

CRUSADE BLESSINGS

An Underdog in a Galactic Conquest battle can select one or more Crusade Blessings from those presented here. The number they can select depends on the difference in Crusade points between the armies, as shown in the table below. The same Crusade Blessing cannot be selected more than once.

Difference in Crusade points 0-4 No. of Blessings 0

Difference in Crusade points 5-9 No. of Blessings 1

Difference in Crusade points 10-19 No. of Blessings 2

Difference in Crusade points 20+ No. of Blessings 4

Blessings

HIGH STRATEGY: Start battle with 2 CP

PREPARED POSITIONS: Until the start of the second battle round, each time a ranged attack is made against one of your units, if that unit is wholly within your deployment zone, it receives the Benefit of Cover against that attack.

HIGH STRATEGY: You start the battle with 2CP.

COMPARTMENTALISED PLANS: Select one more Agenda

DEFIANCE UNDIMMED: At the end of the battle, each unit from your Crusade army that is not destroyed gains 1XP.

TACTICAL GAINS: At the end of the battle, roll one D6, adding 3 to the result if you were the victor: on a 4+, you gain 1 Strategic Asset point.

STALWARTS: INFANTRY units from your Crusade army that perform an Action are still eligible to shoot in that turn, and INFANTRY units from your Crusade army can perform Actions while within Engagement Range of one or more enemy units.

TELEPORTARIUM: During the Declare Battle-formations step, you can select two INFANTRY units from your Reinforcement waves, or one other unit. The selected units have the Deep Strike ability.

FORTUNE FAVORED: Once per battle round, if your Warlord is on the battlefield, you can use the Command Re-roll Stratagem for 0CP.

DESPERATE OFFENSIVE: During the first battle round, add 1" to the Move characteristic of INFANTRY and WALKER units from your Crusade army.

LINCHPIN LEADERSHIP: Until the end of the battle, improve the Leadership characteristic of models from your Crusade army by 1 while they are part of an Attached unit.

BLACKSTONE BOUNTY: After the battle, you gain 1 Blackstone Fragment. If you won that battle, you gain an additional 1 Blackstone Fragment.

CRITICAL STRIKE: Once per battle, at the start of your Charge phase, you can use this Crusade Blessing. If you do, until the end of the phase, add 1 to Charge rolls made for units from your Crusade army.

OUTMANOVER: At the start of the first battle round, select up to three units from your Crusade army. Each of those units has the Scouts 6" ability for this battle.

DEDICATION TO THE CAUSE: Once per turn, you can re-roll one Battle-shock test taken for a unit from your Crusade army.

DEFEND THE DIG SITE: At the end of the battle, for each unit from your Crusade army that is on the battlefield, you gain 1 Blackstone Fragment (to a maximum of 3).

PSYCHIC SHIELDING: Once per battle, in your opponent's Shooting phase or at the start of the Fight phase, you can use this Crusade Blessing. If you do, select up to three units from your Crusade army; until the end of the phase, those units have the Feel No Pain 5+ ability against Psychic Attacks.

NOCTILITH AUGURY: During the Select Strategic Footing step, after Strategic Footing selections have been revealed, you can change your Strategic Footing. If you are playing in a Pariah Nexus campaign, you cannot select this Crusade Blessing more than once per campaign phase.

EMPOWERED BY FAITH (IMPERIUM only): Once per battle, at the start of your Command phase, you can use this Crusade Blessing. If you do, until the start of your next Command phase, each time an Attached unit from your Crusade army takes a Battle-shock or Leadership test, you can re-roll that test.

DROP ZONE DENIAL (IMPERIUM only): At the start of the battle, select one of your opponent's Reinforcement waves. That wave cannot be selected to arrive during the second battle round.

WARP ASSAULT (CHAOS only): Each time a unit from your Crusade army performs a Surgical Deep Strike, before any Deep Strike tests are made, select one enemy unit within 6" of your unit; that unit must take a Battle-shock test.

MASS DEVOURING (TYRANIDS only): At the end of the battle, if at least half of your opponents units are destroyed or Below Half-strength, your Crusade force gains 1RP. If all of your opponent's units are destroyed or Below Half-strength, your Crusade force gains 3RP instead.

HELLFIRE SHELLS (Non-TYRANID armies): Select one unit from your Crusade army. Until the end of the battle, each time a model in that unit makes an attack against a MONSTER or VEHICLE unit, you can re-roll the Wound roll.

RIGHTFUL HEIRS (NECRONS only): At the start of your Command phase, select one NECRONS INFANTRY unit from your Crusade army. Until the start of your next Command phase, add 1 to the Objective Control characteristic of models in that unit.

UNEXPECTED MEDDLERS (Excluding IMPERIUM and NECRONS): After both players have deployed their armies, you can select up to two units from your Crusade army and redeploy them. When doing so, those units can be placed into Strategic Reserves, regardless of how many units are already in Strategic Reserves.

CLANDESTINE GOALS (EXCLUDING IMPERIUM & CHAOS): At the start of the battle, select one objective marker on the battlefield. While a model from your Crusade army is within range of that objective marker, unless that model's unit is Battle-shocked, add 1 to that model's Objective Control characteristic.

ATTACKER BLESSINGS

FIRESTORM: At the start of the first battle round, for each enemy unit within your opponent's deployment zone, roll one D6: on a 4+, that unit suffers D3 mortal wounds.

GROUND OBSERVER: Each time a unit from your Crusade army makes a Deep Strike test, add 1 to the result of that test.

DAWN ASSAULT: In the first battle round, models from your Crusade army have the Stealth ability.

DEFENDER BLESSINGS

FOXHOLES: In the first battle round, each time a ranged attack targets a unit from your Crusade army, if that unit is wholly within your deployment zone, it has the Benefit of Cover against that attack.

COUNTEROFFENSIVE WARDS: Each time a unit from your opponent's Crusade army makes a Deep Strike test, subtract 1 from the test.

RAPID REINFORCEMENTS: In the Reinforcements step of your Movement phase in the second battle round, after you have selected which Reinforcement wave will arrive this turn, you can select one unit in one of your other Reinforcement waves. That unit arrives this turn as well but you must select that unit's original Reinforcement wave to arrive during the third battle round.