



40K PARIAH NEXUS CRUSADE

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!

Any reference to the Crusade rules refers to either the 40k main rulebook (MRB) crusade section or the standalone Crusade Pariah Nexus.

Change Log

Ver	Date Released	Summary Changes
1.0	26.03.24	Release
1.1	02.04.24	Added in Tyranids
1.2	08.04.24	Dates updated

How the League Works:

1. The league starts 03.05.24 and ends 06.09.24.
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 phases and Crusade mechanics for the League are 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 Campaign Attackers/Raiders vs. Campaign 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 enough in the league) at the end. Prizes will be Grim vouchers and the final amount will depend on how many people take part.
10. If an opponent does not play the game for any reason or intentionally concedes ahead of the game, then it will be counted as a loss for them and a bye for the other player (this is to prevent someone attempting to manipulate standings)
- 11. If you do not complete your games before the end of each round then both players will be given an automatic game loss - this is to prevent the league drifting or the majority of players waiting for two people to play one game.**
- 12. If you have been attempting to get in touch with your opponent and they have failed to answer or respond OR if they cancel a prebooked game and are unable to arrange another game within the deadline then you will be awarded a game win and the other person will be awarded a game loss.**
- 13. If you do not respond to chase up messages from the League Organiser for an entire round then you will be given two game losses for that round and be removed from the league with no refund on the league entry fee.**
- 14. If you do not submit your list within a given deadline then you will be considered for a game loss to be decided by the League Organiser.**
- 15. IMPORTANT: If you are struggling with getting games completed, sorting a list or anything that would affect any of the above then please message the League Organiser sooner rather than later.**

How You Build Your Force

1. You cannot change Faction once the League starts.
2. Lists must be from the current relevant Index Cards, Munitorium Manual, 10th Edition Codex and any other relevant current 10th Edition compatible book.
3. If a Codex changes or is released during the League, then the Index Cards/Codex that the player started with will be used to complete the League.
4. The Supply Limits are as follows:

Round	Supply Limit	Game Points Limit
1	1000	1000
2	1000	1000
3	2000	2000
4	2000	2000

5. All game lists must be drawn from the Crusade pool and follow the rules laid out in the Crusade rules.
6. Legend Units are not allowed.
7. A summary of building a Crusade force is on pp80-81 Crusade rules.



How The Games Work

1. Game scenarios will be announced with each set of match ups, this will include what the point limit is to be used in the scenario.
2. Missions will be drawn from the Crusade Rules.
3. **Ensure you choose the Strategic Footing at the start of each game (p104-105 PN)**
4. 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.
5. All XP, Ranks, Battle Honours, Combat Tallies, effects of Out of Action tests are taken and resolved at the end of each game.
6. 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 Crusade Blessings! (p97, p100)
7. If you have a Bye from a game then apply the following (p99, p78, p69, p75):
 - 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.
 - No Blackstone Fragments are gained (p83 PN)
 - Repeat above for each bye once only.
8. If you have a Bye from a game, then you gain 3 points but it does not count as a Win for rankings
9. Scoring: Unpainted models will still get the 10 VP as for painted models (note this differs from the Crusade rules p99)
10. **Ensure you maintain a tally of any Blackstone Fragments you have obtained or used**
11. Objectives: The Leviathan Tournament Companion Designer's Note (p1) will be in effect for movement onto objectives so models can end any type of move on an objective marker – see Annex B

Annex A

Alliances

Seekers	Protectors	Interlopers
Astra Militarum	Necrons	Chaos
Space Marines	T'au Empire	Chaos Daemons
Adepta Sororitas	Leagues of Votann	Chaos Knights
Adeptus Mechanicus		Orks
Imperial Knights		Aeldari
Defenders of Humanity		Drukhari
		Tyranids

One Alliance will be counted as the winner each phase using the Crusade rules. The overall winning Alliance will be the one that gains the most Strategic Points over the duration of the League.

If an Alliance is under or overrepresented then the Alliance of Convenience will be used. Players will be given a choice to which Alliance they fight for where possible each round to balance out any player dropouts.

Phases, Campaign Points and Strategic Points

Phase	Round	Campaign Points (W/L/D)	Strategic Points
One	One	2/1/2	1
Two	Two	2/1/2	2
	Three	3/1/2	2
Three	Round Four	3/1/2	2

If two forces of the same Alliance 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.

Blackstone Alliance Upgrades

At the end of each campaign phase when players are submitting lists then each Alliance may choose one Alliance upgrade. Once an upgrade has been chosen it cannot be chosen again by any other Alliance (p102-103 PN)



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PLACE OBJECTIVE MARKERS

Players now set up objective markers on the battlefield. Each Deployment card's deployment map will show players how many objective markers to set up and where each should be placed. In Leviathan Tournament Missions, models can end any type of move on top of an objective marker.

Designer's Note: *In the Warhammer 40,000 Core Rules, objective markers are physical artefacts that models cannot end a move on, representing vital data caches, xenos relics, Chaos portals or anything else that suits your narrative. While this adds to the cinematic nature of the battlefield and offers exciting hobby opportunities, it can sometimes result in model-positioning circumstances that not everyone will enjoy equally. As such, these guidelines recommend treating objective markers as flat, circular markers 40mm in diameter that offer no impediment to the movement or placement of models.*