



CRUSADE: A GRIM INVASION

Thanks to TheShadows for helping out with this Crusade.

Caveat: This is the first run of a league under this system, Grim reserves the right to update the league rules as the league progresses if anything is identified which is breaking games!

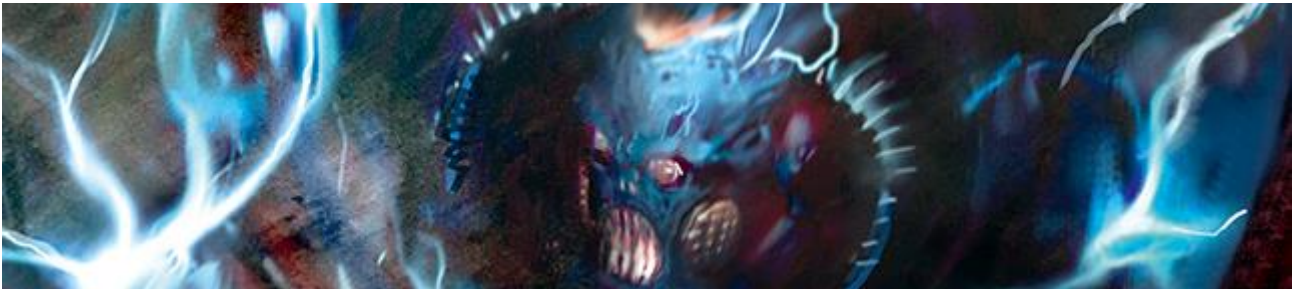
How the League Works:

1. League starts 06.03.23 and ends 19.06.23
2. Scoring: Win = 3 points, Draw = 1 point, Loss = 0 points, Bye = 3 points.
3. Lists must be submitted at the start of each month and ahead of the league starting.
4. Participants must play at least two games (depending on the number of participants) each month against their nominated opponents. If one player continues to cancel on their opponent and this continues for the full month then the person who keeps cancelling will take an automatic loss. Repeated occurrences of this behaviour will result in the person being ejected from the league with no refunds given (if you can't make a game let Grim and your opponent know as soon as possible)
5. It is down to participants to organise their own games; league match ups will be announced at the start of each month.
6. The background story and Crusade mechanics for the League is at Annex A
7. Pairings will be announced at the start of each round, Round One will be a random draw with an emphasis on pairing Attackers vs. Defenders where possible. Round Two onwards will be a Swiss system.
8. Players can join the League after it has started for the first month only, they will be allocated a bye for one game only for that month, no late joiners can be accepted after the first month is completed
9. Entry to the League is £5, this will contribute towards prizes for the first and second placed players (3rd place will also get a prize if there are sufficient numbers in the league) at the end. Prizes will be

Grim vouchers and the final amount will depend on how many people take part. League tickets: <https://grimdice.co.uk/collections/warhammer-40-events>

How You Build Your Force

1. Lists must be from a current Codex, other book or Warhammer Community download (<https://www.warhammer-community.com/downloads/#warhammer-40000>).
2. If a Codex changes during the League then the codex that the player started with will remain in use.
3. The starting Supply Limit is 25 power level. Each month the Supply Limit PL increases by 25 .
4. All game lists must be drawn from the Crusade pool (power level list) and follow the rules laid out in the 40k core book.
5. The detachments for all missions will be the Arks of Omen detachment. For round one the requirement of three compulsory units will be reduced to two (see Annex B for Detachment structure).
6. An Allied detachment is allowed however it must follow the rules in the Arks of Omen GT pack (Battle Brothers, page 8)
7. Armies of Renown are allowed.
8. You must nominate an overall Commander for your force, this is your Warlord of Renown. They may gain Crusade benefits (see Annex A). If you change your Warlord of Renown then they will lose any benefits they have gained. A Named Character cannot be your Warlord of Renown.



How The Games Work

1. Game scenarios will be announced with each set of match ups, this will include what PL is to be used in the scenario. Any bonuses from the Invasion will also be announced as well as Heroic Actions.
2. During Round One both missions will drawn from the standard MRB Crusade scenarios, after that there will be one balanced scenario and one asymmetrical scenario (this is to allow lower placed players to not be overly impacted and to allow greater flexibility in match ups as well as adding to the story line)
3. Post the game result on Grim's Discord 40k Crusade League channel and tag in your opponent and Grim Dice (Dom) so they can verify the result and the results can be collated.
4. All XP, Ranks, Battle Honours, Combat Tallies, effects of Out of Action tests and League specific bonuses (see Annex A) are taken and resolved at the end of each game.
5. Games should be played in order however this will not always be possible and should not restrict players organising their games, this may mean at times that one player may have a slightly more experienced force than the other however remember to count up Crusade Blessings!
6. If you have a Bye from a game then apply the following (Refer page 335 MRB):
 - Each unit in your list gains one XP
 - You can choose one unit as Marked for Greatness
 - Add one RP
 - No Agendas or Dealers of Death are used or applied
 - No Out of Action tests are taken
 - The Warlord of Renown will receive one Blessing.
 - Repeat above for each bye once only
7. If you have a Bye from a game then you gain 3 points but it does not count as a Win for rankings

Annex A

A Grim Invasion

K'shan is a small world edging humanity's expansion. It is an industrious place with areas of wealth and prosperity where nature melds with the Imperium and areas of abject poverty where humans toil endlessly. K'shan was settled during the Great Crusade and the first settlers found ancient buildings and settlements, long abandoned. Where population centres edge these areas, the inhabitants seem to prosper and be more productive. The locals refer to this as K'shan's Boon. Various branches of the Inquisition have investigated this effect but have been unable to attribute it to xenos, psychic or other manifestation and so far K'shan has avoided the scourge of being named tainted.

The winds of darkness have shifted and started to envelop K'shan. The Imperium has dug its claws deep into the culture and populace and prepares defences against the massing forces of the invaders. Cut off from the aether and the astropaths receiving no guidance from Terra the populace has armed itself and prepares to resist the unknown invaders.

Many eyes have turned their baleful gaze on K'shan whilst the stalwart defenders of humanity, the Space Marines, have made haste to defend another corner of the Imperium. Supported by the Astra Militarum and humanity's more shadowy forces, their faith in their God Emperor will suffice to keep K'shan safe ... or will it?

The Tides of War

As each round takes place the story of K'shan will develop and each faction's wins and losses will affect this (and the games that take place). Factions are as follows:

Planetary Defenders	Neutral	Planetary Invaders
Astra Militarum	Leagues of Votann	Chaos
Space Marines	Genestealer Cults	Chaos Knights
Adepta Sororitas	T'au Empire	Chaos Daemons
Adeptus Mechanicus	Tyranids	Orks
Imperial Knights	Aeldari	Necrons
Defenders of Humanity		Drukhari

One faction will win a round by having more victories than the other faction (including victories by aligned neutral forces)

A round win for Defenders will impact the Invading forces, a round win for Invaders will impact the Defending force. A Neutral force may choose to use their win to assist the Defenders or Attackers however this must be declared before the Round starts when you submit your list.

If two forces of the same Faction are paired against each other then this represents an unfortunate battle taking place between friendly forces in a case of mistaken identity or a civil war erupting amongst forces enraged by battle. The resulting affect will be randomised by Grim as to whether it impacts the Attackers or Defenders.

The results of Round One will then affect Round Two games, Round Two games will affect Round Three and so forth.



K'shan's Blessings - Warlord of Renown

Your Warlord of Renown (Warlord) will gain extra bonuses known as K'shan's Blessings, these are accumulative and stack. Each Blessing you earn gains your Warlord a level on the Blessings table. When you lose a Blessing you reduce your level by the same amount.

Level	Blessing	Effect
1	Staunch Constitution	<i>The Warlord's ability to take damage and shrug it off is legendary.</i> Add +1 to the Wounds characteristic of the Warlord
2	Unstoppable Charge	<i>The Warlord's anger is renowned, and they never fail to display their ferocity.</i> Add 2" to Charge rolls for this Warlord
3	Iron Will	<i>The Warlord's determination to beat the enemy means they can resist the most grievous of wounds</i> Whenever this Warlord would lose a wound as a result of a mortal wound roll a d6, on a 5+ that wound is not lost.
4	Veteran Fighter	<i>The Warlord is always where the fighting is hardest to inspire their troops.</i> Reroll To Hit dice rolls of a 1 when in Melee for the Warlord.
5	Logistician	<i>The Warlord's retinue always stays close and take inspiration from their leader to improve their fighting skills.</i> Once per Battle, during your command phase, your Warlord may select one friendly unit within 6". Until your next command phase you may reroll any hit rolls for attacks made by that unit.
6	Guided Shot	<i>The Warlord's accuracy is renowned through their detachment.</i> You may reroll a single Shooting to Hit roll for the Warlord per round.
7	Astute Tactician	<i>The Warlord can cast their eye on the battlefield and know what strategy would best suit the destruction of their foe.</i> Whilst this model is on the battlefield during your command phase you may roll a d6. On a 4+ you gain 1 additional CP (This does not count as regaining a CP).
8	In Death I Fight	<i>Even death cannot stop the Warlord's determination to destroy their enemy.</i> The first time this Warlord model is destroyed you can choose to roll one d6 at the end of the phase instead of using any rules that are triggered when a model is destroyed. If you do, then on a 4+ set this Warlord back up on the battlefield as close as possible to where they were destroyed and more than 1" away from enemy models, with d3 wounds remaining.

Gaining K'shan's Blessings:

You gain one Blessing if your Warlord survives the game.

You will gain a Blessing if your Warlord completes a Heroic Action in a game. These will be identified at the start of each round and will be actions such as seizing an objective, killing the opposing leader or destroying a number of units. The maximum number of Blessings that can be gained per game is two, per round is four.

Losing K'shan's Blessings:


If your Warlord is killed and removed from the table during a game (regardless of the Out of Action roll post game) then you will lose a level and the associated benefits.

Your Warlord cannot go into negative levels, i.e. if your Warlord has gained no Blessings and is killed then they remain at zero Blessings.

The maximum Blessings that can be lost during a game is one and during a round is two.




HQ
1




If this Detachment is an IMPERIAL KNIGHTS or CHAOS KNIGHTS Detachment, it does not require this compulsory slot.


TROOPS
3




ELITES
3




FAST ATTACK
3



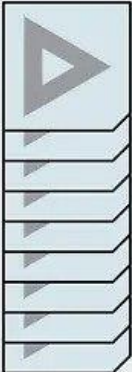
HEAVY SUPPORT
3




LORD OF WAR
3



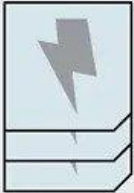
TROOPS
0-9



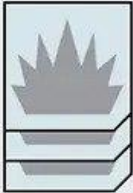
ELITES
0-3



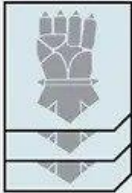
FAST ATTACK
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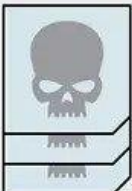
HEAVY SUPPORT
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LORD OF WAR
0-3



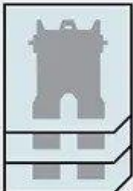
HQ
0-3




FLYER
0-2




FORTIFICATION
0-3




ELITES
(Character UNITS ONLY) 0-3






Dedicated Transports:
Can include 1 for each INFANTRY unit taken

DETACHMENT KEY



COMPULSORY



OPTIONAL