

Warzone: Infestation Crusade Mission Pack

Unofficial Rules for Warhammer 40k Crusade by MiniWarGaming

Agendas, Battle Traits, and Battle Scars

Use the Agendas, Battle Traits and Battle Scars from the Beyond the Veil Warhammer 40k Crusade Mission Pack.

Relics

Tyrannid Toxins

Harvested from a Tyrannid digestive pool, this cocktail of toxins are lethal to any organic life form.

When making melee attacks, any unmodified hit rolls of 6 inflict 1 mortal wound on the target in addition to its regular damage.

Adrenal Glands

While some might consider it heresy, others have found a distinct use for harvested Tyrannid adrenal glands.

The bearer gains +1 to advance and charge rolls.

Once per game at the start of the player's Movement Phase the bearer can inject an extra potent dose of the Adrenal Glands, granting an additional +1 to advance and charge rolls, as well as +1 to their attack characteristic. At the end of the player's turn after it injects the extra dose roll a D6. On a 4+ the bearer suffers D3 mortal wounds.

Ymgarl Infection

The bearer has been unknowingly (or perhaps willingly) infected with the Ymgarl virus, creating uncontrollable mutations in the host.

At the beginning of each Fight phase, roll a D3 for this model and apply the following effect for the duration of the phase.

D3	Result
1	+1 Strength
2	+1 Attack
3	+1 Toughness

Strategic Setbacks

1. Sporefield (inspired by an idea from Michael Johnson)

As the warbands move in to engage each other, several spore mines come floating into the battlefield, threatening both factions.

After both players have finished deploying players take turns (starting with the defender) placing 2d3 units of 3 spore mines on the table. Each unit of spore mines must be placed more than 9" away from any units, and more than 3" away from other units of spore mines. The spore mines must all be placed in base contact with each other.

The spore mines follow all the rules for Tyranid Spore Mines. However, they will ignore any **Tyranid** units, and cannot damage **Tyranid** units.

At the end of each battle round each unit of spore mines moves D6" directly towards the nearest non-**Tyranid** unit. If it ends this movement within 3" of any non-**Tyranid** units they explode.

2. Disoriented Approach (same as in the Pariah Nexus)

The area has become overrun with tangled jungles, vines, and creepers. Each warband has difficulty staying together.

Use the Disoriented Approach from p. 18 of the Beyond the Veil Crusade pack.

3. Deferred Reinforcements (same as in the Pariah Nexus)

Use the Deferred Reinforcements from p. 18 of the Beyond the Veil Crusade pack.

Afflictions

1. Barren (inspired by Chris Dragich)

This planet has been stripped of all biomass, and even the atmosphere itself. It is no longer hospitable to life.

At the start of each player turn the player whose turn it is rolls a die for every **Infantry**, **Beast**, **Bike**, or **Swarm** unit on the battlefield that is not inside of a **Transport** or **Building**. On a 6+ that unit suffers D3 mortal wounds.

2. Unstable Battlefield (inspired by Steven Badstevener)

Due to the tunneling of Raveners and Trygons through this area, the entire area is unstable.

All units without the **Fly** keyword suffer -1 to advance and charge rolls.

3. Shadow in the Warp (inspired by Will Ames)

The overwhelming oppressiveness of the Hive Mind is ever present, smothering out psychic energy and unnerving the troops.

All **Psykers** suffer a -1 to Psychic tests. All units suffer a -1 to their Leadership characteristic.

4. Choking Spore Clouds (inspired by Craig Barrie)

A roiling mass of alien spores floods across the battlefield reducing visibility.

All weapons have a maximum Range of 18". Weapons that have a Range characteristic of 18" or less (before applying the penalty from this effect) suffer -3" to their Range, to a minimum of 6". This does not affect weapons or units that do not require line of sight.

5. Monsters in Every Corner (inspired by Craig Barrie)

Almost every area of the battlefield has enemies lurking within, waiting to snatch up unwary foes, and creating a claustrophobic sense of isolation which sees brave men run screaming into the fog to be torn apart by lurking horrors.

If a unit is within 3" of any terrain feature in the Morale Phase, then they must roll two dice and take the highest result for any Morale tests, and when making Combat Attrition tests, they must subtract 1 from the dice roll for each model.

6. Corrosive Spores

The battlefield is full of corrosively seeded spores making armour far less effective.

Whenever an attack rolls an unmodified wound rolls of 6 against non-**Tyranid** units, improve the AP of that attack by 2 (i.e. AP 0 becomes AP -2, AP 1 becomes AP -3, etc.).