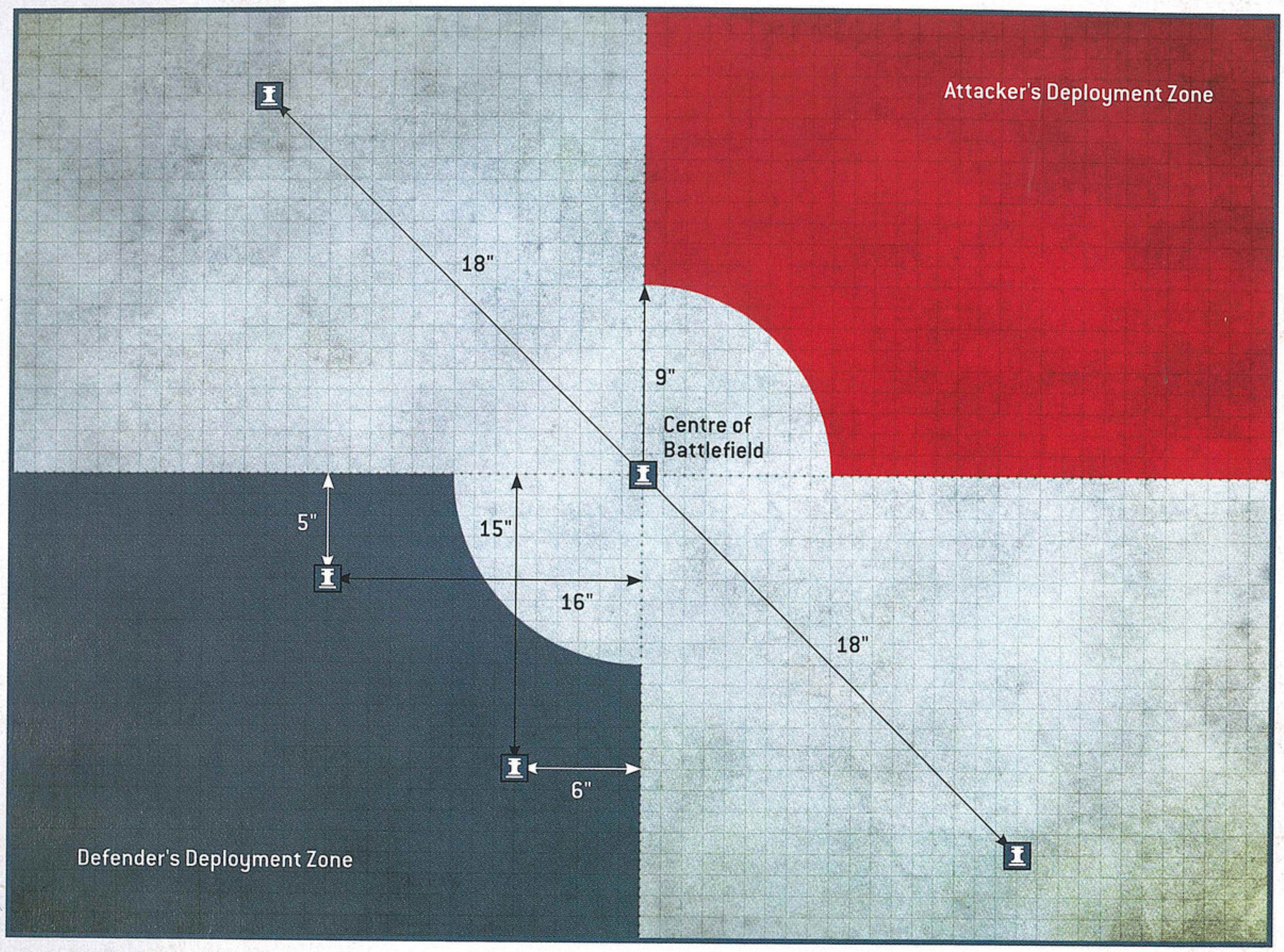
VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor can select two units from their army to be Marked for Greatness (pg 11) after the battle, instead of just 1.
- The victor's Crusade force gains 2D3 Belief points.

STRIKE FORCE MISSION

ALL TO ASHES







1

ONSLAUGHT MISSION

SACK THE SHRINE

MISSION BRIEFING

After breaking through the defenders' lines, the attacker now finds themselves afforded the unique opportunity to raze their enemies' holiest site. This will be no simple task, however, for the gods themselves will make their displeasure felt at this desecration.

MISSION RULES

Idols: Idols have a Divinity Range of 6".

Sack The Shrine: Units in the Attacker's army can attempt the following action, as described on page 99:

'Sack the Shrine (Action): One or more **INFANTRY** or **VEHICLE** units from your army can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be within 1" of a different one of your opponent's Idols. The action is completed at the end of the turn. If this action is successfully completed, that Idol is destroyed. Remove it from the battlefield and roll one D6: on a 5+, you gain 1 Command point.'

Divine Wrath: **PSYKER** units in the Defender's army know the following psychic power in addition to any others that they know:

'Divine Wrath (Witchfire): *Divine Wrath* has a warp charge value of 6. If manifested, select one enemy unit within 18" of and visible to this **PSYKER**. Roll two D6s for each of your Idols on the battlefield: for each 4+, that unit suffers 1 mortal wound (to a maximum of 6 mortal wounds).'

Paragons: At the start of the first battle round, the Attacker can select one **CHARACTER** model from their army (excluding **PARAGON** models). Until the end of the battle, that model gains the **PARAGON** keyword and the Paragon ability of their army's Faith.

Fanatical Defence: The Defender has the first turn.

MISSION OBJECTIVES

Victory points are awarded as follows:

SHRINE IN RUINS

End Game Objective

Should the attacker wreak sufficient havoc they will surely bring this most sacred of shrines crashing down.

At the end of the battle:

- The Attacker scores 20 victory points for each of the Defender's Idols that was destroyed (excluding Constructed Idols).
- The Defender scores 15 victory points for each of their Idols that was not destroyed (excluding Constructed Idols).

PURGE THE HERETICS

End Game Objective

By offering up the head of whichever heathen leads this unholy invasion, the defenders will break the spirit of their foes while restoring the favour of their angered gods.

At the end of the battle, the Defender scores 15 victory points if any of the Attacker's **PARAGON** models were destroyed.

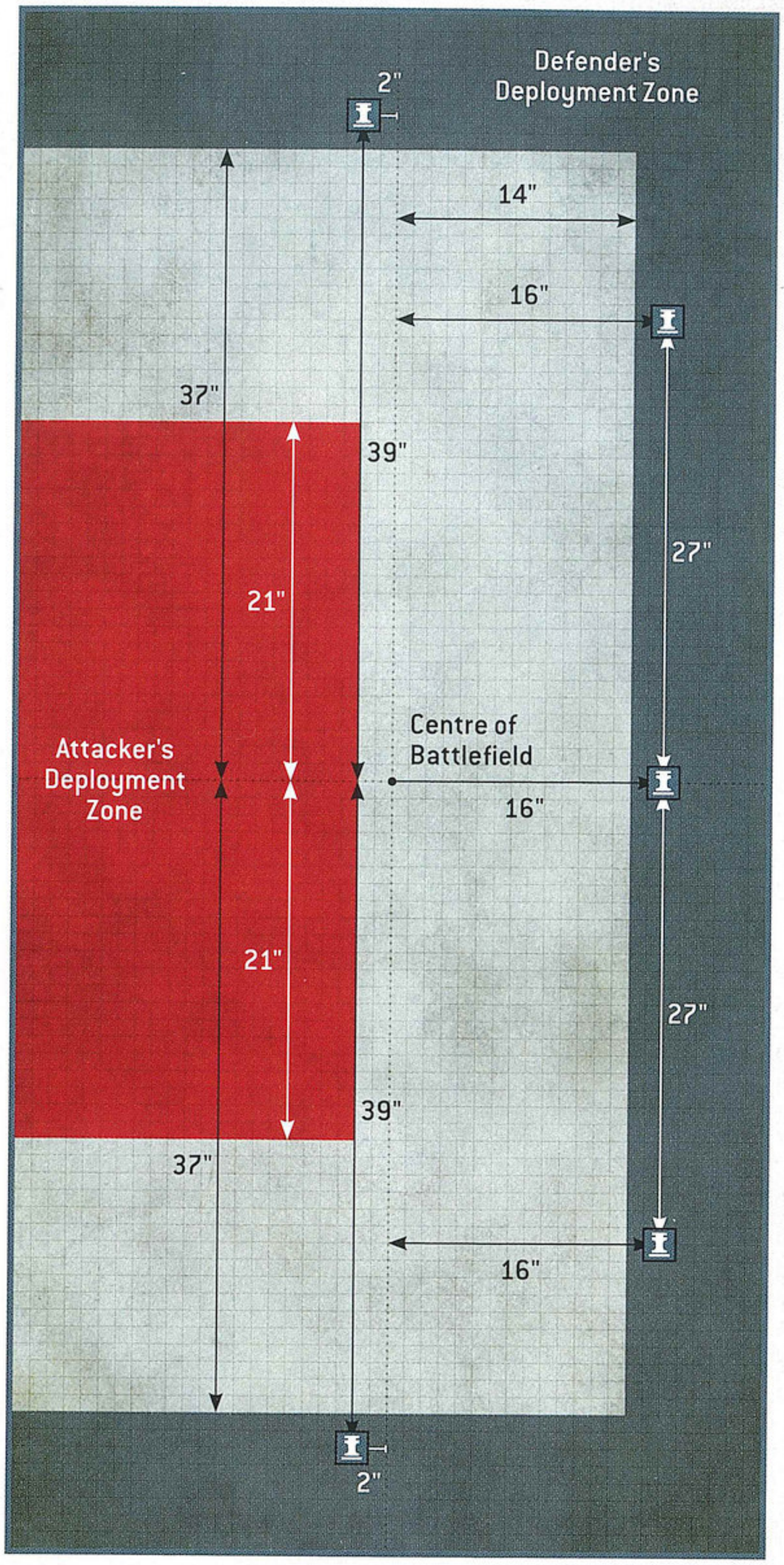
VICTOR BONUS

The victor can select one of the following victor bonuses:

- After the battle, the victor can use the Increase Supply Limit Requisition once for free.
- If the victor scored 45 or more victory points from the Shrine in Ruins objective, their Crusade force gains 3 Belief points.

ONSLAUGHT MISSION

SACK THE SHRINE



2

ONSLAUGHT MISSION

CONFLUENCE OF FAITHS

MISSION BRIEFING

Ragged bands of worshippers, dispossessed priests and warrior fanatics have fashioned altars to conflicting faiths in this place. As the armies of conquest sweep down upon the region, it is time to see which gods claim all at last.

MISSION RULES

Invocation of Power: Idols have a Divinity Range of 12". Units in both players' armies can attempt the following action, as described on page 99:

'Invocation of Power (Action): One **INFANTRY** or **TITANIC** unit from your army can start to perform this action at the end of your Movement phase if it is within 6" of the centre of the battlefield. The action is completed at the start of your next Movement phase. If this action is successfully completed, until the start of your next Command phase, add 6" to the Divinity Range of your Idols.'

Paragons: At the start of the first battle round, select up to three different **CHARACTER** models from your army (excluding **PARAGON** models). Until the end of the battle, those models gain the **PARAGON** keyword and your Faith's Paragon ability.

MISSION OBJECTIVES

Victory points are awarded as follows:

CORPOREAL CONTROL

Progressive Objective

Seizing the battlefield itself will be a crucial first step in this region to finally establishing which faith gains spiritual supremacy over it.

At the end of each battle round, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control two or more objective markers.
- They control three or more objective markers.
- They control more objective markers than their opponent controls.

This mission objective cannot be scored in the first battle round.

SAINTLY SACRIFICE

End Game Objective

It will be harder for the foe to promulgate their faith when their gods' greatest avatars lie slain!

At the end of the battle, each player scores 5 victory points for each of their opponent's **PARAGON** models that was destroyed.

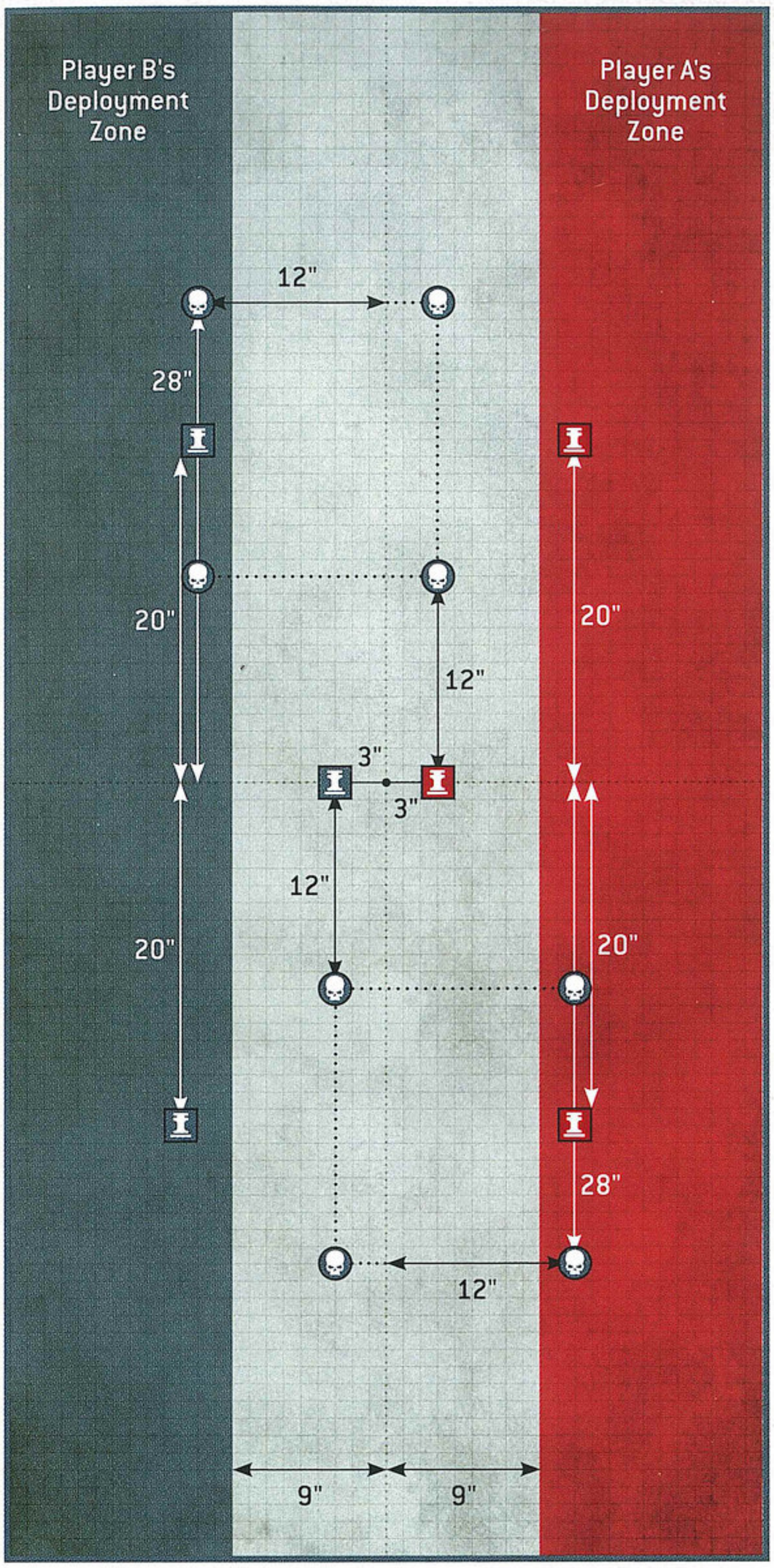
VICTOR BONUS

The victor can select one of the following victor bonuses:

- Each unit from the victor's army that had the **PARAGON** keyword during that battle gains 3 experience points.
- The victor's Crusade force gains D3 Belief points.
- If the victor scores at least twice as many victory points as their opponent, their Crusade force gains D3+3 Belief points.

ONSLAUGHT MISSION

CONFLUENCE OF FAITHS



3

ONSLAUGHT MISSION

DAMNATION

MISSION BRIEFING

A mighty ritual site has been discovered, an eight-pointed star dedicated to the Dark Gods. With the correct rites it can be used to plunge the entire planet into damnation, or else to drive back the Ruinous Powers.

MISSION RULES

Idols: The Main Idol has a Divinity Range of 9". Other Idols have a Divinity Range of 3".

Octed Sigil: While the Defender has:

- Seven or more Idols on the battlefield, their Belief Level is treated as 1 higher (to a maximum of 5).
- Four or fewer Idols on the battlefield, their Belief Level is treated as 1 lower (to a minimum of 1).

Chaos Worshippers: If only one of the players' Crusade forces has the Dark Fervour or Timeless Trickery Faith, that player is the Defender.

Cast Down the Idols: Units in the Attacker's army can attempt the following action, as described on page 99:

'Cast Down Idol (Action): One or more **INFANTRY** or **VEHICLE** units from your army can start to perform this action at the end of your turn. Each unit from your army that starts to perform this action must be within 1" of a different one of your opponent's Idols. The action is completed at the start of your next turn. If this action is successfully completed, that Idol is destroyed; remove it from the battlefield.'

Foul Ceremony: Units in the Defender's army can attempt the following action, as described on page 99:

'Foul Ceremony (Action): One **INFANTRY** or **VEHICLE** unit from your army can start to perform this action at the start of your Command phase if it is within 1" of your Main Idol. The action is completed at the start of your next Command phase. If this action is successfully completed, select one enemy unit within Divinity Range of one of your Idols and roll one D6 for each of your Idols that is not destroyed: for each 6, that unit suffers 1 mortal wound.'

Paragons: At the start of the first battle round, the Defender selects one **CHARACTER** model from their army (excluding **PARAGON** models) and the Attacker selects up to three different **CHARACTER** models from their army (excluding **PARAGON** models). Until the end of the battle, those models gain the **PARAGON** keyword and the Paragon ability of their player's Faith.

MISSION OBJECTIVES

Victory points are awarded as follows:

THIRSTING GODS

End Game Objective

If enough of the ritual site remains intact by the battle's end, then the blood spilled here will surely unleash the power of the Gods of Chaos.

At the end of the battle:

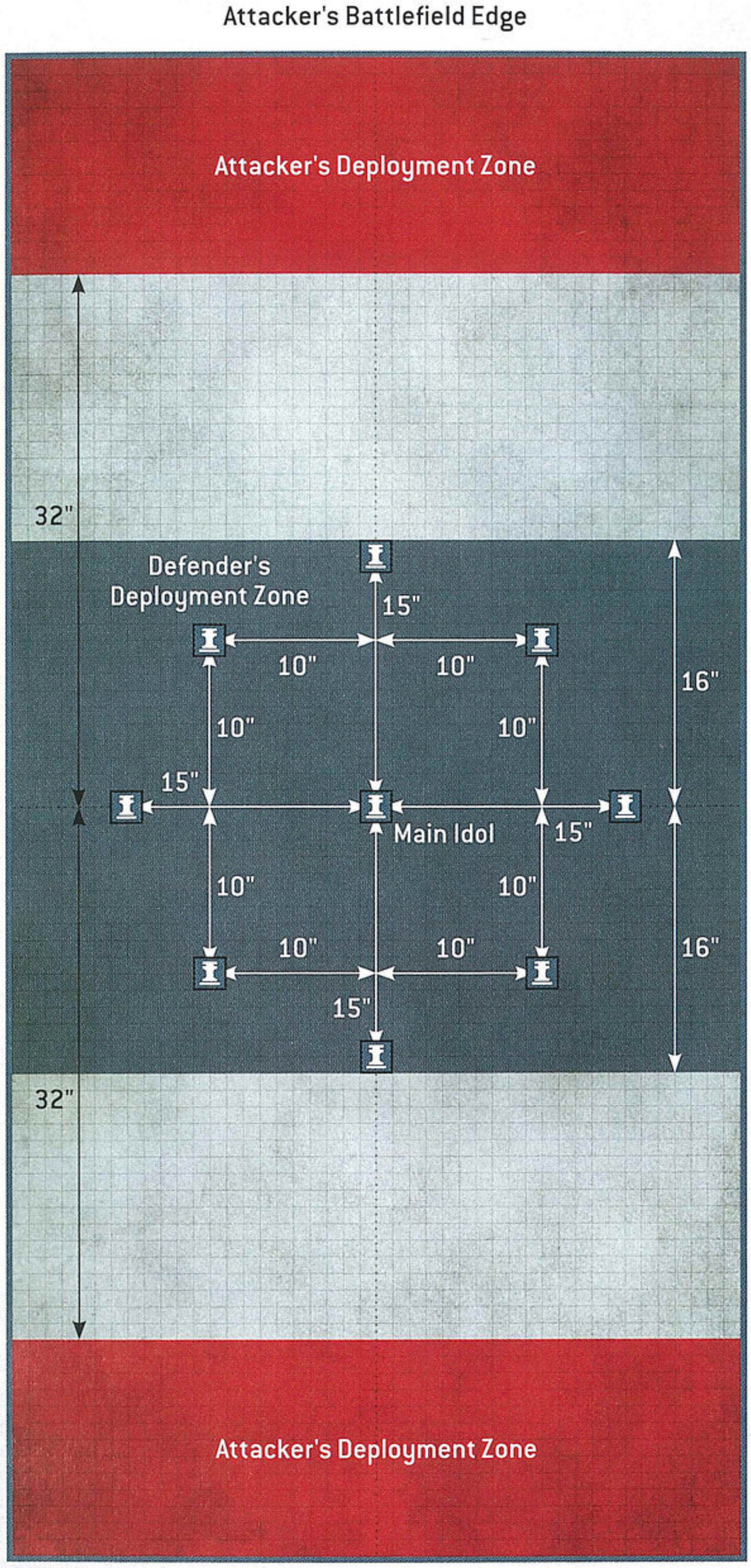
- The Defender scores 10 victory points for each of their Idols that was not destroyed.
- The Attacker scores 10 victory points for each of their opponent's Idols that was destroyed.

VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor can select one unit from their Order of Battle. If that unit can gain a Battle Honour, it gains a Battle Trait of the victor's choice (see the Warhammer 40,000 Core Book). Make a note of it on that unit's Crusade card and increase its Crusade points accordingly.
- If the victor scores 70 or more victory points from the Thirsting Gods objective, their Crusade force gains D3+3 Belief points.

ONSLAUGHT MISSION
DAMNATION



4

ONSLAUGHT MISSION

THE VEIL GROWS THIN

MISSION BRIEFING

So much carnage has been perpetrated here, so much warpcraft unleashed, and so many passions and hatreds felt that the barriers between realspace and the warp have been eroded almost unto the point of a full warp breach.

MISSION RULES

Idols: Idols have a Divinity Range of 12".

Unholy Presence: While a unit from your army is within Divinity Range of any of your opponent's Idols, subtract 1 from Combat Attrition tests taken for that unit.

Paragons: At the start of the first battle round, select up to three different **CHARACTER** models from your army (excluding **PARAGON** models). Until the end of the battle, those models gain the **PARAGON** keyword and your Faith's Paragon ability.

'For the glory of the God-Emperor!'

Initiate Gerschen bellowed his war-cry along with his battle-brothers as the Black Templars surged out of their Land Raider Crusader. They stormed into a hail of bolt fire that underlined emphatically the Iron Warriors' unwillingness to surrender these trenches to the loyalists. Gerschen was glad. He had seen too many traitors turn tail and flee when faced with the onslaught of the Black Templars. It felt good to face foes worthy of the slaying. The Crusader had slammed prow-first through the enemy's ferrocrete barricades and disgorged its passengers into the foremost of the Iron Warriors' trenches. Now, Gerschen dropped the eight feet into the Heretic Astartes-sized trench, bolt shells caroming from his armour even as his boots hit the mud. He roared and fired back at the Iron Warriors pressing in from either end of the trench. One of his shells found the joint between helm and breastplate, and a traitor went down in a spray of crimson. Neophyte Telurin sprang forwards with a cry, only to be met with the thunderous backhand of a traitor's power fist. Telurin crumpled into the trench wall then fell bonelessly into the muck, too crushed to possibly still be alive. Gerschen bellowed a furious oath and leapt over the Neophyte's body, chainsword howling. His faith and fervour carried him headlong into the foe. The traitor with the power fist surged to meet him, and the trenches rang with their thunderous blows.

MISSION OBJECTIVES

Victory points are awarded as follows:

DESPERATE OFFERINGS

Progressive Objective

By slaying the enemy and offering their souls up to the presences beyond the veil, perhaps these hunting entities can be placated.

At the end of each battle round, each player scores 5 victory points for each enemy unit that was destroyed while within Divinity Range of any of their own player's Idols (to a maximum of 15 victory points).

This mission objective cannot be scored in the first battle round.

STRENGTHEN THE SHROUD

Progressive Objective

Fervent prayer and rites of warding about your holy sites may be enough to restore the barrier between realspace and the warp.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 10 victory points):

- They control two or more objective markers.
- They control more objective markers than their opponent.

This mission objective cannot be scored in the first battle round.

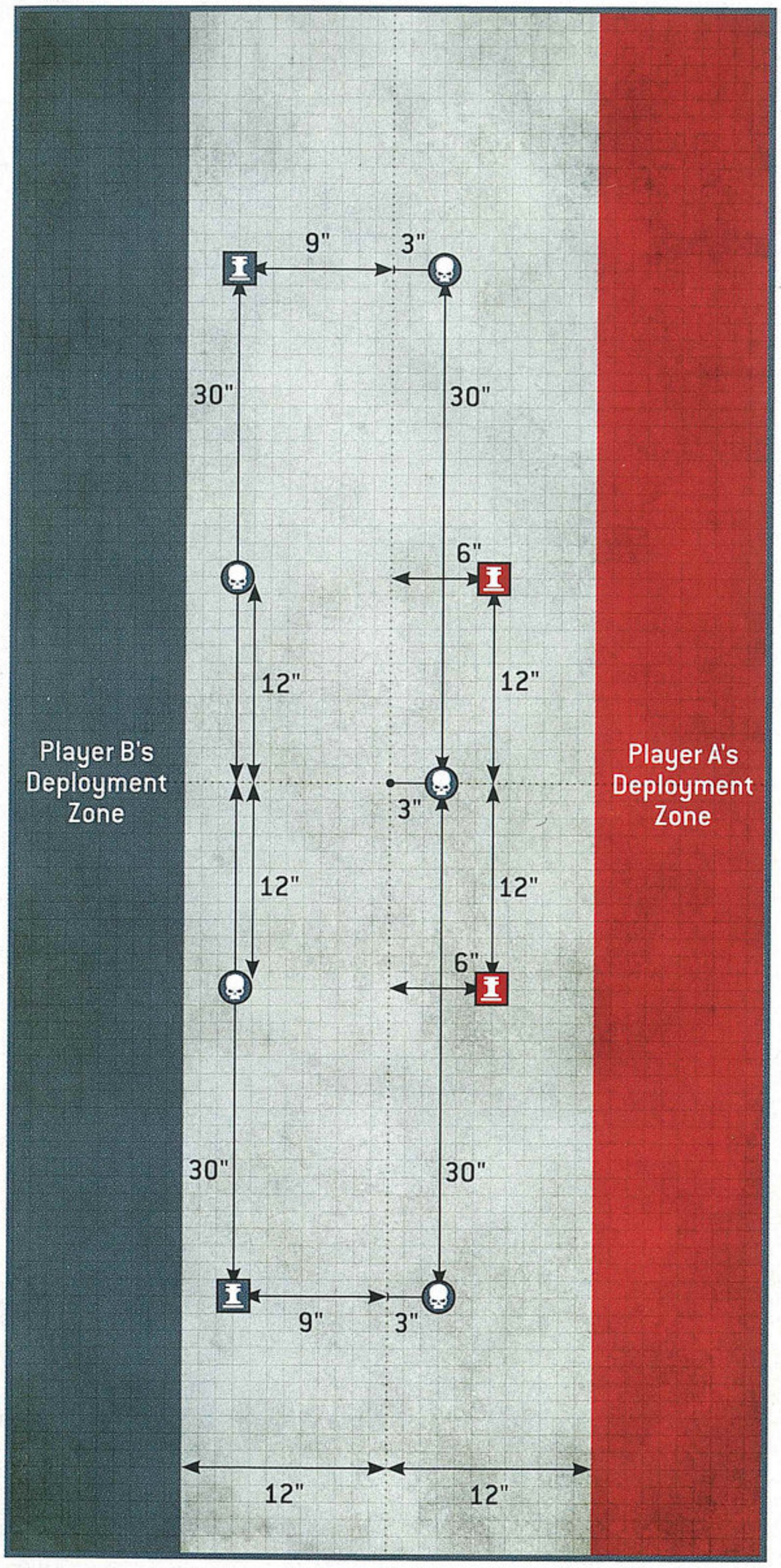
VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor can select two units from their army to be Marked for Greatness (pg 11) after the battle, instead of just 1.
- The victor's Crusade force gains 2D3 Belief points.

ONSLAUGHT MISSION

THE VEIL GROWS THIN



5

ONSLAUGHT MISSION

KEEP THE FAITH

MISSION BRIEFING

Amidst such a vast conflict, the manifest might of the galaxy's deities can wax and wane along with the fortunes of their followers upon the mortal stage.

MISSION RULES

A God's Power: At the start of the battle, Idols have a Divinity Range of 24". Each time a unit from your army is destroyed while within Divinity Range of any of your Idols, subtract 3" from the Divinity Range of your Idols (to a minimum of 3").

Manifest Devotion: Units in both players' armies can attempt the following action, as described on page 99:

'Manifest Devotion (Action): One unit from your army that has the Objective Secured ability can start to perform this action at the start of your Command phase if it is within range of an objective marker that you control. The action is completed at the end of the turn. If this action is successfully completed, for each objective marker that you control, add 3" to the Divinity Range of your Idols (to a maximum of 24").'

Paragons: At the start of the first battle round, select up to two different **CHARACTER** model from your army (excluding **PARAGON** models). Until the end of the battle, those models gain the **PARAGON** keyword and your Faith's Paragon ability.

'Mighty God-Emperor, this we pray, that you might part the veils of heresy and witchery that wind about this world and gaze upon the works of we, your faithful and devout servants. We offer you our lives, oh God-Emperor. We offer you our blood, and our pain, and our deaths. It is all we have left to give.'

- Prayer of the Devout Martyr, popular amongst loyalist Vigilus soldiery

MISSION OBJECTIVES

Victory points are awarded as follows:

DEFENDERS OF DIVINITY

Progressive Objective

The harder the faithful fight, and the longer they remain alive to pray and do battle, the greater their gods' power.

At the end of each battle round, each player scores 10 victory points if the Divinity Range of their Idols is 15" or more.

This mission objective cannot be scored in the first battle round.

DEITY'S GRASP

Progressive Objective

By seizing control of this region, so the faithful extend the reach and influence of their patron gods.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- They control one or more objective markers.
- They control two or more objective markers.
- They control more objective markers than their opponent.

This mission objective cannot be scored in the first battle round.

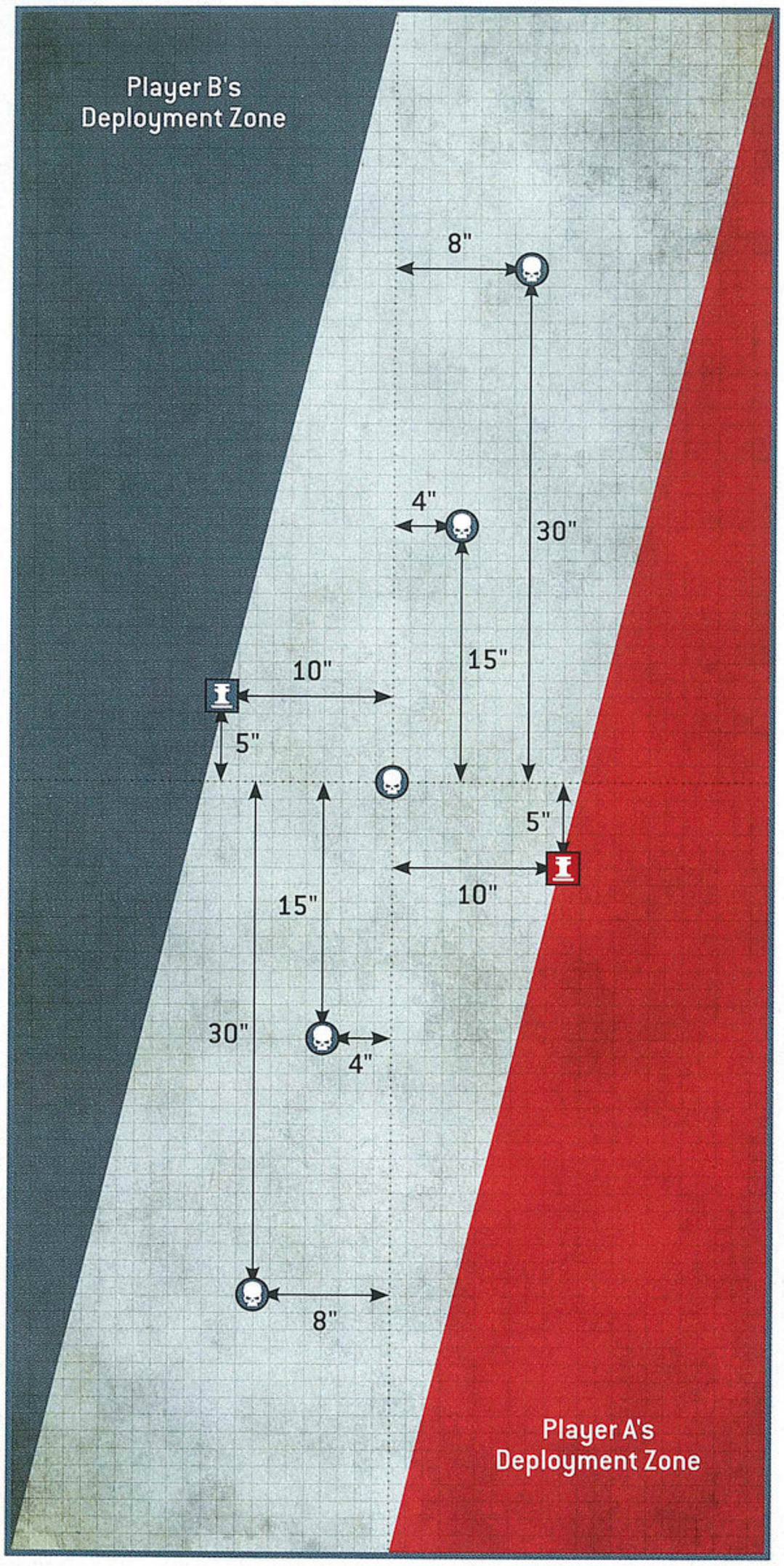
VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor of this mission gains 2 Requisition points after this battle, instead of just 1.
- If the Divinity Range of the victor's Idols at end of the battle is 15" or more, their Crusade force gains D3 Belief points.
- If the Divinity Range of the victor's Idols at end of the battle is 21" or more, their Crusade force gains D3+3 Belief points.

ONSLAUGHT MISSION

KEEP THE FAITH



6

ONSLAUGHT MISSION

RIVER OF POWER

MISSION BRIEFING

Incredible metaphysical energies flow between the sacred sites of this region, forming a divine wellspring that can be tapped into by those with the skill and faith to do so.

MISSION RULES

Idols: Idols have a Divinity Range of 6".

Raise Totem: Units in both players' armies can attempt the following action, as described on page 99:

'**Raise Totem (Action):** One or more units from your army with the Objective Secured ability can start to perform this action at the end of your Movement phase. Each unit from your army that starts to perform this action must be in range of a different objective marker that does not have one of your totems raised upon it. A unit cannot start this action while there are any enemy units (excluding **AIRCRAFT** units) in range of the same objective marker. The action is completed at the end of your turn. If this action is successfully completed, that objective marker is said to have one of your army's totems raised on it (the totem is 'removed' if your opponent successfully completes this action on the same objective marker). While an objective marker has one of your army's totems raised on it, it is considered to be one of your Idols.'

Metaphysical Might: Each time a Psychic test is taken for a unit from your army, add the number of objective markers with your army's totems raised on them (to a maximum of +3).

Paragons: At the start of the first battle round, select up to three different **CHARACTER** model from your army (excluding **PARAGON** models). Until the end of the battle, those models gain the **PARAGON** keyword and your Faith's Paragon ability.

MISSION OBJECTIVES

Victory points are awarded as follows:

HARNESS THE WELLSPRING

Progressive Objective

They who tap into this region's energies will be victorious.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 15 victory points):

- One or more objective markers have their totem raised on them.
- Two or more objective markers have their totem raised on them.
- They have the longest uninterrupted line of objective markers with their totems raised on them. For example, if a player had their totems raised on objective markers A, B and D, then they would have an uninterrupted chain of two objective markers – A and B.

SEIZE THE SOURCE

Progressive Objective

Control the sacred sites, and you control their power.

At the end of each player's Command phase, the player whose turn it is scores 5 victory points for each of the following conditions they satisfy (for a maximum of 10 victory points):

- They control two or more objective markers.
- They control more objective markers than their opponent.

This mission objective cannot be scored in the first battle round.

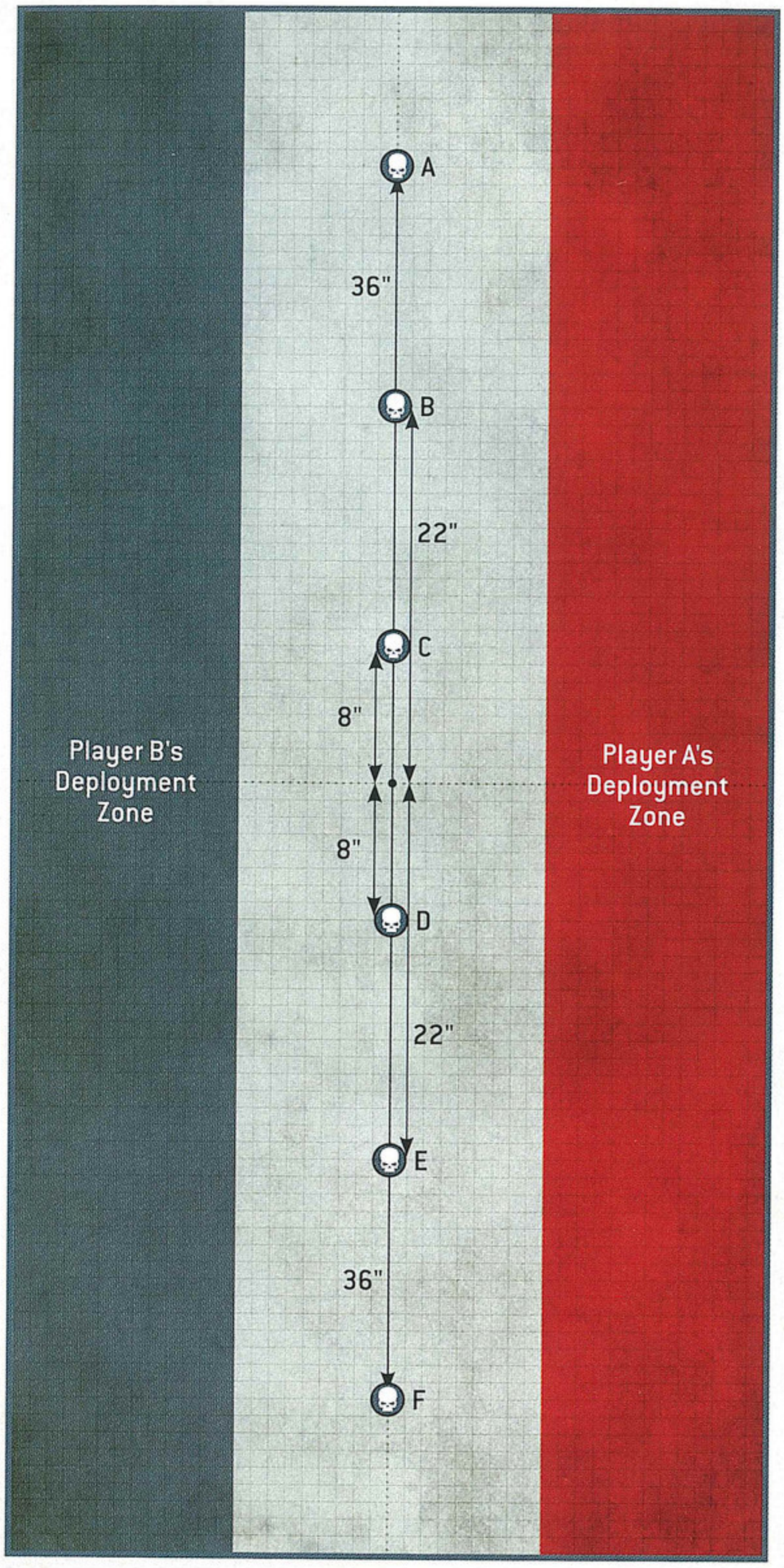
VICTOR BONUS

The victor can select one of the following victor bonuses:

- The victor of this mission gains 2 Requisition points after this battle, instead of just 1.
- If 3 or more objective markers have the victor's totems raised on them, their Crusade force gains D3 Belief points.
- If there is an uninterrupted line of at least 3 objective markers with the victor's totems raised on them, their Crusade force gains 2D3 Belief points.

ONSLAUGHT MISSION

RIVER OF POWER





IN THE NAME OF THE GODS!

Within this mission pack, you will find the rules required to play narrative games of Warhammer 40,000 upon the beleaguered world of Vigilus. Already tormented by the War of Beasts and the War of Nightmares, now the planet must endure a new war of competing faiths that may yet seal its doom. This mission pack has been specifically designed for use in Crusade games, and features rules for raising fanes to your patron deities and fielding avatars of faith, or toppling your enemies' shrines and watching them burn!

Inside you will find:

A swathe of new gaming material introducing Wars of Faith rules to your games of Warhammer 40,000. These allow you to build or topple great temples, infuse your forces with fanatical fervour, and see your heroes become champions of the gods.

Six new missions each for Combat Patrol, Incursion, Strike Force and Onslaught sized-games.

A selection of new Battle Traits for your army's Priests.

This mission pack does not reprint the rules for creating a Crusade army, or gaining Battle Honours from your games. As a result, you will need a copy of the Warhammer 40,000 Core Book to play the missions in this mission pack.

ISBN 978-1-83906-561-3

9 781839 065613

DESIGNED IN THE UK

PRINTED BY ARTRON IN CHINA

60 04 01 99 154

Games Workshop Limited.
Willow Road, Nottingham,
NG7 2WS, UK

WARHAMMER.COM