

Investigation Secondary Objectives

Only use these rules if at least one player is playing on the side of the Dark Angels, Adeptus Custodes, or World Eaters.

All players gain access to the **Secret Investigation** Agenda, in addition to any Agendas they have already chosen. Keep a Secret Investigation tally for each unit from your army. Add to a unit's Secret Investigation tally each time it successfully completed the following action:

Secret Investigation (Action): One Infantry unit from your army can start to perform this action at the end of your Movement phase if it is wholly within one quarter of the table that has not yet been investigated by either player, is outside of their own deployment zone, and more than 6" from the centre of the table. The action is completed at the end of your turn. If this action is completed, that table quarter is said to have been investigated.

Each unit from your army gains 1 experience point for each mark on its Secret Investigation tally.

At the end of the battle, if you are playing either for the Dark Angels, Adeptus Custodes, or World Eaters, gain 1 Investigation point if you have at least one Secret Investigation tally, 2 Investigation points instead if you have more than half of the maximum number of Secret Investigation tallies, and 1 additional Investigation point if you have more Secret Investigation tallies than your opponent (for a maximum of 3)."

Designer's Notes: *It is by design that the Necrons and Tyranids have access to this Agenda as well, to represent them destroying the information that the other factions are looking for.*

Infestation / Nexus Points

In each mission after completing *Step 9 - Place Objective Markers*, and before proceeding to *Step 10 - Choose Deployment Zone*, perform the following:

Step 8.1 - Place Infestation / Nexus Points

The players now take turns placing either Tyranid Infestation Terrain Pieces (if playing in the Infestation Warzone) or Necron Starsteles Terrain Pieces (if playing in the Pariah Warzone). The number of terrain pieces placed depends on the battle size, as shown in the table below:

Infestation / Nexus Terrain	
Battle Size	Terrain Pieces
Combat Patrol	2
Incursion	3
Strike Force	3
Onslaught	3

The players roll off and the winner decides who will place the first terrain piece. Each terrain piece must be placed wholly outside of either player's deployment zone, more than 12" away from each other (or as far away as possible if they can't be placed more than 12" away).

Both players gain access to the **Influence Infestation / Pariah Nexus** Agenda in addition to any other Agendas they have chosen.

Influence Infestation / Pariah Nexus

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

Influence Infestation / Pariah Nexus (Action): One unit from your army can start to perform this action at the beginning of your Movement phase if it is within 1" of an Infestation or Starsteles terrain piece. A unit cannot start this action while there are any enemy units (excluding **Aircraft**) within 1" of the same terrain piece, or if it is within Engagement range of any enemy units (excluding **Aircraft**). The action is completed at the end of your turn. If this action is successfully completed, that terrain piece is said to be either influenced if the action was taken by a unit from an army that matches the faction of the terrain, or destroyed otherwise, and cannot be influenced again. This action cannot be used in the first battle round.

Each unit from your army gains 2 experience points for each mark on its Influence tally.

At the end of the battle, if more than half of the terrain pieces were influenced, then consult the following table to see the outcome:

Terrain Piece	More than half influenced by	Result
Tyranid Infestation	Non Tyranids	Reduce Tyranid Infestation by 1
Tyranid Infestation	Tyranids	Increase Tyranid Infestation by 1
Necron Starsteles	Non Necrons	Reduce Necron Nexus by 1
Necron Starsteles	Necrons	Increase Necron Nexus by 1

In addition, if one player influenced / destroyed more terrain pieces than the other player, they can choose one additional unit from their army to be Marked for Greatness after the battle.

Warzone Rules

The current state of the warzone is a combination of Tyranid Infestation points and Necron Nexus points. These two scores ALWAYS add up to equal 20. If a rule ever increases or decreases one of the scores, the other has their score decreased or increased. For example, if a rule says to increase the Necron Nexus by 1, then it also decreases the Tyranid Infestation by 1, and vice versa.

Before *Step 2 - Determine Mission*, perform the following Step:

Step 1.5 - Determine Warzone

One player rolls a D20. If the roll is equal to or lower than the current Necron Nexus score then the players will play in Warzone: Pariah. Otherwise they will play in Warzone: Infestation.

In *Step 2 - Determine Mission*, use the missions from the Crusade Mission Pack: Beyond the Veil if fighting in the Warzone: Pariah. Otherwise use the missions from the core rulebook.

Both players have access to the Agendas, Crusade Relics, and Battle Traits of the Crusade pack relevant to the Warzone they are playing in, in addition to those in the Warhammer 40k Core Rulebook.

Before choosing a mission, generate a number of Afflictions (see Beyond the Veil p. 19 for Warzone: Pariah afflictions) based on the Necron Nexus or Tyranid Infestation Score. Any duplicate rolls are discarded. Afterwards roll a D6 to see if you must also generate a Strategic Setback (see Beyond the Veil p. 18 for setbacks for Warzone: Pariah) before the game begins.

Note that **Necron**, **Adepta Sororitas**, **Sisters of Silence**, and **Black Templar** units ignore all Strategic Setbacks and Afflictions in Warzone: Pariah. **Tyranid** units ignore all Strategic Setbacks and Afflictions in Warzone: Infestation.

Score	Afflictions	Strategic Setback
1-2	0	6+
3-10	1	5+
11-13	2	4+
14-16	3	3+
17-18	4	2+
19-20	5	Always

Command Point Bonuses

In addition to the bonus Command Points that one player might get due to **Crusade Blessings** (see p. 326 in the Warhammer 40k Core Rulebook), players might get bonus Command Points based on the following situations.

1. Difference in Investigation Points.

If both players can earn Investigation Points and one player has more Investigation Points than the other, then the player with the lower number of points gains a bonus number of Command Points equal to half of the difference, rounded up.

Example: If one player has 5 Investigation Points and the other player has 2 Investigation Points, then the player with 2 Investigation Points would get a bonus 2 Command Points ($5-2 = 3$ divided by 2, rounding up).

2. Fighting in a Warzone against a Necron or Tyranid opponent

If a non-**Necron** army is fighting in the Pariah Nexus against a **Necron** army, then the non-**Necron** army gets a bonus number of Command Points equal to the number of Afflictions that were generated, plus 1 extra if a Strategic Setback was generated.

If a non-**Tyranid** army is fighting in the Infestation against a **Tyranid** army, then the non-**Tyranid** army gets a bonus number of Command Points equal to the number of Afflictions that were generated, plus 1 extra if a Strategic Setback was generated.

Special Thanks

Aaron Noble - for coming up with the campaign name

<https://www.realmofplastic.com/warhammer-40k-blog/warhammer-40k-imperial-planet-name-generator> - System Names