WARHAMMER
40,000

GOONHAMMER
2022 US OPEN NARRATIVE EVENT
PLAYER PACK

WELCOME TO THE 2022 GOONHAMMER OPEN NARRATIVE EVENT!

This player pack provides information for the Goonhammer Open Narrative Event. This is a two-day, 6-round even to decide the fate of the planet Lenk in the Imperium Nihilus. During this event, players will compete on three teams to decide the fate of the planet. This event has been carefully crafted to give each attendee the opportunity to participate in the overarching story taking place throughout the campaign. There are also custom mechanics here that allow each player to craft an egaging story for their own Orders of Battle. We've also designed an event that will be tactically engaging to players of all skill levels, encouraging different styles of play and army strengths.

If you have any questions about the event rules or there's something that isn't covered here, you can contact us directly by emailing us at **contact@goonhammer.com**.

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1.0 EVENT ESSENTIALS

System:	This event will use a hybrid format. Players will need to build battle-forged armies and Orders of Battle using points (with the conversion rate of 1 PL = 20 points), using the rules from the Warzone: Nephilim GT Missions Pack. Similarly, players will start with 3 CP in Incursion games and 6 CP in Strike Force games. For more on this pre-game process, see 8.0: Missions.
Battle Sizes:	Incursion (1,000 points) and Strike Force (2,000 points)
Board Sizes:	44"x30" and 44"x60"
Missions:	This event uses custom missions, though many are replicated from or modeled after Crusade missions in the Core Rules or the Amidst the Ashes supplement.
Number of Games:	Six
Army Selection:	Players should develop an Order of Battle from which Armies can be built that adhere to Battle-forged rules as established in the Warhammer 40,000 Core Rulebook. The supply limit for this event is 2,500 points. Please note that you are allowed and encouraged to bring more models than the 2,500 points can fit, so that you are able to add additional units to your Order of Battle throughout the event.
Tools of War:	Players are expected to bring all models required to field their entire Order of Battle, dice, a tape measure, all relevant rules publications, and sufficient copies of their army rosters. Additionally, players will need to register their armies in the Administratum app, which will allow them to track their progress digitally.
Supplements:	Players are allowed to use the Crusade rules for Astra Militarum armies in War Zone Octarius Book 1: Rising Tide, and the rules for Armies of Faith and Armies of Chaos Undivided in Vigilus Alone and Rift War, as well as the rules for Looted Vehicles in War Zone Octarius Book 2: Critical Mass and rules fro Priest Battle Traits in Wars of Faith.

2.0 ARMY CONSTRUCTION AND PAINTING

2.1 Army Construction and Army Lists

Players must select one Crusade Faction from the list presented on page 306 of the Warhammer 40,000 Core Rule Book, and this must be a faction they can take for their team. All units in a player's Order of Battle must include the appropriate keyword from that list, with th exception of Unaligned forces.

Players should follow steps in the 'Muster Armies' section of this packet to build their armies. Rules contained in Faction codices are eligible for use in Army creation. Players should develop Crusade Rosters that will support both Incursion (1,000 points) and Strike Force (2,000 Points) games. As such the Supply Limit for this event is 2,500 points. Players should arrive at the event with lists for both 1,000 point armies and 2,000 point armies ready to play, though players may build new rosters and adjust their rosters between games.

Players are not allowed to bring Orders of Battle that have accrued Battle Honours, Battle Scars, Weapon Enhancements, Psychic Fortitudes, or any other trait or benefit from other Crusade events. Enhancements and Relics may be acquired through the use of Requisition Points, but they cannot be included due to past events.

Rules published more than two weeks before the event will be legal for inclusion in your roster. The following are acceptable sources for rules on roster construction and composition:

- Codexes
- Warhammer 40,000 Core Rules
- Warhammer 40,000: The App
- FAQs, errata, and beta rules found on Warhammer-Community

Note that, should they wish, players may also (but are not required to) use the following rules for building their Crusade armies and Rosters:

- Astra Militarum Crusade Rules from War Zone Octarius Book 1: Rising Tide
- Looted Vehicle Rules from War Zone Octarius Book 2: Critical Mass
- Army of Faith rules from War Zone Nachmund: Vigilus Alone
- Army of Chaos Undivided rules from War Zone Nachmund: Rift War
- Priest Battle Traits from the Wars of Faith Crusade Mission Pack

Players are responsible for having copies of any additional rules they will be using on-hand. Note that certain missions will allow players to use fortifications. The datasheets and rules for these fortifications will be provided in the Crusade Campaign pack.

2.2 Requisition Points, Experience, Battle Traits, and Battle Scars

Requisitions, Relics, and Agendas in the Warhammer 40,000 Core Book, Codexes, and the supplements listed above are eligible for selection in this event. Note that this event uses modified rules for Experience Points (XP), unit upgrades, and battle scars - these are outlined in section **4.0 Crusade Format**.

2.0 ARMY CONSTRUCTION AND PAINTING (cont.)

2.3 Modeling and Basing

Everyone loves playing with and against painted minis. Every model in your army must be fully assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard, which usually includes multiple colors of paint and basing.

Each model in your army must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG). For example, if your army includes a Space Marine equipped with a Meltagun, the model must be equipped with a Meltagun. Equipment such as Frag Grenades that are included on every model within a unit, but not included on every model of that type, need not be modeled. Not every miniature in your army needs to be a Games Workshop or Forge World model, but any third party models or proxies you use must be visibly obvious as to what they're intended to represent, and must generally be of the same size and on the same size base as the model they represent.

CONTRAST METHOD

CLASSIC METHOD

2.3 Converted and Forge World Models/Units

We're all about sweet conversions and scratch-built units, especially in the Narrative event. For the sake of fairness, these should generally be the same size as the most current version of the model they're supposed to represent. Generally when it comes to conversions and scratch builds a unit should not gain a benefit from converted models, but can incur penalties, i.e. it may be taller so it can be more easily seen, but may not gain line of sight benefits from its extra height. Converted and Scratch-built models must be on the same size base as the current version of the model they're supposed to represent.

If you're looking to field converted or scratch-built models, you should get permission to use those models by emailing us at **contact@goonhammer.com**. Include a photo of the model in question and send your question at least two weeks prior to the event - any requests sent after this time may not get reviewed, and you run the risk of having them be removed from play or incurring other penalties.

2.4 Basing

Many models are no longer produced on the bases they originally came with. All models in your army should be on the bases that they are currently being packaged and sold with.

2.5 Some Tips and Hints

While the missions used at the event won't be revealed until the round in which they're played, there are a few things to keep in mind as you build armies for the event:

- **Bring some big guns!** Some missions use fortifications, or may have a defender sitting in a fortified position, requiring you to destroy enemy buildings. Make sure you have weapons that can destroy vehicles!

- **Zone Mortalis Missions.** Some missions and objectives may have players playing Zone Mortalis games, playing 1,000 point games in tight confines. These games will not allow vehicles with 10+ wounds, nor any models with a base larger than 60mm.

- **Have some speed.** Some missions may call for speed - chasing down enemy units or attacking a convoy in motion as it speeds to the front to supply enemy forces. These missions may require faster units.

- **...But you don't have to do it all alone.** Remember - you're on a team with seven other players! Each round your team will determine which generals to assign to different missions, meaning that you can assign players with lots of heavy support to the siege warfare missions or players with lots of fast units to raid enemy supply lines. We'd recommend coordinating with your team before the event, if possible.

3.0 POLICIES

3.1 Judges
Judges will be walking the tournament hall during rounds and hold the final say on all game rules and event issues. Individual rulings however, are never binding precedent - it's a game, not a court of law. Rulings should always be based on correct rules interpretations rather than adhering to previous precedent. Also note that the judges are not all-knowing machines - when calling for a judge's assistance, please be prepared to provide any relevant rules references to the particular question.

3.2. Player Conduct, Judging, and Penalties
Warhammer 40,000 is a complicated game but we're all just here to have fun. On rare occasions, players may intentionally or unintentionally commit rules or sportsmanship fouls in the course of a heated game. Behavior such as bullying, rules abuse, moving models illegally, picking up dice before your opponent has had a chance to see the results, lying to judges or opponents, or any other form of unethical or inappropriate conduct can result in substantial in-game penalties, automatic loss assessment, permanent removal of parts of your army for the duration of the event, or removal from the event itself, as well as ITC penalties such as a yellow or red card, commensurate with the severity of the action. Judges are empowered to apply both on-game and scoring penalties equivalent to the magnitude of the foul. Because these can often come down to a "he said she said" scenario when judges are not tableside at the time a foul occurs, behavioral and illegal play penalties will always be adjudicated on a case-by-case basis, with respect for both players involved.

Note that Goonhammer has a zero tolerance policy for hate speech, harassment, and bullying and players who fail to meet these incredibly low standards will be ejected from the event without a refund.

3.3 Streaming and Photography
During the event some games may be streamed on the day live on Twitch and YouTube, and you may be asked to play on the streaming table. This is optional. The Goonhammer team will also be taking photos throughout the event. Our privacy policy is published on the Goonhammer Open UK events page on the website.

4.0 CRUSADE FORMAT

4.1 Welcome to Administratum
Crusade requires a significant amount of bookkeeping - players are expected to track their own RP, XP, Requisitions, Relics, Battle Scars, Battle Traits, and all other changes and additions to their Order of Battle. In order to facilitate this, we will be using the **Administratum App,** the premier tool for building and tracking Crusade rosters. Players are required to create a login and build their Order of Battle in the app prior to the campaign, and will be sent an invite before the campaign starts to join the created event. Players are not required to be patrons of Goonhammer in order to use Administratum or participate in the event, and custom materials will be made available in Administratum for free.

4.2 Creating Your Order of Battle
Players must create a Crusade Order of Battle following the guidelines set out in Section **2.0 Army Construction and Painting**.

4.3 Your Teams
Players in the Narrative event are divided into three teams: Imperium, Chaos, and Xenos. If you are on the Imperium or Chaos teams, then every unit in your Order of Battle must have the matching keyword (except for UNALIGNED units). If you are on the Xenos team, then every unit in your Order of Battle must have the AELDARI, NECRONS, ORKS, T'AU EMPIRE, or TYRANIDS keywords.

In this event there are no individual winners; you win or lose as a team when it comes to the fate of the planet.

4.4 Experience Points
This event uses modified Experience rules. For this event, please note the following:
- Each time a unit is Marked for Greatness, it gains 6 XP instead of 3.
- Each time a unit would gain 3 or more XP from an Agenda in a game, instead of scoring that Agenda, you may instead opt to Mark that unit for Greatness at the end of the game. If two or more units meet this requirement then choose one to Mark for Greatness instead. A single unit may only be marked for Greatness once per game. All other units score 0 XP for that Agenda. If you have two Agendas active for a game, this may cause you to mark two units for Greatness after the game in addition to the standard mark you can apply after completing a game.
- Track kills and XP for kills as normal.

4.5 Requisition Points, Experience, Battle Traits, and Battle Scars
Players will start with 5 Requisition Points and gain Requisition Points normally throughout the event. During this event, players will always roll for Battle Traits, Weapon Enhancements, Psychic Fortitudes, and other upgrades, and will likewise always roll for Battle Scars - these cannot be chosen unless otherwise stated. A unit failing an Out of Action test may not choose to take a Devastating Blow and must instead take a Battle Scar.

4.6 Faction-specific Special Rules
Some Codexes have you conquest specific types of worlds. As this campaign focuses on a single world, details of that will be provided for armies that use these rules, i.e. Genestealer Cults, Tyranids, and T'au Empire.

4.7 Event Schedule

Saturday

8:00 - 9:00	Registration
9:00	Briefing
9:15 - 12:00	Round 1
12:00 - 13:00	Lunch & Bookkeeping
13:00 - 13:15	2nd Briefing
13:15 - 16:30	Round 2
16:30 - 16:45	Bookkeeping
16:45 - 17:00	3rd Briefing
17:00 - 19:45	Round 3

Sunday

8:45- 9:00	4th Briefing
9:00 - 11:45	Round 4
11:45 - 12:45	Lunch & Bookkeeping
12:45 - 13:00	5th Briefing
13:00 - 14:15	Round 5
14:15 - 14:30	Bookkeeping
14:30 - 14:45	Final Briefing
14:45 - 17:30	Round 6
17:45	Final Results & Debrief
18:00	Award Presentations

4.8 Pairings and Scoring

Each round will present 8 battles for each team to take on - four against each of the other two teams. During the briefing, the GM will outline the missions each team can allocate players to, and will allow teams to choose the secondary missions they will undertake. At this point, teams are free to determine how they want to allocate players to each mission, starting with the team currently in the lead. Note that some missions will call for players to play Incursion-sized games, though the majority are Strike Force games.

In the event that players end up matched against the same person in consecutive rounds, they may call a Judge or the GM to have them reallocated to mix things up a bit.

4.9 Team Scoring

Teams accrue Campaign Victory points by winning games and accomplishing key objectives. Additionally, completing specific missions may impact missions in later rounds and give teams a bonus in the next round.

4.10 Player Scoring

There are no battle points to be scored here; players win or lose in the campaign as a team. However, there are other metrics we'll be tracking for players during the event.

4.11 Prizes

Although this is a team event, some players can win prizes at the conclusion of the event based on individual performance. Prizes will be awarded for the following:

- Knows the True Meaning of Pain
- Has Contemplated Their Failure on the Tree of Woe
- Keeper of the Relics
- Skulls Added to the Throne
- Most Legendary
- As Beautiful as They Are Deadly

5.0 TERRAIN

5.1 Terrain
This event will be using custom terrain and layouts for every game. Terrain will generally be placed by judges between or before rounds. Note that some missions require or allow one player to set up the battlefield in the manner of their choosing, usually with fortifications. In these cases, that player is free to move the terrain on the table in any way they wish in order to accommodate these fortifications.

5.2 Fortifications
Some missions allow players to bring Fortifications. In these missions, players will be able to add fortifications to their army at no additional cost, and a supply of free fortifications will be provided for players to grab on a first-come, first-serve basis - though generally the players using the fortifications will all be on the same team, so this may be a decision they make as a group. Note when and how fortifications are added to an army - typically each one a player adds gives their opponent a bonus!

5.3 Terrain Traits
Players should agree on terrain traits before the battle, though judges can also help provide context or rulings on terrain. Generally speaking, terrain will fall into one of four categories, with the following keywords:

- **Large Ruins and Structures**: Obscuring, Light Cover, Scalable, Breachable, Defensible

- **Medium Ruins and Structures**: Obscuring, Light Cover, Scalable, Breachable, Defensible

- **Forests, Swamps, Craters, and Debris**: Dense Cover, Difficult Terrain, Breachable

- **Containers**: Exposed Position, Scalable, Light Cover

- **Obstacles, Walls, and Barricades**: Heavy Cover, Defensible, Unstable Position, Difficult Ground

Fortifications will also have their own terrain keywords. These will be outlined on the relevant datasheets.

5.4 Player Fortifications
Players can bring their own fortifications. These follow the standard Matched Play rules for deployment.

6.0 HEALTH AND SAFETY

6.1 Vaccination Requirement
Participants in Goonhammer Open events are required to show proof of full COVID Vaccination and at least one booster shot.

6.2 COVID Precautions
The health and well being of your event attendees/league participants, their families and loved ones, and the wider community in which we operate is our top priority. We will do everything possible to ensure our attendees/participants are well taken care of, safe, and healthy.

At a minimum, we recommend you always follow all official guidance in your locality.

7.0 THE BACKSTORY

Deep in the heart of the Segmentum Obscurus is the Angelus Sector, a once-thriving center of Imperial commerce and industry. Cut off by warp storms even prior to the opening of the Cicatrix Maledictum, the Imperium's grip had been slowly loosening over the sector for years, a process only accelerated by the onset of the massive warp rift. Now the system has become little more than a frontier world despite its still sizable population, light on law and heavy on refugees, rogue traders, and heretics.

Among these worlds none have fallen as far as Lenk, the once-thriving commerce hub around which multiple trade routes were established. Lenk remains the last holdout of Imperial control in the sub-sector, and that grasp is tenuous at best, and only recently re-established by the Blood Angels following the Indomitus Crusade. But now that hold will be tested from all angles as the forces of Chaos and various Xenos eye the planet for their own devices, hoping to claim it for their own and wrench it from humanity's grasp once and for all.

7.1 Lenk

For millennia, Lenk was a bustling Imperial world on the trade line between the Angelus and Vincies Sub-sectors of the Scarus Sector in the Segmentum Obscurus. But after a Warp Storm engulfed the region in 085.M41 all the key systems on the trade route were caught up in the disruption of the Empyrean and interstellar travel along the route was made impossible.

Decapitated, the Vincies Sub-sector fell apart, degenerating into a lawless state, and although there was an attempt to salvage some worlds by grafting them to the wealthy Angelus Sub-sector, the attempt failed at stabilising Imperial control over the region. Instead the sub-sector descended into what is now called "Lucky Space", a frontier region where the hold of the Imperium remains tenuous at best. The trade which once saw Lenk flourish has now been replaced by an influx of refugees, Heretics, adventurers and Rogue Traders. Lenk is the last battered redoubt of Imperial control in the Vincies Sub-sector.

Things have only gotten worse since the opening of the Cicatrix Maledictum, though recent efforts to re-establish Imperial control on the world have been met with some success following the Indomitus Crusade and the nomination of the Blood Angels' Chapter Master as the Regent of the Imperium Nihilus. Under Dante's command new contact with Lenk was established and an Imperial Ruler placed back in charge of the planet.

Lenk itself has been a human colony since the Dark Age of Technology, and as such has been thoroughly depleted of natural resources, though what it lacks in minerals and fuel it makes up for in lost archaeotech hidden beneath its surface. The planet is also home to a series of blackstone obelisks of Xenos origin, and has been a magnet for warp storm activity over the last ten millennia.

8.0 DONATION INCENTIVES

8.1 TABLEWAR Charities

Goonhammer is partnering with TABLEWAR Charities. TABLEWAR Charities is a charitable organization whose primary focus is on charitable fundraising for improving the lives of children and adults with Autism Spectrum Disorders (ASD). The organization has a specific goal to fund and/or provide educational advocacy for students with ASD.

You can learn more about TABLEWAR Charities on **their website**.

8.2 Donating to TABLEWAR Charities

During the Narrative event, players can "buy" additional resources and benefits for themselves or their teammates by donating to TABLEWAR Charities. The benefit gained depends on the donation amount. There is no upper limit to how much a player may donate during the campaign.

Below are the incentives players can buy:

- **Command Re-Rolls ($5 each)** - At the start a player's Command phase, that player may purchase a single Command Re-roll for $5. That Command Re-roll can be used in any phase and is available for the rest of the game and works identically to the Command Re-roll Stratagem. This Command Re-roll cannot be used in the same phase as the Command Re-roll Stratagem.

- **Command Points ($10 each)** - A player may, at the start of a game, purchase additional CP at a cost of $10 per, to a maximum of 3 CP in an Incurison Mission and 6 CP in a Strike Force Mission.

- **Trait Re-Rolls ($10 each)** - A player may spend $10 to re-roll a single Battle Trait, Weapon Enhancement, Psychic Focus, or other upgrade. A single die or result may only be re-rolled once.

- **Requisition Points ($20 each)** - In-between rounds a play may purchase additional Requisition Points at a cost of $20 per point. These may be used to exceed the 5 RP limit, but once the next round starts any points in excess of 5 are lost.

9.0 DATASHEETS

9.1 Fortification Datasheets

Here you'll find updated datasheets for the Fortifications available in the Goonhammer Open. Some of these are repeated from War Zone Octarius Book 1: Rising Tide, while others have been updated in an unofficial capacity for the event.

IMPERIAL BUNKER   4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Imperial Bunker	-	-	5+	6	8	12	-	7	3+

The Imperial Bunker is a single model.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Icarus Lascannon	96"	Heavy 1	9	-3	D6+2	Each time an attack is made with this weapon against an **AIRCRAFT** unit, add 1 to that attack's hit roll.
Quad-gun	48"	Heavy 8	7	-1	1	Each time an attack is made with this weapon against an **AIRCRAFT** unit, add 1 to that attack's hit roll.

WARGEAR OPTIONS

* This model can be equipped with one of the following: 1 Icarus lascannon; 1 quad-gun

ABILITIES

Fire Points: In your Shooting phase, up to 5 models embarked within this model can be selected to shoot with; measure distances and draw line of sight from any point on this building when doing so (embarked models can make ranged attacks even while this building is within Engagement Range of enemy units, just as if they had the Big Guns Never Tire rule like a **VEHICLE**).

Automated Weapons: In your Shooting phase, each time this model is selected to shoot, if no friendly units are embarked within it then its weapons can only target the closest eligible enemy unit or closest enemy **AIRCRAFT** unit for its attacks.

Wrecked: When this building is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers a mortal wound. On any other result, this building is wrecked; though the model counts as destroyed for all rules purposes, do not remove it from the battlefield. Instead, for the remaidner of the battle it is treated as an Obstacle terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Book:
* Difficult Ground
* Exposed Position
* Unstable Position

TRANSPORT

This building has a transport capacity of 10 **INFANTRY** models. Each model on a 28 takes up the space of 2 models, and each model with a Wounds characteristic of 4 or more takes up the space of 3 models. It cannot transport **MONSTER** or non-**CHARACTER** models with a Wounds characteristic of 5 or more. No more than two units can be embarked within this building.

FACTION KEYWORDS: **UNALIGNED**
KEYWORDS: **TERRAIN, BUILDING, VEHICLE, TRANSPORT, IMPERIAL BUNKER, WALL OF MARTYRS**

BASTION   8 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Bastion (10+ wounds remaining)	-	-	**4+**	6	8	18	-	7	3+
	Bastion (6-9 wounds remaining)	-	-	**5+**	6	8	N/A	-	7	3+
	Bastion (1-5 wounds remaining)	-	-	**6+**	6	8	N/A	-	7	3+

A Bastion is equipped with 4 heavy bolters; roof hatch.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Icarus Lascannon	96"	Heavy 1	9	-3	D6+2	Each time an attack is made with this weapon against an **AIRCRAFT** unit, add 1 to that attack's hit roll.
Quad-gun	48"	Heavy 8	7	-2	1	Each time an attack is made with this weapon against an **AIRCRAFT** unit, add 1 to that attack's hit roll.
Heavy Bolter	36"	Heavy 3	5	-1	2	-

OTHER WARGEAR	ABILITIES
Comms antenna	In your Command phase, if one or more **CHARACTER** units are embarked within this **BUILDING** model, roll a D6; on a 4+, you gain one Command Point.
Roof hatch	Each time this model is selected to shoot, up to 15 embarked models can be selected to shoot using its Fire Points ability, instead of 10.

WARGEAR OPTIONS

- This model's roof hatch can be replaced with one of the following: 1 Icarus lascannon; 1 Quad-gun; 1 comms antenna.

ABILITIES

Fire Points: In your Shooting phase, up to 10 models embarked within this model can be selected to shoot with; measure distances and draw line of sight from any point on this building when doing so (embarked models can make ranged attacks even while this building is within Engagement Range of enemy units, just as if they had the Big Guns Never Tire rule like a **VEHICLE**).

Automated Weapons: In your Shooting phase, each time this model is selected to shoot, if no friendly units are embarked within it then its weapons can only target the closest eligible enemy unit or closest eligible enemy **AIRCRAFT** unit for its attacks.

Wrecked: When this building is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D3 mortal wounds. On any other result, this building is wrecked; though the model counts as destroyed for all rules purposes, do not remove it from the battlefield. Instead, for the remainder of the battle it is treated as an Obstacle terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Book:
- Difficult Ground
- Exposed Position
- Unstable Position

TRANSPORT

This building has a transport capacity of 15 **INFANTRY** models. Each model with a Wounds characteristic of 3 or more takes up the space of 2 models, and each model with a Wounds characteristic of 4 or more takes up the space of 3 models. It cannot transport **MONSTER** or non-**CHARACTER** models with a Wounds characteristic of 5 or more. No more than two units can be embarked within this building.

FACTION KEYWORDS: **UNALIGNED**

KEYWORDS: **TERRAIN, BUILDING, VEHICLE, TRANSPORT, BASTION**

FORTRESS OF REDEMPTION   20 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Fortress of Redemption (10+ wounds remaining)	-	-	**4+**	6	8	30	-	7	3+
	Fortress of Redemption (6-9 wounds remaining)	-	-	**5+**	6	8	N/A	-	7	3+
	Fortress of Redemption (1-5 wounds remaining)	-	-	**6+**	6	8	N/A	-	7	3+

A Fortress of Redemption is equipped with: Redemption lascannons; Redemption missile silo.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Heavy bolter	36"	Heavy 3	5	-1	2	-
Redemption lascannons	96"	Heavy 2	9	-3	D3+3	Each time an attack is made with this weapon against an **AIRCRAFT** unit, add 1 to that attack's hit roll.
Redemption Missile Silo		Before selecting targets, select one of the profiles below to make attacks with. Units that are wholly within 12" of the firing model are not eligible targets for this weapon. This weapon may fire at targets that are not visible to the bearer, including enemy units on other tables.				
- Fragstorm missiles	240"	Heavy 2D6	4	-1	1	Blast
- Krakstorm missiles	240"	Heavy D6	8	-3	3	Blast

WARGEAR OPTIONS
• This model can be equipped with up to 4 heavy bolters.

ABILITIES

Fire Points: In your Shooting phase, up to 20 models embarked within this model can be selected to shoot with; measure distances and draw line of sight from any point on this building when doing so (embarked models can make ranged attacks even while this building is within Engagement Range of enemy units, just as if they had the Big Guns Never Tire rule like a **VEHICLE**).

Automated Weapons: In your Shooting phase, each time this model is selected to shoot, if no friendly units are embarked within it then its weapons can only target the closest eligible enemy unit or closest eligible enemy **AIRCRAFT** unit for its attacks.

Wrecked: When this building is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D3 mortal wounds. On any other result, this building is wrecked; though the model counts as destroyed for all rules purposes, do not remove it from the battlefield. Instead, for the remainder of the battle it is treated as an Obstacle terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Book:
• Difficult Ground
• Exposed Position
• Unstable Position

TRANSPORT

This building has a transport capacity of 30 **INFANTRY** models. Each model with a Wounds characteristic of 3 or more takes up the space of 2 models, and each model with a Wounds characteristic of 4 or more takes up the space of 3 models. It cannot transport **MONSTER** or non-**CHARACTER** models with a Wounds characteristic of 5 or more. No more than two units can be embarked within this building.

FACTION KEYWORDS: **UNALIGNED**
KEYWORDS: **TERRAIN, BUILDING, VEHICLE, TRANSPORT, TITANIC, FORTRESS OF REDEMPTION**

AEGIS DEFENCE LINE   4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
4	Large Shield Section	-	-	-	-	-	-	-	-	-
4	Small Shield Section	-	-	-	-	-	-	-	-	-
0-1	Gun Emplacement	-	-	5+	3	7	3	-	4	4+

If this unit contains a gun emplacement it has **Power Rating 5**. A Gun Emplacement is equipped with: Quad gun.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Icarus Lascannon	96"	Heavy 1	9	-3	D6+2	Each time an attack is made with this weapon against an **AIRCRAFT** unit, add 1 to that attack's hit roll.
Quad-gun	48"	Heavy 8	7	-2	1	Each time an attack is made with this weapon against an **AIRCRAFT** unit, add 1 to that attack's hit roll.

WARGEAR OPTIONS
- A Gun Emplacement's Quad-gun can be replaced with 1 Icarus lascannon.

ABILITIES

Set-up: When this unit is first set up on the battlefield, each Small Shield Section and Large Shield Section in this unit must be set up so that it is in end-to-end contact with at least one other Small Shield Section or Large Shield Section in this unit. You do not have to set up all of the Small Shield Sections or Large Shield Sections up if you do not wish to. If this unit includes a Gun Emplacement, it must be set up wholly within 3" of any Shield Section in this unit.

Terrain Features (Shield Sections): After it is set up, this unit's Small Shield Sections and Large Shield Sections are treated as a single Obstacles terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Book:
- Defence Line
- Defensible
- Light Cover
- Heavy Cover
- Unstable Position
- Difficult Ground

Terrain Feature (Gun Emplacement): After it is set up, this unit's Gun Emplacement (if any) is a Building terrain feature, as described in the Warhammer 40,000 Core Book.

Automated Weapons: In your Shooting phase, each time this model is selected to shoot, if no friendly units are within 3" of it then its weapons can only target the closest eligible enemy unit or closest eligible enemy **AIRCRAFT** unit for its attacks.

Operate Gun Emplacement: While there are any Gun Emplacements from your army on the battlefield, **INFANTRY** units in your army can attempt the following action:

Operate Gun Emplacement (Action): At the end of your Command phase, one **INFANTRY** unit that is within 1" of a Gun Emplacement that is not being operated can start to perform this action. This action is completed at the end of your Movement phase. Once completed, until the end of the turn, this Gun Emplacement loses its Automated Weapons ability, has a Ballistic Skill characteristic of 4+ and is treated as being operated.

FACTION KEYWORDS: **UNALIGNED**
KEYWORDS (SHIELD SECTIONS): **TERRAIN, OBSTACLE, AEGIS DEFENCE LINE**
KEYWORDS (GUN EMPLACEMENT): **TERRAIN, BUILDING, VEHICLE, GUN EMPLACEMENT**

WALL OF MARTYRS

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
2-4	Trench Lines	-	-	-	-	-	-	-	-	-
0-3	Defence Emplacements	-	-	-	-	-	-	-	-	-

A Wall of Martyrs consists of 2-4 Trench Lines and up to 3 Defence Emplacements.

ABILITIES

Set-up: When this unit is first set up on the battlefield, each section must be set up in end-to-end contact with another section.

Terrain Features: After it is set up, this unit's Trench Lines and Defence Emplacements are treated as a single Area terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Book:
- Defence Line
- Defensible
- Light Cover
- Heavy Cover
- Unstable Position
- Difficult Ground

Defence Emplacements: INFANTRY units in your army can attempt the following action:

Operate Emplacement (Action): At the end of your Command phase, one INFANTRY unit that is within 1" of a Defence Emplacement that is not being operated can start to perform this action. This action is completed at the end of your Movement phase. Once completed, until the end of the turn this Emplacement is treated as being operated. During your Shooting phase, you may nominate a single weapon in that unit; that unit adds 1 to its Ballistic Skill Characteristic until the end of the phase.

FACTION KEYWORDS: **UNALIGNED**

KEYWORDS: **TERRAIN, WALL OF MARTYRS**

SKYSHIELD LANDING PAD

7 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Skyshield Landing Pad	-	-	-	-	-	-	-	-	-

A Skyshield Landing Pad is a single model.

ABILITIES

Terrain Feature: After this model is set up, it is treated as an Obstacle terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Book:
- Light Cover
- Heavy Cover
- Scalable
- Exposed Position

Landing Pad Configuration: When this model is set up, select either the Shielded or Unfurled configuration to be in effect (see opposite).

Thick Plating: Models on top of the Landing pad are not considered to be within Engagement Range of models under the pad if either model is more than 2" away from the edge of the pad (not counting unfurled edges).

Guided Drop: Once per battle round, you may choose to automatically pass a Reserves roll for a single unit in your army with the FLY keyword. If you do, that unit must be placed wholly on top of this Skyshield Landing pad.

While there are any Skyshield Land Pads on the battlefield, **INFANTRY** units in your army can attempt the following action, as described in the Warhammer 40,00 Core book:

Change Configuration (Action): At the end of your Movement phase, one **INFANTRY** unit from your army that is within 3" of a **SKYSHIELD LANDING PAD** terrain feature can start to perform this action provided no enemy units are within 3" of that terrain feature. The action is completed at the end of your turn. Once completed, you can change the configuration that is in effect for the terrain feature.

Shielded: While this configuration is in effect, this terrain feature loses its Exposed Position terrain trait and all models on top of this terrain feature receive a 5+ invulnerable save against ranged attacks. This invulnerable save does not apply if the firing model is also on top of this terrain feature.

Unfurled: While this configuration is in effect, **AIRCRAFT** units from your army can perform the following action, even though **AIRCRAFT** units cannot normally perform actions, as described in the Warhammer 40,000 Core Book.

Repair and Rearm (Action): At the end of your Shooting phase, one **AIRCRAFT** unit from your army (excluding those with the Airborne ability) that is on top of a friendly **SKYSHIELD LANDING PAD** with the Unfurled Configuration in effect can start to perform this action. The action is completed at the start of your next Movement phase provided that Aircraft is still on top of the same **SKYSHIELD LANDING PAD**. Once completed, the model:

- Is repaired, and regains 3 lost wounds (a model can only be repaired once per turn).
- Is re-armed, and can use any 'one use only' weapons and abilities it has on its datasheet that it has already used during this battle one additional time. In addition, the next time this model is selected to shoot, until the end of the phase, each time it makes a ranged attack, add 1 to that attack's hit roll.

Each **AIRCRAFT** model can only perform this action once during a battle.

FACTION KEYWORDS: **UNALIGNED**

KEYWORDS (SHIELD SECTIONS): **TERRAIN, OBSTACLE, SKYSHIELD LANDING PAD**

FIRESTORM REDOUBT

12 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Firestorm Redoubt (10+ wounds remaining)	-	-	4+	6	8	20	-	7	3+
	Firestorm Redoubt (6-9 wounds remaining)	-	-	5+	6	8	N/A	-	7	3+
	Firestorm Redoubt (1-5 wounds remaining)	-	-	6+	6	8	N/A	-	7	3+

A Firestorm Redoubt is a single model equipped with 2 quad Icarus Lascannons.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Quad Icarus Lascannon	120"	Heavy 4	9	-3	D6+2	Each time an attack is made with this weapon against an AIRCRAFT unit, add 1 to that attack's hit roll. This weapon may target AIRCRAFT and TITANIC units on other tables; if it does those are considered to be indirect targets (i.e. not visible).

ABILITIES

Fire Points: In your Shooting phase, up to 10 models embarked within this model can be selected to shoot with; measure distances and draw line of sight from any point on this building when doing so (embarked models can make ranged attacks even while this building is within Engagement Range of enemy units, just as if they had the Big Guns Never Tire rule like a VEHICLE).

Automated Weapons: In your Shooting phase, each time this model is selected to shoot, if no friendly units are embarked within it then its weapons can only target the closest eligible enemy unit or closest eligible enemy AIRCRAFT unit for its attacks.

Wrecked: When this building is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 2D6" suffers D3 mortal wounds. On any other result, this building is wrecked; though the model counts as destroyed for all rules purposes, do not remove it from the battlefield. Instead, for the remainder of the battle it is treated as an Obstacle terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Book:
- Difficult Ground
- Exposed Position
- Unstable Position

TRANSPORT

This building has a transport capacity of 15 INFANTRY models. Each model with a Wounds characteristic of 3 or more takes up the space of 2 models, and each model with a Wounds characteristic of 4 or more takes up the space of 3 models. It cannot transport MONSTER or non-CHARACTER models with a Wounds characteristic of 5 or more. No more than two units can be embarked within this building.

FACTION KEYWORDS: **UNALIGNED**

KEYWORDS: **TERRAIN, BUILDING, VEHICLE, TRANSPORT, FIRESTORM REDOUBT, WALL OF MARTYRS**

PLASMA OBLITERATOR

10 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Plasma Obliterator (10+ wounds remaining)	-	-	4+	6	9	20	-	7	3+
	Plasma Obliterator (6-9 wounds remaining)	-	-	5+	6	9	N/A	-	7	3+
	Plasma Obliterator (1-5 wounds remaining)	-	-	6+	6	9	N/A	-	7	3+

A Plasma Obliterator is a single model equipped with a Plasma Obliterator.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Plasma Obliterator	Before selecting targets, select one of the profiles below to make attacks with. This weapon may target **AIRCRAFT** and **TITANIC** units on other tables; if it does those are considered to be indirect targets (i.e. not visible).					
- Standard Charge	120"	Heavy 2D6	8	-3	4	Blast
- Overcharge	144"	Heavy 2D6	12	-3	D3+3	Blast. Each time this weapon is fired, after resolving its attacks, if any 1s were rolled to hit, this model takes D3 mortal wounds.

ABILITIES

Fire Points: In your Shooting phase, up to 10 models embarked within this model can be selected to shoot with; measure distances and draw line of sight from any point on this building when doing so (embarked models can make ranged attacks even while this building is within Engagement Range of enemy units, just as if they had the Big Guns Never Tire rule like a **VEHICLE**).

Automated Weapons: In your Shooting phase, each time this model is selected to shoot, if no friendly units are embarked within it then its weapons can only target the closest eligible enemy unit or closest eligible enemy **AIRCRAFT** unit for its attacks.

Wrecked: When this building is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 4 it explodes, and each unit within 2D6" suffers D3 mortal wounds. On any other result, this building is wrecked; though the model counts as destroyed for all rules purposes, do not remove it from the battlefield. Instead, for the remainder of the battle it is treated as an Obstacle terrain feature with the following terrain traits, as described in the Warhammer 40,000 Core Book:
- Difficult Ground
- Exposed Position
- Unstable Position

Volatile: When this model is destroyed, embarked models are destroyed on a 1 or 2.

TRANSPORT

This building has a transport capacity of 15 **INFANTRY** models. Each model with a Wounds characteristic of 3 or more takes up the space of 2 models, and each model with a Wounds characteristic of 4 or more takes up the space of 3 models. It cannot transport **MONSTER** or non-**CHARACTER** models with a Wounds characteristic of 5 or more. No more than two units can be embarked within this building.

FACTION KEYWORDS: **UNALIGNED**

KEYWORDS: **TERRAIN, BUILDING, VEHICLE, TRANSPORT, PLASMA OBLITERATOR, WALL OF MARTYRS**

VENGEANCE WEAPON BATTERY

4 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Vengeance Weapon Battery	-	-	5+	6	8	10	-	7	3+

The Vengeance Weapon Battery is a single model equipped with a Battle Cannon.

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Battle Cannon	72"	Heavy D6	8	-2	D3	Blast.

ABILITIES

Automated Weapons: In your Shooting phase, each time this model is selected to shoot, if no friendly units are embarked within it then its weapons can only target the closest eligible enemy unit or closest enemy **AIRCRAFT** unit for its attacks.

Explodes: When this model is destroyed, roll one D6 before any embarked models disembark and before removing it from play. On a 6 it explodes, and each unit within 6" suffers D3 mortal wounds.

TRANSPORT

This building has a transport capacity of 10 **INFANTRY** models. Each model on a 28 takes up the space of 2 models, and each model with a Wounds characteristic of 4 or more takes up the space of 3 models. It cannot transport **MONSTER** or non-**CHARACTER** models with a Wounds characteristic of 5 or more. No more than two units can be embarked within this building.

FACTION KEYWORDS: **UNALIGNED**
KEYWORDS: **TERRAIN, BUILDING, VEHICLE, TRANSPORT, VENGEANCE WEAPON BATTERY**

VOID SHIELD GENERATOR

10 POWER

No.	Name	M	WS	BS	S	T	W	A	Ld	Sv
1	Void Shield Generator	-	-	-	6	8	18	-	7	4+

The Void Shield Generator is a single model.

ABILITIES

Projected Void Shields: Models wholly within 12" of this model have a 5+ invulnerable save against Ranged attacks. if the firing model is not wholly within 12" of this model.

FACTION KEYWORDS: **UNALIGNED**
KEYWORDS: **TERRAIN, BUILDING, VEHICLE, VOID SHIELD GENERATOR**

10.0 WAR ZONE LENK CRUSADE GAMES

A War Zone Lenk Crusade game is waged by following the sequence below:

1. SELECT BATTLE SIZE

The players must first select the battle size they wish to play: Incursion, or Strike Force.

2. MUSTER ARMIES

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

ARMY		
BATTLE SIZE	**POINTS LIMIT/PL**	**COMMAND POINTS**
Incursion	1000 Pts/50 PL	3
Strike Force	2000 Pts/100 PL	6

Details of how to Battle-forge an army, use a points limit, select a **WARLORD,** and what information your army roster must contain can be found in the Warhammer 40,000 Core book.

The players cannot include Understrength units in their army, and their army cannot include any Specialist Detachments.

All of the units in each Detachment in a player's army must have at least one Faction keyword in common, and this keyword cannot be **CHAOS, IMPERIUM, AELDARI, YNNARI** or **TYRANIDS**, unless the Detachment in question is a Fortification network (this has no effect on a player's Army Faction).

All of the units in a player's army that have selectable faction keywords - that is Faction keywords presented in angular brackets that a player selects when they add those units to their army - must all have the same selectable keywords. This means, for example, that all units with the **<CHAPTER>** keyword in a player's army must be from the same Chapter, and so all these units must replace **<CHAPTER>** with the name of that Chapter; all units with the **<KABAL>** keyword must be from the same Kabal; all units with the **<WYCH CULT>** keyword must be from the same Wych Cult, and so on. The only exceptions to this are as follows:

- The **<MARK OF CHAOS>** and **<ALLEGIANCE>** keywords - these can be different for different units in a player's army.
- The **DREADBLADE** and **FREEBLADE** keywords - these units have different selectable Faction keywords to other units in a player's army.
- **SPECIALIST MOB** units.

If your army includes one or more Super-heavy Auxilliary Detachments, you can change the Command benefits of one of them to: '+3 Command points if the unit in this Detachment is not your **WARLORD**, but it is from the same Faction as your **WARLORD**'s Detachment, and that Faction is not **CHAOS, IMPERIUM, AELDARI, YNNARI** or **TYRANIDS**.

ZONE MORTALIS

Some missions on Lenk occur on Zone Mortalis boards, designed to simulate the intense close-quarters fighting inside a starship or in dank tunnels. In these missions the tight quarters make it impossible to bring larger vehicles - with the exception of **TYRANIDS MONSTER** units, no army may include any vehicle with 10 or more wounds, nor any unit on a base larger than 60mm.

PLANETSTRIKE

Some missions on Lenk use a modified version of the Planetstrike mission rules. For these note the following changes:

- Outrider and Vanguard Detachments in the Attacker's army gain the following Command Benefit: "+3 CP if your **WARLORD** is part of this detachment."

- Unless otherwise specified, the Attacker cannot include any Fortification Network Detachments in their army.

- Spearhead Detachments in the Defender's army gain the following Command Benefit: "+3 CP if your **WARLORD** is part of this detachment."

FORTIFICATIONS

Some missions on Lenk allow the Defender to add Fortifications to their army. When doing so, the first Fortification Network Detachment included in the Defender's army has a Command Cost of 0CP, its Command Benefits are changed to 'None,' and it does not count toward the maximum number of detachments the Defender can take. In addition, the Defender can select a number of additional (free) units to use in the battle. All these additional units must have the Fortification Battlefield role and their combined Power Rating cannot exceed 20.

> With the exception of units with the Troops or Dedicated Transport Battlefield Roles, or units that are added to your army during the battle that cost Reinforcement points, each player can only include the same datasheet in their army two times (if you are playing a Combat Patrol or Incursion Battle), or three times (if you are playing a Raid Force or Strike Force Battle).

3. DETERMINE MISSION

The players determine which mission will be used for the battle; this will either be the primary mission for the round or based on one of the Strategic Locations or Daring Raids chosen by your team.

4. READ MISSION BRIEFING

Each mission has a detailed description that we worked very hard to write. Go ahead and read it so you know the mission objectives and any special rules for the mission. Some mission briefings also list one or more mission rules that will apply for the duration of the battle. The players should read and familiarize themselves with these before proceeding.

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 that player's army, as described on the Agenda itself. The Agendas that players can choose from can be found in the Core Rules and the Codex books for that player's factions. The number of Agendas each player chooses depends on the battle size:

- For Incursion missions, players will select two Agendas.
- For Strike Force missions, players select three Agendas.

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, if the mission calls for it.

PLANETSTRIKE

In Planetstrike Missions, the Defender sets up the battlefield and the terrain features, placing any Fortifications from their army onto the table.

7. PLACE OBJECTIVE MARKERS

The players now set up objective markers on the battlefield. Each mission will instruct the players on how many objective markers should be set up on the battlefield (if any) and how these should be placed. Unless otherwise stated, objective markers can be set up on terrain features so long as the objective marker lies flat on the terrain feature and does not overhang any part of it.

9. CHOOSE DEPLOYMENT ZONE

The deployment maps for these 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 their 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 (see the Warhammer 40,000 Core Book). Both players now secretly write down which of their units in their army will start the battle in Strategic Reserves, which units will start the battle in a location other than the battlefield, and which of their units will be embarked in TRANSPORT models (they must declare which units are embarked in which model). Once they have done so, they reveal their selections to their opponent.

No more than half of the total number of units in a player's army can be Strategic Reserve and/or Reinforcement units. Unless otherwise noted in the mission or the unit rules, Strategic Reserves and Reinforcement units cannot arrive on the battlefield in the first battle round. Any units that have not arrived on the battlefield after the third battle round are destroyed.

PLANETSTRIKE

In Planetstrike Missions, the following additional rules apply:

- Unless stated otherwise, up to two thirds of the Attacker's units can be Reserve and/or Reinforcement units.

- It costs the Attacker 0 CP to set units up in Strategic Reserves.

- When arriving from Strategic Reserves, the if the Attacker's unit is INFANTRY, BEAST, SWARM, or if it can FLY, it can be set up anywhere on the battlefield that is more than 9" from any enemy models (even during the first battle round).

- Unless stated otherwise, no more than one third of the Defender's units can be Reserve and/or Reinforcement units.

- The Defender's Strategic Reserve and Reinforcement units can never arrive on the battlefield in the first turn, even if they have an ability that specifically states otherwise (e.g. 'Drop Pod Assault').

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 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.

PLANETSTRIKE

In Planetstrike Missions, the Defender deploys their army first.

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.

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.

PLANETSTRIKE: RESOLVE FIRESTORM

The Attacker resolves any Firestorm attacks at the start of the first battle round.

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 VICTOR

At the end of the battle, the player with the most victory points is the winner. If the players are tied, the battle is a draw. Each player can score a maximum of 90 victory points from mission objectives. 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.

17. CRUSADE STUFF

The players record their battle in Administratum and update their Crusade Cards accordingly.

1. Take Out of Action Tests
Take an Out of Action Test for each unit from the army destroyed during the battle by rolling a D6 for the unit. On a 2+ the test is passed and nothing happens. On a 1, the test is failed and the unit receives a Battle Scar.

2. Update Experience Points
Each unit that had a Crusade card that took part in the battle gains Experience Points as follows:

- **Battle Experience:** Each unit that was part of your army list for this battle gains 1 XP.
- **Marked for Greatness:** Select one unit that was part of your army list for the battle; that unit gains 5 XP.
- **Dealers of Death:** A unit gains 1 XP for every third enemy unit it has destroyed in total. If a unit's 'enemy units destroyed in total' combat tally has increased during the battle enough, increase its XP accordingly.
- **Agenda Achieved:** For each of your Agendas, select one unit that would gain 3 or more XP from that Agenda and mark that unit for Greatness instead. A single unit may only be Marked for Greatness once per game. All other units score 0 XP for that Agenda.

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.

2. Update Combat Tallies
Update 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, add 1 to its 'Battles Survived' tally.

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. This is also when you can spend Requisition points and add units to your order of battle.

APPENDIX: FACTION-SPECIFIC CRUSADE RULES

In Crusade, some factions have rules that represent conquering a planet or system. In this section we'll cover how those rules will be modified to suit the weekend-long nature of the Goonhammer Open Narrative Event.

GENESTEALER CULTS
Genestealer Cults have infested Lenk for some time, waiting for the tendrils of the hive fleets to reach toward them. They've recently become more aggressive in their preparations and actions.

You must start a Path to Ascension when starting the Goonhammer Narrative Event.

Lenk is a Frontier World with the following institutions: Community, Military, Religion, Politics. Do not make a Discovery roll during the event; instead the cult is automatically Discovered in the final round of the event and that game is considered to be the Cults' Day of Ascension. Note the following change:

Unprepared: Decrease your starting Command Points by 3, then increase your starting Command Points by 1 for each Institution you Infiltrated.

TYRANIDS
The Hive Fleets have heard the psychic call of their children, and now seek to devour Lenk and its defenders.

Lenk is a Frontier World with the following profile:

LENK

STAGE	BIOMASS	CRUSHED RESISTANCE
Invasion	3	3
Predation	7	8
Consumption	12	12

The Time of Ascension Draws Near: Each time a Genestealer Cults player on your team infiltrates an Institution, you gain D3 Crushed Resistance Points.

T'AU EMPIRE
Lenk is a Frontier World on the edge of Imperial Space and while it is seen as little more than a hive of scum and villainy by many, the planet still sits in a prime position and sees much trade from across the galaxy, making it a potent prize.

There is only a single planet for the T'au to attempt to conquer here - Lenk has the following Profile:

LENK: FRONTIER WORLD
Diplomat Power: 4
Military Power: 4

Lenk cannot be razed. At any point, if you have successfully completed either a Diplomatic or Military Takeover of Lenk, you gain the following bonus:

Black Market Hub: Select one T'au Empire model from your Order of Battle. That model can be given a Prototype System. That must still be a Prototype System that model can have, and the system cannot replace a weapon that has been upgraded by a Weapon Enhancement or Crusade Relic. Increase that model's Power Level appropriately and that unit's Crusade Points by 1.