

El Dude Bros Crusade Rulebook

Version 2.2



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Expand the Empire

Battle Location & Mission Selection

Battle Location

The primary objective of this campaign is conquest. Each System will play host to a series of 3 Primary Incursions followed by 3 Establish a Presence battles. After these battles conclude, each Territory will have Permanent Outposts established to indicate control and the System will be controlled by one of the players. Battles continue in the next system.

Territory control is awarded to the player with the most Permanent Outposts within the Territory. Likewise, System control is awarded to the player with the most Territories controlled within the System.

Battles continue until each Territory has at least 1 Permanent Outpost established. The player that controls two systems is crowned the Victor

Contested Territory - Primary Incursion Battles (Subchapter 1-3)

Each chapter will conclude after 2-3 battles, once Territory Control has been established. Each player should take some time to update their narratives accordingly at the end of each chapter.

Subchapter 1 - Exploring Aethon

Aethon should be considered a “learning” phase as each player gets acclimated to the functionality of their new armies. Players should alternate selecting missions on all three Contested battle locations. One battle takes place in each Territory, and a Supply Bonus is randomly generated by the winner of each battle. This Supply Bonus remains until a subsequent battle in the Territory. A new Supply Bonus may be generated after each battle in any given Territory.

Subchapter 2 - Chernobog Dominated

Follow Chapter 1 rules, but consider applying Afflictions for each Beyond the Veil mission for added challenge. Any Supply Bonuses gained from Aethon may be applied to one unit per battle in Chernobog. Only one Supply Bonus may be applied per battle, and only Supply Bonuses from Aethon may be used for battles in Chernobog.

Subchapter 3 - Fight for Vigilus

Missions in Vigilus must be determined randomly. These may be either standard Narrative missions or Beyond the Veil missions. In either case, determine a Strategic Setback and an Affliction for all missions in Vigilus. Any Supply Bonuses from any System may be applied to one unit per battle, to a maximum of 3 total Supply Bonuses applied per army. Additionally, if there is a discrepancy between each player’s applied Supply Bonuses, the player with less Supply Bonuses applied gains additional CP as follows:

- **Player A 1 Supply Bonus:** Player B 0 Supply Bonus: +1 CP
- **Player A 2 Supply Bonus:** Player B 1 Supply Bonus: +1 CP; 0 Supply Bonus: +3 CP
- **Player A 3 Supply Bonus:** Player B 2 Supply Bonus: +1 CP; 1 Supply Bonus: +3 Cp; 0 Supply Bonus: +5 CP

Controlled Territory - Establish a Presence Battle (Subchapter 4)

Turmoil in Aethon/Unrest in Chernobog/Disturbance in Vigilus

Once all three Territories within a System are controlled, battles occur once more in up to one of those Territories. From a narrative standpoint, this represents the army controlling a Territory defending its Permanent Outpost from a last-ditch effort by the opposing army to overrun the Outpost and claim the territory for themselves. These battles follow a different set of rules, outlined below. Name the chapter depending on which System is attacked, if any.

The Attacker must select one Territory in a System that they do not control AND that hosts 1 Territory that they do control. The selected Territory must be controlled by the other player. The goal is to subvert control, not strengthen control in an already bolstered Territory.

The player controlling the Territory is always the Defender for the mission selected. The Defender will select 3 missions from the Beyond the Veil or Narrative campaign packs, assigning them a number 1-3, and the Attacker will roll one D3 to determine the mission.

The following rules apply to the Defender:

- Add 1 Auxiliary Detachment for 0 CP when mustering armies. This added PL may exceed the battle size, and, in that case, will likely result in the Attacker gaining CP as outlined in Even the Odds. If a Lord of War is present in a player's Order of Battle, prior to the start of the chapter, the Defender may choose to include 1 Super-Heavy Auxiliary Detachment for 1 CP instead. The Detachment outlined here gains the Detachment Ability of the primary Detachment(s)
- At least 25% of the Defender's army must remain in Reserves until the Reinforcements step of the Defender's second Movement phase - Strategic Reserves or otherwise.
- The Defender's Strategic Reserves cost 0 CP as long as the army Warlord and at least one other unit is deployed to the battlefield at the start of the first battle round. Otherwise, CP must be spent for Strategic Reserves.
- Add 3" to the range from the battlefield edge for all units in Strategic Reserves. Subtract 3" from the required distance from enemy models when deploying units from Strategic Reserves.
- The Defender may roll one D6 before the start of Round 1, after all other pre-battle abilities have activated and resolved. On a 2-4, one INFANTRY unit may be redeployed anywhere on the battlefield, outside of the Enemy Deployment Zone. On a 5+, up to two INFANTRY, CAVALRY, or BIKER units may be redeployed in the same manner
 - If the unit is set up within the friendly Deployment Zone, it may Fire Overwatch when any enemy unit within range of its weapons declares a charge and hits are scored on D6 results of 4+ instead of 6, for the remainder of the battle, while it remains wholly within 12" of the Defender's Deployment Zone. The unit(s) targeted by the enemy charge may also Fire Overwatch as usual. All instances of Fire Overwatch cost the usual amount of CP based on core rules and any unit abilities listed on their datasheets.
 - If the unit is set up in the Neutral Zone, and over 9" away from the enemy Deployment Zone, it gains the Objective Secured ability for the remainder of the battle and may make ranged attacks while performing Actions. Enemy abilities negating the performance of Actions still apply, but these attempts at negating the Action may be ignored by this unit on a D6 result of 5+.
 - If this unit is set up in the Neutral Zone, within 9" of the enemy Deployment Zone, it gains the Objective Secured ability. Enemy units may not target this unit with ranged attacks while over 12" away from this unit, until the end of Round 1. Enemy units that successfully charge or are successfully charged by this unit gain the Fights Last ability (may not fight until all enemy units have done so) until the end of Round 1.
- When a friendly unit with the TROOPS, ELITES, or FAST ATTACK battlefield role is destroyed in Round 1-4, roll one D6. On a result of 4+, that unit is placed into Strategic Reserves (do not charge CP) and may arrive in the Reinforcements step of the Defender's next Movement phase. Any unit that returns in

this manner may not control objectives or perform Actions for the remainder of the battle. If this unit does not arrive at this time, it is destroyed. If the unit is destroyed in Round 5, the last model may drop a grenade before being removed from the battlefield that will function as the Explodes ability. Roll one D6 and inflict D3 mortal wounds to all units within 6". This effect must be measured from the last remaining model.

- The Supply Bonus assigned to this Territory may be applied to three eligible units in the Defender's army. If the active Supply Bonus is number 6 from either table, it may only be applied to a single unit, but the highest effect will activate on a 2+ instead of a 5+. This Territory's Supply Bonus is the only eligible SB for assignment during Establish a Presence battles

If the Defender wins an Establish a Presence battle, update that army's Standard Control Tally by one in the Territory and each friendly unit remaining on the battlefield at the end of the battle, excluding VEHICLE units, gains three additional Battle Experience points.

If the Attacker wins an Establish a Presence battle, add two EaP Control Tallies for the Attacker, and remove one Standard Control Tally from the Defender. Additionally, the Attacker may apply Marked for Greatness three times. The same unit may be Marked for Greatness up to two times, if narratively appropriate. Suggest discussing MfG with the Defender to agree on narrative implications.

Campaign Victor

After all battles have concluded, assess System Control and determine a Reigning Champion for Chapter One of this Campaign as follows:

- One player controls all Systems and all Territories: **Total Domination**. Distribute 10 exp. amongst any units that were listed in your Order of Battle at the start of the final battle.
- One player controls all Systems and 7-8 Territories: **Supreme Warlord**: Distribute 7 exp. as described in Total Domination
- One player controls 2 Systems and 5-6 Territories: **Mission Complete**: Distribute 4 exp. as described in T.D.
- One player controls 2 Systems and 4 Territories: **By the Skin of Your Teeth**: Roll off with your opponent, subtracting 2 from your result. If you are the winner, follow Mission Complete rules. If your opponent is the winner, they follow Supreme Warlord rules.

Interlude Battles

Interlude Battles may be injected when narratively fitting, once per Subchapter. These battles will not result in the addition of a Control Tally for either player. These battles are meant to be used as both a narrative tool and a method to add experience to your units.

Skirmish

Armies are composed of 1 HQ, 1 TROOPS, and 1 ELITES or FAST ATTACK or HEAVY SUPPORT unit. There is no set PL limit for these battles, so work that out together based on the narrative surrounding the encounter. Ongoing grudge match? Surprise attack? Training up an underperforming unit? Now is the time.

Mission Rules

BS and WS characteristics for all units are worsened by 1 until the end of the battle. Modifiers to hit and wound rolls stack to true value. *Example: an Indirect Fire weapon targeting a non-visible unit with Dense Cover will suffer -2 to hit rolls instead of -1.*

These battles conclude after 3 rounds.

In the event either player has no remaining units before the end of the third round, the other player may always continue to complete actions until the end of Round 3, if they wish.

One Objective Marker is placed in the center of the battlefield. This may be a standard objective marker or any piece of terrain, but the standard footprint remains when considering whether a unit is within range.

As this mission has no Victory Points, rules regarding performing actions are modified:

- If this unit Advanced, Fell Back, or is within Engagement Range of any enemy models, roll one D6 before attempting to perform the action. On a 4+, this unit may perform the action.
- If this unit is in Engagement Range of enemy models and makes melee attacks while performing an action, hit and wound rolls fail on results of 1-3 regardless of any other abilities that might affect this unit's hit and/or wound rolls. Additionally, hit and wound rolls may not be re-rolled with the Command Re-roll Stratagem for this unit while performing the Action.

Mission Objectives

One unit from a player's army may perform the Secure Target or Destroy Target action each turn while in range of the Objective.

Once a unit has performed either of these Actions, the other Action may not be performed by any unit in that player's army and the completed Action is no longer eligible to be completed by any of the opposing player's units. Secure Target may be attempted by units from both armies simultaneously, but once a unit completes the action, any other unit attempting the action automatically fails their attempt.

Secure Target

Begin performing this action at the end of your Movement phase. This action is completed at the start of your next Command phase, provided the unit is still within range of the objective. Add 1 to this unit's Secure Target tally. At the end of the battle, each unit gains experience points as follows:

- 1 tally: 2 experience points
- 2 tallies: 4 experience points
- 3 tallies: 6 experience points

Destroy Target

Begin performing this action at the end of your Movement phase. This action is completed at the end of your turn. When this action is completed, roll a number of D6 equal to the current battle round plus 1. If any result is a 5+, add 1 to this unit's Destroy Target tally. At the end of the battle, roll one D3 if that unit has at least 2 Destroy Target tallies. If the result is greater than 1, that unit gains experience points as follows:

- 2 tallies: 5 experience points
- 3 tallies: 10 experience points

Out of Action tests are not taken for any units destroyed during this battle.

At the end of the battle, each player rolls one D6. On a result of 2+, the unit from that player's army with the most action tallies at the end of the battle gains 2 additional experience points. If units in a player's army are tied for the most tallies, the unit with the least experience points gains 2 experience points. If the tied units are also tied for experience points, the player chooses which of those units gains one experience point.

If all units from a player's army have no action tallies at the end of the battle, that player rolls one D6. On a 4+, the unit with the lowest experience gains 2 experience points. If all units are tied for experience points, the TROOPS unit gains 2 experience points.

All units gain Battle Experience points as usual, and one unit from each player's army may be Marked for Greatness. Any rules that state that a unit may be MfG more than once, that multiple units may be MfG, or that

modify the amount of experience gained via MfG are ignored. Rules that modify Battle Experience are also ignored.

Supply Bonuses

Territory Assignment

To assign a Supply Bonus to a Territory, roll 1D2 to determine the table and 1D6 to determine the effect. Supply Bonuses are generated by the first player to establish a Permanent Outpost in the Territory. This Supply Bonus will remain assigned to this territory and may only be changed when one of these conditions is met:

- Control of the Territory changes to the opposing player
- The player controlling the Territory establishes an additional Permanent Outpost in the Territory

Supply Bonus reassignment is optional in all cases outlined above, unless the Supply Bonus in a Territory that has changed control is assigned to a second Territory that the player controls. In this case, the Supply Bonus must immediately be regenerated until a unique Supply Bonus is assigned.

Similarly, if a duplicate Supply Bonus 1-5 is generated for a player's army at any time, that Supply Bonus MAY BE regenerated until a unique SB is assigned, but this is not required.

If a player has a Supply Bonus 6 generated while already holding a Territory with SB6 assigned, the SB6 may replace the previous SB6 in the new Territory or must be regenerated if it is a duplicate SB6. If the replacement option is chosen, remove the SB6 from the other Territory.

A player may choose to spend 1 Requisition Point once per assignment to re-roll the Supply Bonus for a Territory.

Unit Assignment

Each Supply Bonus may be assigned to a single eligible unit in that player's army, unless other mission rules apply. There is no limit to the number of Supply Bonuses applied to a single unit.

See Chapter rules for additional rules regarding application of Supply Bonuses.

One player's control of a System does not negate the other player's use of a Supply Bonus from a Territory that they control within that same System.

Supply Bonus Table

Table 1 (D6 1-3)			Table 2 (D6 4-6)		
D6	Ability	Effect	D6	Ability	Effect
1	Master of Combat	Increase S and A char. of models in this INFANTRY/BIKER/CAVALRY unit by 1, excluding CHARACTER units	1	Difficult to Kill	Increase T and W char. of models in this INFANTRY/BIKER/CAVALRY unit by 1, excluding CHARACTER units
2	Nimble	Increase M characteristic of models in this INFANTRY/BIKER/CAVALRY, excl. CHARACTER units, unit by 3”	2	Uncanny Speed	Roll an additional D6 for Advance and charge rolls made for this INFANTRY/BIKER/CAVALRY unit, excluding CHARACTER units. Discard the lowest result
3	Tactical Disengagement	This INFANTRY/BIKER/CAVALRY unit, excluding CHARACTER units, may make ranged attacks after making a Fall Back move	3	Mask of Evasion	This INFANTRY/BIKER/CAVALRY unit, excluding CHARACTER units, may declare a charge after making a Fall Back move
4	Weather the Storm	In Round 4+, this INFANTRY/BIKER/CAVALRY unit, excluding CHARACTER units, ignores lost wounds on a D6 of 4+.	4	Unseen Protector	In Round 4+, Improve Sv and Inv char. of models in this INFANTRY/BIKER/CAVALRY unit, excluding CHARACTER units, by 2 (max. 2+). If this unit does not have an Inv. char. prior to this effect being applied, it gains a 5+ Inv. char.
5	Laser Sight	Re-roll hit and wound rolls for ranged attacks made by this INFANTRY/BIKER/CAVALRY unit, excluding CHARACTER units	5	Precision Strikes	Re-roll hit and wound rolls for melee attacks made by this INFANTRY/BIKER/CAVALRY unit, excluding CHARACTER units
6	Supreme Strategist	While this CHARACTER unit is on the field or Embarked within a TRANSPORT that is on the field, once per turn, when you spend CP, roll one D6. On a result of 2-4, gain one CP. On a result of 5+, gain two CP	6	Devious Mastermind	While this CHARACTER is on the field or Embarked within a TRANSPORT that is on the field, each time either player spends CP, roll one D6. On a result of 5+, gain one CP

Order of Battle

Even the Odds

Before battle, compare the total Power Level of each mustered army. If either player's army exceeds the PL limit for battle, a CP bonus is calculated based on either the RAW PL limit for the battle size OR the smallest army size, whichever is greater. The difference between that number and the larger army size results in a CP bonus for the smaller army as follows:

- 1, no bonus
- 2-3, 1 CP
- 4-5, 2 CP
- 6-7, 3 CP
- 8-9, 4 CP
- 10, 5 CP
 - o difference in army size may not exceed 10, unless Mission states otherwise (ie - EaP battles). CP bonus never exceeds 5

Supreme Commander

Upgraded Warchest

If your Warlord has newly-gained access to Warlord Traits or Relics outlined in your codex due to a unit upgrade detailed in GW Narrative rules, you may apply them to an eligible unit and replace a previously selected option by spending 1 RP on Rearm and Resupply at any time after the unit upgrade occurred, only for a specific newly-available Warlord Trait or Relic.

Change of Heart

If you wish to replace a Warlord Trait or Relic outlined in your codex at any time, you may do so by doubling the cost of Warlord Trait or Relic requisitions. In all instances, do not decrease this unit's Crusade Points or Power Rating, even if any of these replacements would normally do so.

Glory for Terror

If a unit is removed from the battlefield due to a failed Morale and/or Combat Attrition test, AND it was attacked by only one unit in the phase, then the unit that made attacks adds 1 to its Combat Tally, labeled as a “Terror” kill rather than “Psychic”, “Ranged”, or “Melee”.

When a unit’s Terror tally reaches 3, it may gain the upgrade Terrifying Force and increase Crusade Points by 1. Refer to unit keywords when applying this ability. The first keyword on the list that matches any keyword on the unit’s datasheet must be applied. The name of this ability changes, depending on the Keyword associated with the unit. As such, if an enemy unit is within range of units with different Keywords, any Aura effects will apply for each unique instance.

Terrifying Force - <KEYWORD>:

- **LORD OF WAR - Fight or Flight (6” Aura):** Enemy units within range of this ability may not Remain Stationary in the Movement phase. If an enemy unit ends its move further away from this LORD OF WAR, it is considered to have made a Fall Back move this turn.
- **VEHICLE - Unabated Firepower:** Improve the BS characteristic of models in this unit by 1 when targeting enemy units within Engagement Range of this unit. This unit does not suffer the penalty to hit rolls for making ranged attacks with Heavy weapons while in Engagement Range. This unit may target any enemy unit, even if there are enemy units within Engagement Range of this unit.
- **MONSTER - Unholy Visage (9” Aura):** Enemy units within range of this ability automatically fail Morale tests and may not be targeted by the Insane Bravery stratagem. If the unit has an ability or effect on its datasheet that allows it to automatically pass Morale tests, this is negated, and the Morale test proceeds as usual. Units that typically are not subject to Morale tests (i.e. single-model units) must roll 1 D6 in the Morale phase as an Unholy Visage test. On a 2 or less, that unit suffers D3 Mortal Wounds. If any unit is destroyed by a Morale test, Combat Attrition test, or Unholy Visage test, add 1 to this MONSTER unit’s Terror tally.
- **CHARACTER - Bow to Me (9” Aura):** Enemy units within range of this ability subtract 5 from their Leadership characteristic, to a minimum of 1, and are considered to be below Half-Strength for the purpose of Combat Attrition tests
- **BIKER/CAVALRY - Overclocked Engines/Built for Speed:** Once per battle each of these effects may be activated either in the same or two separate Movement phases:
 - Add 4” to the Movement characteristic of models in this unit
 - When this unit makes an Advance move, add 8” instead of rolling a D6
- **INFANTRY - Multi-Use Tool:** Once per battle, this unit may activate one of the following abilities:
 - At the start of your opponent’s Shooting phase, models in this unit may make ranged attacks with all ranged weapons as if it were your Shooting phase. If attacks are made in this way, this unit may only target a single enemy unit.
 - When this unit Fires Overwatch, hits are scored on D6 results of 4+ and hit rolls of 6 automatically wound the enemy unit (and are treated as a wound roll of 6)
 - When this unit declares a charge, roll 3D6 instead of 2. The target unit(s) may not Fire Overwatch or Hold Steady. Maximum charge range remains at 12”, however any amount rolled over 12” may be applied to that unit’s Pile In and/or Consolidate move until the end of the phase.

Out With The Old, In With The New (Recruits)

Removing a Unit from Order of Battle

Once a unit participates in a battle, it may not be removed from that player's Order of Battle unless it has a number of Battle Scars equal to or greater than the number listed on the Keyword chart below. Alternatively, between battles, roll one D6 once when attempting to remove a unit. If the result meets or exceeds the number listed, that unit may be removed.

Units with more than one of the Keywords listed below must refer to the Keyword highest on the chart.

Keyword	Battle Scars	D6
Army Warlord/Lord of War	3	6
Character/Officer	2	4
Infantry/Biker/Cavalry	1	3
Vehicle/Monster	3	2
Beast	0	2

If the unit in question has an ability that allows or requires it to be removed from a player's Order of Battle, no Battle Scar or dice roll threshold is required.

Honorable Discharge

When removing a unit of Battle Hardened rank or higher, gain Requisition Points equal to that unit's Crusade Points (max. 4)

Adding a Unit to Order of Battle

Increase Supply Limit

Supply limits will be increased by 10 every 2 battles, until the end of the 30th battle.

Specialist Forces

When a unit is removed from a player's Order of Battle, that player rolls 3D6. On a result of 15+, the next unit added to that player's order of battle that shares the same battlefield role gains experience equal to the amount of experience of the unit that was removed. If the removed unit had the MONSTER or VEHICLE Keyword, this ability may instead only be used when adding a unit with the same Keyword, rather than battlefield role, and does not apply to Lord of War units being added or removed.

Balancing

Supply Limit

The increase in Supply Limit after every 2 battles should be sufficient to cover any unit additions that players wish to make. In the event this is not the case, each player will be granted an equal number of Increase Supply Limit entries. Supply Limits will always be equal between both players.

Narrative/Beyond the Veil - Mission Pack Victor Bonus

- Sabotage - replace “Increase Supply Limit” with “Repair and Recuperate”. Add “If there are no units in the victor’s army with Battle Scars, select one unit to gain 2 experience points instead.”
- Raze and Ruin - replace Victor Bonus with “After battle, the victor may select two units to be Marked for Greatness instead of one.”
- Flanking Maneuver - replace “Increase Supply Limit” with “Repair and Recuperate”. Add “If there are no units in the victor’s army with Battle Scars, select one unit to gain 2 experience points instead.”
- Assault on the Installation - replace Victor Bonus with “After battle, the victor may select two units to be Marked for Greatness instead of one.”
- Assault on the Complex - replace Victor Bonus with “After battle, the victor may select one unit to be Marked for Greatness twice.”