CRUSADE OF FIRE

Contents

Introduction

Welcome to the Crusade of Fire campaign. This booklet has been compiled using the rules from the Games Workshop publication. This booklet has been designed to be used with the rule book and with Warhammer 40,000 core rule book 6th Edition.

The main rules for the campaign have been expanded to include points system, rewards, special missions, reinforcements, tile maps for each world and other ancillary rules to make the campaign work and to make it more interesting for players.

This campaign will use two games masters; who may not be present at every game and will rely on player honesty.

What first?

Well first you will need an army. The army will have no more than 1500 points on the table at any one time although there may be more than two armies fighting for the objectives.

The factions will need to be formed between players. These include:

The crusade of Fire - imperial forces.

The prophets of war - Any non imperial and non Chaos/demon force.

The Servants of Ruin - Chaos and Demon forces.

Throughout the campaign you can earn points. These are Campaign points and personal points.

Campaign points are the points your faction accrues to decide which faction will win the campaign at the end of phase 3.

Personal points are the points for your own force. These can be spent on reinforcements and goodies to help you defeat your enemies. These will also decide which players army has won the campaign overall.

The Crusade of Fire

After nearly a thousand years, the warp storms that have hidden the Corvus Sub-sector from the rest of the Imperium have abated. Once a rich and prosperous area of space, it has spent a thousand of years isolated from everyone; who knows what changes might have befallen the inhabitants.

The Crusade of Fire

The empire launched its forces as soon as the sector began to emerge from the warp. This was accompanied by a 14 day fanfare as the Crusade of Light set forth. Their mission was to shed the light of the imperium on the sectors inhabitants.

No sooner did the Crusade fleet emerge from the warp into realspace than the error of its intended plan was made clear. The crusade of light was too late: the Servants of Ruin stood ready for them, gun ports open. The crusade of light would instead be a Crusade of Fire.

The Servants of Ruin

Presented like a banquet to be feasted upon, the Servants of Ruin spent a thousand years infiltrating the sector and exerting their malign influence upon the governors of world seemingly abandoned by the Empire. When the warp receded the Daemon Prince of Nurgle Anathrax the foetid, decreed that the time was at hand when he could complete his machinations and cast the sub-sector in to the warp forever.

The Prophets of War

As the warp receded it was not just the eyes of the imperium and agents of evil that were cast on this new stage. Greedy eyes fell on the worlds that had reappeared and thoughts turned to the plunder of what remained.

Individually these forces would make little impact against the Crusade of Fire and the Servants of Ruin. The Dark Eldar Archon Viscount Rex wielded enough power and influence to band together these forces to create a somewhat fractious alliance of convenience. These Prophets of War had enough guile and cunning to deny the other factions their spoils of war.

The Campaign Rules

The campaign is split in to three phases. Each phase will reveal a section of the Corvus Sub-sector and allow the factions to move in and occupy a part of it.

Starting play

1. Each player should join a faction depending on what army they are fielding and reveal it to the rest of the group.

2. Each player starts with 5 flags marked with their army colours.

3. Each player should nominate a Grand warlord for their army and roll on the Grand Warlord Trait table (p.9 CoF Rules).

4. Starting with the Servants of Ruin and then proceeding in a random order, players take it in turns to place their flags on any available tiles. A player can deploy flags on any number of planets. Players must place flags adjacent to their first flag on a planet unless no tiles are available; then the player may select another planet with unoccupied tiles.

Fighting battles

The campaign is split in to three phases, each phase contains a number of battles. At the start of the phase the player with the fewest flags on a planet challenges another player with flags on that planet. This battle is then fought. The only exception is where a player has a spaceport; this player may challenge any other player on any available planet. Campaign and personal points are recorded and the next battles are fought.

Each battle reward the players with campaign points depending on the outcome.

Win - 5 campaign points (cp).

Draw - 2 campaign points (cp).

Loss - 0 campaign points (cp).

If you win a battle you may replace an enemy flag with one of your own on that planet; the enemy loses that flag for good.

If the battle is a draw then both players keep their flags in their tiles. The players can at this point choose to decide the outcome of this battle in the Arena of death. Here the players pit their HQ or Champions against each other in the fighting pits of the **Wych cults**.

Once all players have fought the challenges they have received, they may each add one flag in a tile adjacent to their own on a planet. If there are no available tiles on a planet then they do not add this free flag.

## Recording points

All points are recorded and dated on the record sheets provided and all these are then updated with a games master when they next meet. Here any points can be spent and factions can total their progress to date. Once all battles have been fought for that phase the **GM's** will reveal the next planets to emerge from the Crows Eye and the turn begins again from **Starting play 2**.

Special missions

Before setting up each game between two or more players, each player must roll on the Special Mission table. These special missions need not be revealed to the enemy until it effects them. If you are successful in these special missions then your army and faction will be rewarded handsomely.

Dice roll result on 2D6	Special mission table
2	**Nominate an enemy.** You should secretly nominate an enemy HQ or ELITE choice. By the end of the game you have to completely destroy it. Success results in 5 personal points and 2 campaign points.
3	**Valuable minerals.** After deployment nominate a terrain piece in opponents table half. This contains valuable mineral deposits. Occupy this terrain piece with any unit at game end (unopposed) for 5 campaign points and 5 personal points.
4	**Survivor.** Nominate one of your models. This model must survive to the end of the game. 10 personal points and 2 campaign points. If this model is destroyed by the game end then your opponent is rewarded the points.
5	**Public enemy number one.** Nominate any non troop enemy model. Destroy this model by the end of the game for 5 personal points and 2 campaign points.
6	**My precious.** Nominate one enemy model. Outnumber that model in base to base contact by 4 - 1. If this is done then that model is captured and cannot fight. Return this model to your own deployment zone by the end of the game for 2 personal points and 5 campaign points. Treat as moveable objective once captured.
7	**Tig, you're it!** One enemy model (infantry)holds knowledge you desire. Make one successful hit in assault and that model and the assaulting model are teleported away to safety. Do this by game end for 5 personal points and 2 campaign points.
8	**Take me to your leader.** Kill your opponents HQ by the end of the game for 5 personal points and 5 campaign points. Do this by the end of turn 3 for double points.
9	**Surprise, surprise!** Your HQ holds a warp rift device. When activated HQ and attached unit deep strikes without scatter. To activate roll 7+ on 2D6. On double 1 acts as Vortex of Doom - large blast, S10, AP2, scatters 2D6 each turn. Until game end. Use successfully for 5 personal and 5 campaign points.
10	**Parasite the Parcel.** HQ or ELITE holds a single use BIO grenade, range 24". Scatters 2D6" each turn. Any model in path takes T check or instant death. INVUN allowed. +1 personal and +1 campaign point / enemy killed. -1 personal and -1 campaign points per own model killed.
11	**I can move every mountain.** One unit has a mirror warp device. Can swap that unit for any enemy unit position on battlefield. User can assault after swap. 1 personal point and 1 campaign point.
12	**Doomsday device.** Nominate one terrain piece in opponents table half. In this is a hidden device. When activated on 8+ on 2D6 all enemy units suffer 2D6 S10 AP 4 wounds. Enemy can discover device if in terrain on 8+ on 2D6. Don't tell them what the roll is for or where it is for unless they discover it. Successfully activating the device awards activating player 5 personal points and 5 campaign points.
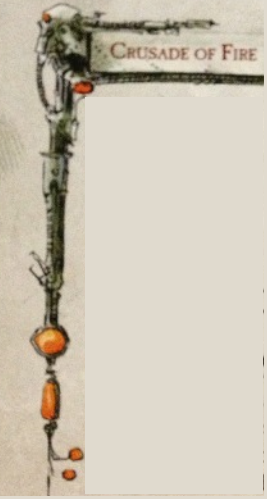
The Golden Flags

Throughout the Corvus Sub-sector campaign map are scattered a series of Golden Flag locations.

These golden flags represent a piece of a doomsday device. To be able to build a device your force needs to discover and occupy 4 tiles with these pieces on.

Once you have the required number of flags you can target any other planet in the Sub-sector,once it has been revealed from the warp. Before you can activate the device you must also hold a tile with a power station and a city on the same planet.

Once targeted you can annihilate any forces on that planet. To destroy a tile roll 2D6 and on a result of 8+ the forces and flags are destroyed.

For each tile destroyed tile that contains an enemy of the activating player, the player gains 5 personal points and 5 campaign points. However for every friendly force that is destroyed it is -2 personal and -2 campaign points.

Where 2 players are fighting over a tile then they must battle to win the device.

Place the tech objective in a piece of unoccupied terrain nearest to the centre of the board. This objective can be moved by any scoring unit and the player who holds the objective at the game end wins it.

Alternatively the players can have their HQ's fight for it in the Arena of Death.

Caution!

If 50% of a planets tiles are destroyed then a chain reaction in the planets core occurs and the whole planet is instantly destroyed and all forces and tiles are counted as lost.
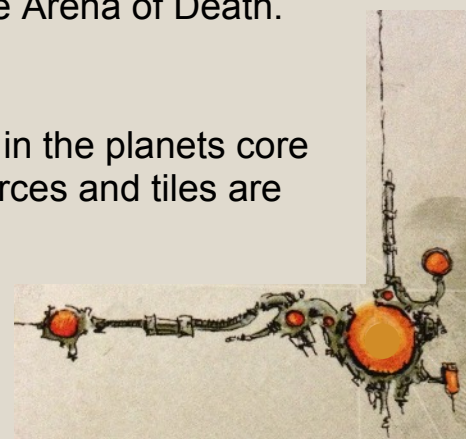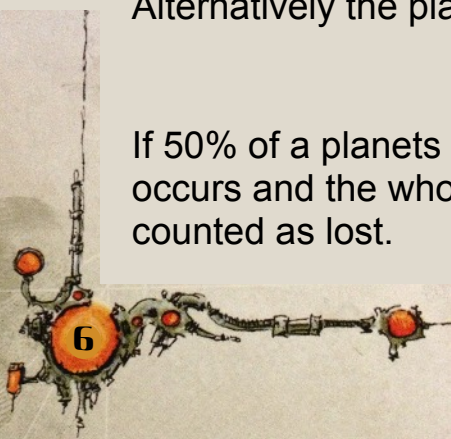
Strategic objectives

Holding these tiles may confer special rules and advantages to a players army.

City: A city tile counts as a Space port, a Shield generator, a Power station and a Manufactorium.

Power station: *Blazing hot plasma furnaces radiate power along communications lines and transit networks, enabling armies to coordinate better over vast distances.*

Campaign - At the end of the phase, before any more flags are placed, you can move any number of your own flags on the same planet, as long as they remain adjacent to one another.
In game - If playing on the planet where you hold a power station you gain a +1 to see who deploys first (Non stack able).

Shield generator: *Thrumming void shields cause the air to shimmer with carefully directed force, forcing drop ships to divert and teleport beams to scatter.*

Campaign - the shield generator protects the tile and all adjacent friendly tiles from a doomsday planet destroying device.
In game - If playing a game on a planet where you control a shield generator you may place a counter in your deployment zone after deployment; this counts as an Archeotec Force Dome generator.

Space port:

Campaign - You can challenge any other player to a game, even if you do not have any flags on the same planet as them. In addition once per phase you can move any number of flags from this planet to any non occupied tiles on any other planet.
In game - If you are on a planet that you hold a space port then you may take a free Sky Shield Landing Platform. This still counts towards your fortifications limit.

Manufactorium: Servitor operated Manufactorium churn out munitions and heavy armour throughout the day and night, offering valuable reinforcements to the conquest.

Campaign - At the end of each phase, before you place more flags, you gain one campaign point for every Manufactorium you control.
In game - for every Manufactorium you control you may take an extra ELITE, FAST ATTACK or HEAVY SUPPORT choice.
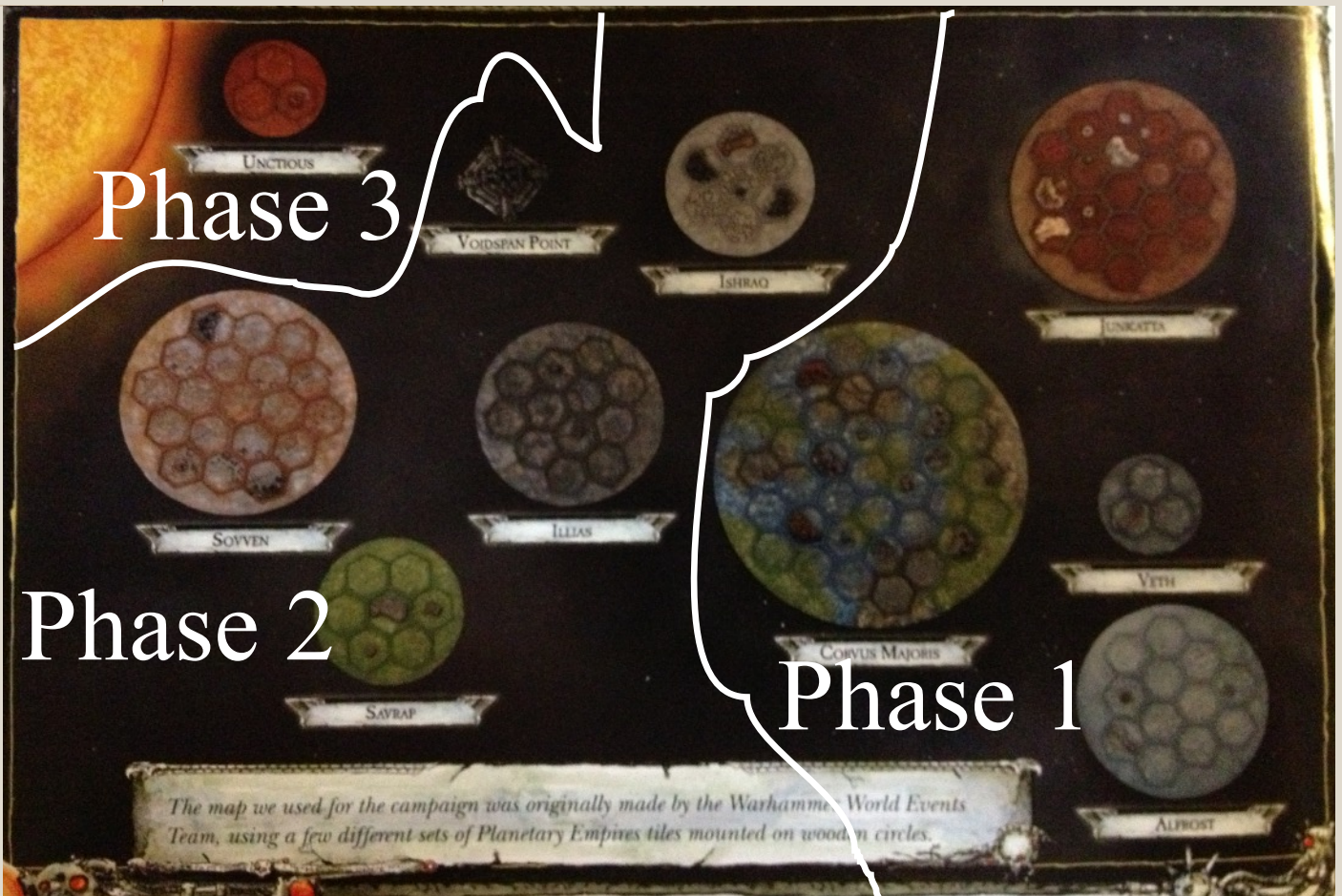
Command Bastion: From this impregnable fortress, armies of conquest march forth.

Campaign - At the end of each phase you may place an extra flag for each Bastion you control.
In game - If playing a game where you control a Command bastion you may have a free Bastion. This still counts towards your fortification limit.

The Crusade of Fire Campaign Map

The Corvus Sub-sector and the Crows eye Warp rift.

The following pages detail the tiles on each location and what each tile contains. The alternative to these is **Voidspan point** which has no tile location. This is the initial location marks the beginning of the campaign.

Voidspan Point will be played between all players, 750 points each using any units they wish - the idea is that you send in your elite forces to spear head the invasion.
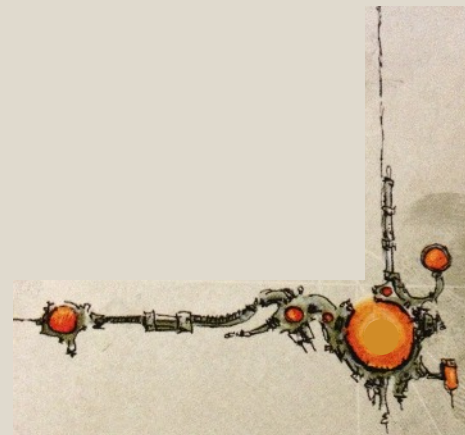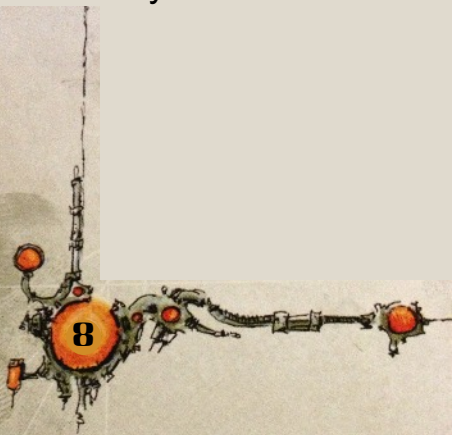
Planet tile locations

The following tables contain the locations of all the major locations for each planet. These locations are: City, Power station, Shield generator, Space port, Manufactorium, Command Bastion and Golden Flags. The tiles on the campaign map are read from left to right and top to bottom for numbering the tiles.

Alfrost

Tile	Planet - Alfrost	Golden Flags
1		
2		
3	Power Station	1
4		
5		
6	Atlantis City	
7		
8		
9	Shield Generator	
10		
11		1
12		

Corvus Majoris
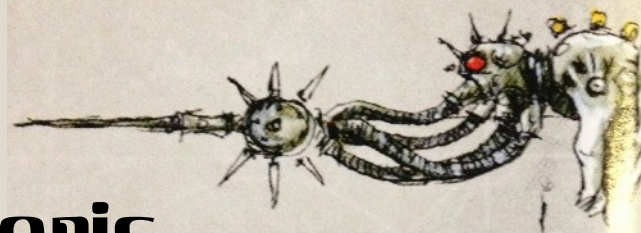
Tile	Planet - Corvus majorus	Golden Flags
1		
2		
3	Corvus minorus	
4	Manufactorium	1
5		
6		
7		
8	Power Station	
9		
10		
11	Corvus City	1
12	Power Station	
13		
14		
15		
16	Pointra City	

Corvus Majoris continued

Tile	Planet - Corvus majorus	Golden Flags
17		
18		1
19		
20	Denloth City	
21		
22		
23	Shield generator	
24		
25	Manufactorium	
26	Space port	
27		1
28		
29	Command Bastion	
30		
31		
32	Power Station	

Corvus Majoris continued

Tile	Planet - Corvus majorus	Golden Flags
33		
34		
35		
36	Donatta City	
37		

Illias

Tile	Planet - Illias	Golden Flags
1	Manufactorium - abandoned	
2	Allessia City	
3	Power Station	1
4	Space Port	
5	Manufactorium - abandoned	
6	Shield Generator	
7	Manufactorium - abandoned	1
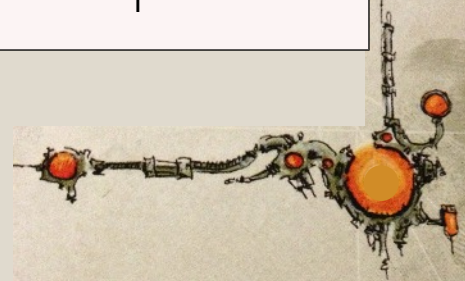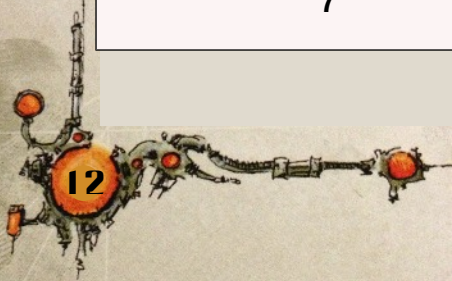
Illias continued

Tile	Planet - Illias	Golden Flags
8	Power Station	
9	Llantrador City	
10	Manufactorium - abandoned	
11	Power Station	
12	Manufactorium - abandoned	

Ishraq

Tile	Planet - Ishraq	Golden Flags
1	Vordune City	
2	Space Port	
3		1
4	Power Station	
5	Shield generator	
6		
7	Behashess City	

Junkatta
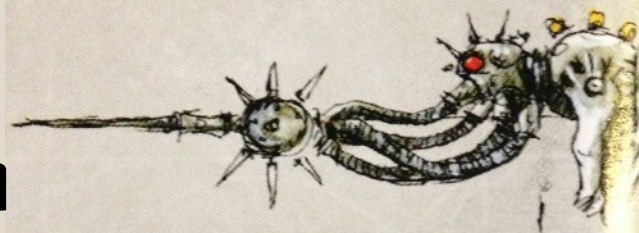
Tile	Planet - Junkatta	Golden Flags
1		
2	Power Station	
3	Manufactorium	
4	Splix City	
5	Power Station	1
6	Junkatta city	
7	Shield generator	
8	Imperallis City	
9	Manufactorium	
10	Space Port	
11	Manufactorium	
12	Power Station	
13		1
14	Command Bastion	
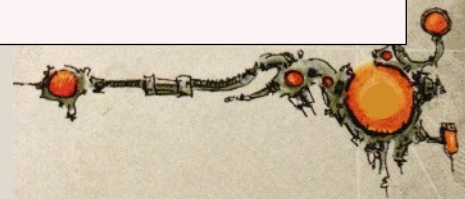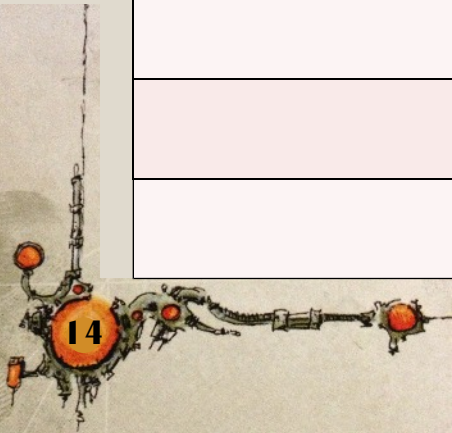
Tile	Planet - Junkatta	Golden Flags
15	Command bastion	
16		
17		
18		
19		

Sovrap

Tile	Planet - Sovrap 25% covered in trees.	Golden Flags
1		1
2		
3		
4	Bravva City	1
5	Power Station	
6	Space Port	
7		1

Sowen
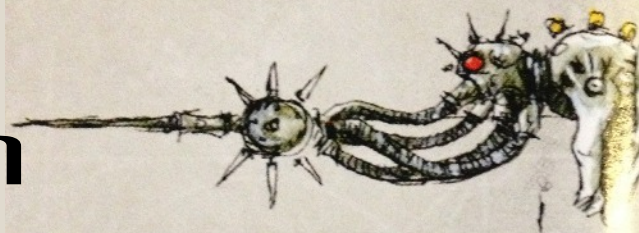
Tile	Planet - Sovven Barren Dessert	Golden Flags
1	Seloran Hive city	
2		
3	Shield generator	1
4	Space port	
5	Power Station	
6	Manufactorium	
7		
8		
9		1
10		
11		
12		
13		
14		
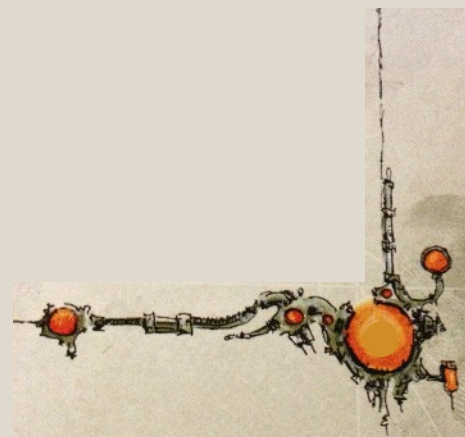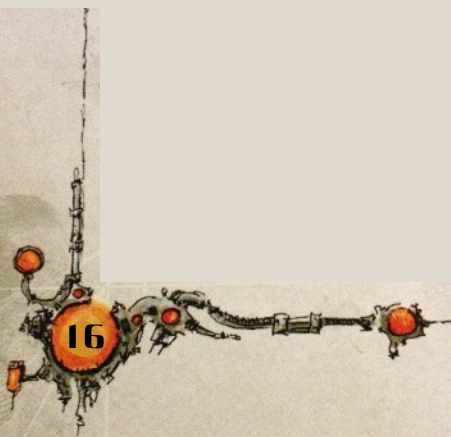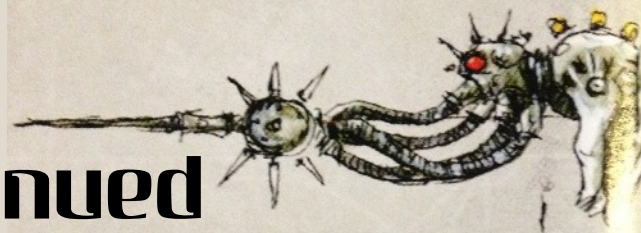
Tile	Planet - Sovven Barren Dessert	Golden Flags
15	Power Station	
16	Command Bastion	
17	Space port	1
18	Shield generator	
19	Todorrah City	

Veth

Tile	Planet - Veth	Golden Flags
1	Power Station	
2	Veth city	1
3	Space port	

Unctious

Tile	Planet - Unctious	Golden Flags
1		
2	Space port	
3	Unctious city	1
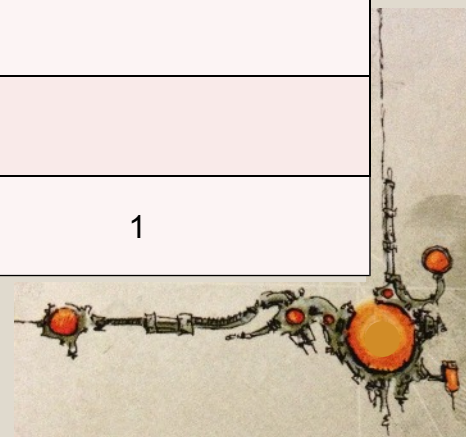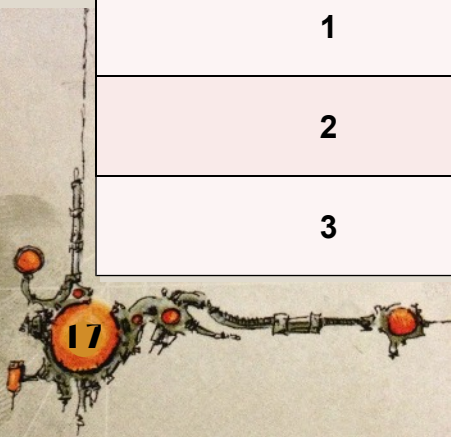
Reinforcements

Throughout the campaign you may wish to call in reinforcements to ensure victory. To do this you must spend Personal Points. These points can be spent before deployment in a game, see the chart below (NB. If you do not have the actual models then agree with your opponent a stand in model).

Personal Points Cost	Reinforcement type
1 per 50 points	For each 1 personal point you may bolster your forces with 50 points for this battle. You must stick to the force organisation chart for your codex.
5	Your faction has a battle ship in orbit and are able to call upon them for an orbital bombardment. Each round you can call on a S10, AP2 Ord 1, Large blast. Full scatter 2D6.
6	You can call up a unit of 10 mercenary veteran Guardsmen. These are all equipped with the best weapons available to them and are loyal for the money you are paying.
6	You have hired the services of an Eversor assassin for this battle.
6	You have hired the services of a Vindicare assasin for this battle.
6	You have hired the services of a Caledus assassin for this battle.
6	You have hired the services of a Culexus assassin for this battle.
7	You can have up to 300 points of free fortifications to use this battle. This does not count towards your fortifications limit.

The Arena of death

STEPPING INTO THE ARENA

To fight, follow this simple procedure:

1) Both players select and equip a non-vehicle model to a pre-agreed points value (we recommend at least 150).
2) Set up a 2' x 2' arena with a little terrain – a Realm of Battle tile will do nicely.
3) The players roll off. The winner deploys his gladiator(s) anywhere within 2" of the arena edge of his choice. His opponent then deploys within 2" of the opposite board edge. Roll off once more – the winner takes first turn.
4) First, each player shuffles his card deck and draws a hand of six cards.
5) Follow the usual Movement, Shooting and Assault phases of Warhammer 40,000 until the opponents are engaged in the Fight sub-phase, where instead of using the normal rules, the procedure below is observed (note that Morale tests are automatically passed).
6) Players secretly choose a single card from their hands, placing it face down.

7) The players reveal their cards. Each player then rolls for their **Speed**. A gladiator's speed is equal to:
Initiative + Manoeuvre modifiers +
Positional modifiers + miscellaneous modifiers + 2D6
8) The player with the **HIGHEST** Speed reveals his Manoeuvre card and resolves its **major** effect. The player with the **LOWEST** Speed then reveals his Manoeuvre card and resolves its **minor** effect (if the players have the same total, the players roll off to see who goes first). Each player then draws a card.
9) Each player adjusts his Roar of the Crowd rating according to the card they played this round. They may then may pick up one Manoeuvre card in play (except the card they played this round).
10) Repeat stages 5-10 until one side kills his opponent(s) and hence wins the game and/or or reaches a high enough Roar of the Crowd rating to win the game.

From time to time you may wish to challenge your opponent in the arena of death held on the dark Eldar hive ships.

This challenge can take place instead of a regular battle for a tile or can be played for extra points where time is short and the players still want to battle for a tile anyway. You can also challenge within your own faction!

POINTS

The Arena of Death os a max of 250 points and both forces must be equally weighted (More models can be on one side to enable this).

If the challenger wins then +15 pp, loses -5 pp. If the challngee wins +5 pp, loses -0 pp.

SPECIAL

Winners can exchange PP for upgrades to their hero. For every 5 pp you can +1 to any characteristic to max 10. Each increase costs +15 points to models points value.

Once this HQ/Hero is killed though they cannot be used again in the campaign.

RAIN OF BLOWS

MANOEUVRE MODIFIER: -2

MINOR: FLAIL

You strike out over and over, more to keep your foe away than to land a mortal blow.

Make your full number of Attacks (remember to add +1 if you charged). These attacks are resolved at half strength.

ROAR OF THE CROWD RATING: +X*

MAJOR: FLURRY

You lash out again and again with lethal intent.

Make your full number of Attacks (remember to add +1 if you charged).

ROAR OF THE CROWD RATING: +X*

*(*X is the number of hits you score with this manoeuvre)*

HAMMER BLOW

MANOEUVRE MODIFIER: -4 (-2 WHEN THIS CARD REMAINS IN PLAY).

MINOR: SWING AND A MISS

Your attack doesn't connect, and the crowd hoot in derision.

You do not get to make an attack this round.

ROAR OF THE CROWD RATING: -2

MAJOR: WALLOP!

Your devastating blow connects soundly, leaving the foe reeling.

You automatically hit your chosen opponent with a single attack, which is resolved at +2 Strength. Furthermore, after both Manoeuvres have been resolved your opponent randomly discards a Manoeuvre card from his hand and places on the bottom of his card Manoeuvre deck.

ROAR OF THE CROWD RATING: +8

OPEN FIRE

MANOEUVRE MODIFIER: +4

Only usable by a model with a weapon that has a Range other than '-'.

MINOR: NEAR MISS

Seeing you raise your weapon, your opponent evades the shot.

You miss entirely and do not get to make an attack this round.

ROAR OF THE CROWD RATING: -1

MAJOR: KAPOW!

Your shot rings out across the arena, temporarily drowning out the crowd.

Resolve a Shooting attack from your ranged weapon – all To Hit rolls for this attack automatically hit.

ROAR OF THE CROWD RATING: +(4 times X*)
*(*X is the number of successful rolls To Hit).*

DIRTY TRICK

MANOEUVRE MODIFIER: +2 (+1 WHEN THIS CARD REMAINS IN PLAY)

MINOR: DESPERATE MEASURES
You kick sand in your opponent's face.

You do not get to make an attack this round. However, your opponent has a –2 modifier to his Speed in the next round only.

ROAR OF THE CROWD RATING: +1

MAJOR: TRIP
You wrong-foot and trip up your opponent.

You do not get to make an attack this round. However, your opponent has a –4 modifier to his Speed in the next round only. Furthermore, you may draw an extra card after both Manoeuvres have been resolved.

ROAR OF THE CROWD RATING: +3

PARRY

MANOEUVRE MODIFIER: +1

MINOR: BAD BLADEWORK

Your attempt to parry is pitiful, though your footwork buys you a little time.

You do not get to make an attack this round. However, you may move your model 1" directly backwards.

ROAR OF THE CROWD RATING: +0

MAJOR: DEFLECT AND RIPOSTE

Your blade knocks that of your enemy to one side, leaving you the opportunity for a clever counterstrike.

You may make a single Attack. Your opponent may not make any Attacks against you this round. Furthermore, you may draw an extra card after both Manoeuvres have been resolved.

ROAR OF THE CROWD RATING: +3

ALL OUT ATTACK

MANOEUVRE MODIFIER: -2 (-1 WHEN THIS CARD REMAINS IN PLAY)

MINOR: BLIND RAGE

Your fury does you credit – if not your accuracy!

You make your full number of Attacks, though they will only hit on a 5+.

ROAR OF THE CROWD RATING: +0

MAJOR: STORM OF STEEL

Your opponent fights for his life against a devastating combination attack.

You make your full number of Attacks, and count as if you were charging that round.

ROAR OF THE CROWD RATING: +4

DODGE

MANOEUVRE MODIFIER: +3 (+1 WHEN THIS CARD REMAINS IN PLAY).

MINOR: SIDESLIP

You roll with the impact of your opponent's blow, repositioning for attack.

Move anywhere 1" from your current position. You must remain in base contact with at least one opponent, though you may face any direction.

ROAR OF THE CROWD RATING: +0

MAJOR: ACROBATICS

You flip, vault or leap out of reach, ready to strike from a better vantage point.

Your opponent may not resolve any attacks or To Hit rolls against you this round. Furthermore, you may immediately move anywhere up to D3+1" from your current position, ignoring the effects of any difficult terrain. You may face any direction.

ROAR OF THE CROWD RATING: +2

RUN LIKE HELL

MANOEUVRE MODIFIER: +3 (+3 WHEN THIS CARD REMAINS IN PLAY).

MINOR: STUMBLE AWAY

Fast, but maybe not fast enough...

Move anywhere up to D3" away from your current position that is not in base contact with an opponent. You may face any direction. Any opponent that was in base contact can take an Initiative test. If the test is passed, he may immediately move back into base contact with you (though he must remain in the same arc and facing the same direction as he was before).
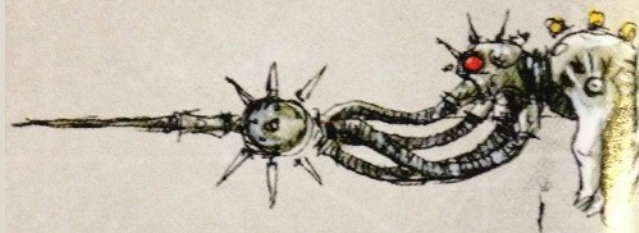
ROAR OF THE CROWD RATING: -2

MAJOR: BREAK OFF

You dart swiftly away.

Move anywhere up to 3D6" away from your current position that is not in base contact with any gladiator. You may face any direction. Your opponent may not resolve his chosen Manoeuvre card this round.

ROAR OF THE CROWD RATING: +3

QUICK JAB

MANOEUVRE MODIFIER: +6

MINOR: ANTICIPATED BLOW

Your opponent leans out of the way, avoiding the worst of the blow.

Make a single Attack against your opponent, resolved at -1 Strength.

ROAR OF THE CROWD RATING: +0

MAJOR: MINOR BLOW

Your speedy jab connects with your foe.

You automatically hit your chosen opponent with a single attack, resolved at -1 Strength.

ROAR OF THE CROWD RATING: +3

SERPENT STRIKE

MANOEUVRE MODIFIER: +2

MINOR: TIS BUT A SCRATCH

Your attack only just penetrates the defences of your opponent.

Make a single Attack against your opponent. If this attack hits it is resolved at half Strength.

ROAR OF THE CROWD RATING: +1

MAJOR: CUNNING BLOW

You open a weakness in your opponent's guard and strike out hard.

Make a single Attack against your opponent. If this attack hits it is resolved at half Strength, though it ignores armour saves.

ROAR OF THE CROWD RATING: +3

LUNGE

MANOEUVRE MODIFIER: +0

MINOR: FORCEBACK

Your opponent is forced to move backwards, avoiding the worst of the blow.

Make a single Attack against your opponent, resolved at -1 Strength. If it misses, you may move your opponent's model up to 2" directly backwards. If this forces him into another model, into difficult terrain or to the edge of the arena, the movement is halted and he takes an automatic S4 AP – hit.

ROAR OF THE CROWD RATING: +1

MAJOR: PALPABLE HIT

You stab through your opponent's defences with a deft lunge, intending to run him through.

You automatically hit your chosen opponent with a single Attack, resolved at +1 Strength.

ROAR OF THE CROWD RATING: +4

FEINT

MANOEUVRE MODIFIER: +1 (+3 WHEN THIS CARD REMAINS IN PLAY)

MINOR: TRANSPARENT TACTIC

Your opponent's not falling for it this time.

You do not get to make an attack this round. However, you may move your model 1" in any direction, provided it remains in base contact with your opponent.

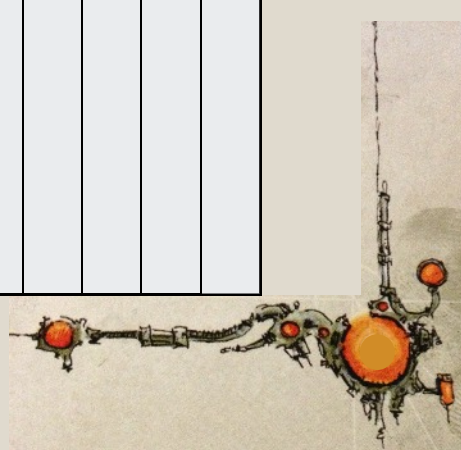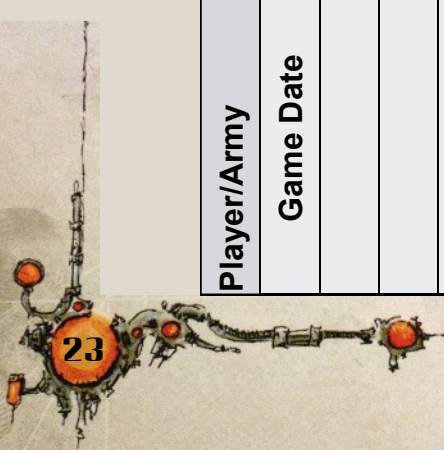#### ROAR OF THE CROWD RATING: -1

MAJOR: OPEN GUARD

Your opponent tries to deal with a blow that never comes, leaving him wide open.

You do not get to make an attack this round. However, you may move your model 1" in any direction, provided it remains in base contact with your opponent. Lastly, this card's Speed modifier is doubled in the next round.

ROAR OF THE CROWD RATING: +1

Player Points Tracker

Player/Army		Phase			Hero/HQ Character	
Game Date	Opponent	Outcome	Special Mission	Personal points	Campaign Points	

Faction Points Tracker

Faction	Players							
		Phase 1		**Phase 2**		**Phase 3**		
	Player	Campaign Points	Player	Campaign Points	Player	Campaign Points		
Total				**Total**			**Total**	

The Crusade of Fire
Notes