

The Emperor's Champion Unofficial Narrative Campaign

Custom Rules

Note on Crusade Rules

This system uses the Crusade rules in the 9th Edition Warhammer 40k rulebook. Any changes here supersede those in the rulebook.

Experience

Each unit gains experience (XP) as follows:

Action	XP Earned
Destroy enemy unit	1
Participate in mission	1
Complete Bonus Objective	2
Survive Mission	2

Upgrades

All upgrades must be randomly rolled, rather than chosen (although the type of upgrade can still be chosen). If you choose a Battle Trait for a character or non-vehicle, non-monster unit, then roll a D6. On a 1-3 use the table from the main rulebook. On a 4-6 use the appropriate table from below instead.

Character Units

D6	Trait
1	Whenever this model would be reduced to 0 wounds roll a D6. On a 5+ the model heals one wound, and ignores all remaining attacks from the same unit in the same phase.
2	+2 Strength
3	If this unit charged, was charged, or heroically intervened this turn, add 1 to the damage of all melee attacks.
4	Add 3" to the range of any aura abilities this unit has. If they have no aura abilities, reroll this result.
5	When this unit is selected to fight in the Fight Phase, if there are more models in the unit that this unit is engaged with than friendly models engaged with the same unit, then add D3 to the number of attacks this unit can make.
6	Add 1 to saving throws if the AP of the weapon targeting this unit is either 0 or -1. This does not affect invulnerable saves.

Any Other Unit

D6	Trait
1	This unit can Fall Back and still Shoot and/or Charge
2	This unit can heroically intervene as if it were a character.
3	If this unit charged, was charged, or heroically intervened this turn, add 1 to the damage of all melee attacks.
4	-1 to hit this unit with ranged weapons
5	Before the first battle round begins this unit can make a Normal Move.
6	Add 1 to saving throws if the AP of the weapon targeting this unit is either 0 or -1. This does not affect invulnerable saves.

Character and Unit Death

Non-Character Units

After a mission roll a D6 for each model that was removed from play. On a 1 that model is destroyed.

All Units

Roll a D6 for each unit that was removed from play. On a 1 that unit gains a Battle Scar. On a 2 it instead loses XP as detailed in the main rulebook.