Oathsworn Campaign: Legio III — "The Path of Perfection"

Campaign Name: *The Path to Perfection*

Loyalty: Traitor-aligned (although adaptable for loyalist splinters of Legio III forces)

1. Campaign Structure

- Players select an army Roster to serve as their Oathsworn Force (up to 4500pts to start).
    - Note: In a game you can only field 3000pts – consider the rest reinforcements or mission-specific changes you can make.
    - Some narrative missions will permit certain legions to field their Primarch. This will be a special requisition and will not require you to have your Primarch in the regular roster.
- That force receives a Legion-specific campaign trait, an Oathsworn Campaign, which dictates how they gain Campaign Experience Points (CXP).
- Players declare Agenda Objectives before each battle (usually one, but you may get unlocks that let you use two once per campaign).

2. Emperor's Children Oath: "The Path of Perfection"

> "To seek perfection is to embrace the exquisite agony of never attaining it."
>
> —Lord Commander Eidolon

Effect:

Your force begins the campaign Oathsworn to *The Path of Perfection*. You are rewarded for swift aggression, decisive strikes, and perfected combined arms use.

Harmonious Advance:

- Gain +2 CXP if two or more of your Infantry units move, shoot, and charge in the same turn. Gain +1 additional CXP if two such units successfully make the charge.

Choral Precision:

- Gain 3 CXP by inflicting **10 or more** unsaved wounds on the enemy using either Kakophoni ranged weaponry, Palatine Blades, or surgical augments.

Milestone: Rewards of the Pale King:

- Upon earning 10 total Campaign XP (at intervals) you unlock *The Phoenician's Indulgences*. These can be applied to either a Troop unit or a Command/High Command unit and must be rolled from those respective tables.

3. Emperor's Children Agenda System

Before each battle, choose <u>one</u> Agenda from the following agendas. These award extra Campaign XP (CXP) and sometimes a bonus reward.

Agenda: Perfect Volley

Objective: 2 CXP if a unit with of the Troops or Support type kills an enemy model during the Shooting Phase, having failed no more than two Hit rolls.

XP: Gain 3 CXP if this is achieved with a unit using the Fury of the Legion ability that turn.

Agenda: Arrogant Advance

Objective: Use the Rush rule to run onto an objective, either wholly within the enemy deployment zone, or the objective closest to it.

XP: Gain 2 CXP for achieving this agenda. Gain 3 CXP for achieving this and surviving with your unit until the end of your opponent's next turn (or do this in the final game turn).

Bonus: get an additional Campaign Reward if you, once during the campaign, complete this objective while in battle with a Legio X opponent.

Agenda: No Imperfection Tolerated

Objective: Gain +3 CXP if an Emperor's Children unit successfully destroys an enemy unit that failed a Status check that round.

XP: Gain 3 CXP for achieving this agenda.

Agenda: Rapturous Applause

Objective: +2 CXP if two or more of your Infantry units massacred or caused an enemy unit to fail a Panic check, due to a lost combat, in the same turn.

XP: Gain 2 CXP for achieving this once per game. Gain 4 CXP for achieving this in a subsequent game turn in the same battle.

Agenda Eyes Forward, Never Back

Objective: Do not ever flee from combat, or in the wake of a shooting attack during the battle – i.e., don't fail a Panic check throughout the entire battle due to shooting or fighting.

XP: Gain 3 CXP for achieving this. Gain 1 CXP for only failing one Panic check.

4. Campaign Rewards: The Phoenician's Indulgences

Earn *The Phoenician's Indulgences* at Campaign Milestones (10, 20, 30 XP, etc.)

For Troop Slots:

D3	Gift	Description
1	Disciplined Line	This unit may hit on 2+ once per game, but only when using Fury of the Legion.
2	Martial Stride	This unit may add +2 to its Rush distance.
3	Aspiring Swordsmen	This unit gets +1 to wound with chainswords or bayonets.

For Command/High Command Slots:

D3	Gift	Description
1	Orator of the Choral Abyss	Once per game, this unit can prevent a failed Status Check roll **after** the roll is made, if within 6" of a model that failed the check.
2	The Apex Cut	If this model is in a Challenge, it gains Duelist's Edge (1).
3	Favored of the Phoenician	This model gets access to a free Phoenix weapon (rapier or spear) or Palatine blade.

Optional Layer: Narrative Escalation Protocol

After reaching 30 Campaign XP, your force earns the title *Chosen of the Palatine*.
At this point, you may add an Elites, **Prime** Fast Attack, or War-Engine slot to the Primary Crusade Detachment.

Oathsworn Campaign: Legio IV — "The Chain of Iron"

Campaign Name: *The Chain of Iron*

Loyalty: Traitor-aligned (although adaptable for Loyalist Iron Warrior splinters).

1. Campaign Structure

- Players select an army Roster to serve as their Oathsworn Force (up to 4500pts to start).
    - Note: In a game you can only field 3000pts – consider the rest reinforcements or mission-specific changes you can make.
    - Some narrative missions will permit certain legions to field their Primarch. This will be a special requisition and will not require you to have your Primarch in the regular roster.
- That force receives a Legion-specific campaign trait, an Oathsworn Campaign, which dictates how they gain Campaign Experience Points (CXP).
- Players declare Agenda Objectives before each battle (usually one, but you may get unlocks that let you use two once per campaign).

2. Iron Warriors Oath: "The Iron Chain"

> "Each link is forged in war. Each link is unbreakable. Each link is a victory. The chain is eternal."
>
> — attributed to Perturabo in *Reflections on Iron*

Effect:

Your force begins the campaign Oathsworn to the Chain of Iron. You are rewarded for methodical destruction, siegecraft, and enduring punishment.

Iron Unbroken:

- After each battle, if no units in your army failed a Pinning or Stun check, gain 3 Campaign XP.

Expendable Assets:

- If you cost your opponent 2VP due to the Expendable (X) rule in a game, you gain 3 Campaign XP.

Steel Ascendant (Milestone):

- Upon earning 10 total Campaign XP (at intervals) you unlock a *Siege Gift* from the rewards table. These can be applied to either a Troop slot or a Command/High Command slot and must be rolled from those respective tables.

3. Iron Warriors Agenda System

Before each battle, choose one Agenda from the following agendas. These award extra Campaign XP (CXP) and sometimes a bonus reward.

Agenda: The Strong Must Fall

Objective: Destroy one enemy Walker, Super-heavy, or Heavy sub-type unit.

XP: Gain 2 CXP if the enemy unit was removed from the battle. Gain 3 CXP if you removed more than one such unit type.

Bonus: Once per campaign, if a loyalist Imperial Fist unit of this type is destroyed, gain an extra Siege Gift.

Agenda: Siegemaster

Objective: Move one Super-heavy or vehicle with a Barrage(X) weapon type wholly within the enemy deployment zone by the end of the battle.

XP: Gain 2 CXP for any ONE regular vehicle, and 3 CXP for a Super-heavy.

Agenda: No Mercy, No Respite

Objective: Have a Troops unit with the Line (X) remain in control of the same objective marker for 2+ turns, without moving off the objective.

XP: Gain 2 CXP for achieving this agenda. Gain 3 CXP if more than one unit achieves this.

Agenda: The Bitter Calculus

Objective: Lose more than 75% of your total units in the battle but still win the game.

XP: Gain 3 CXP for achieving this.

Agenda: Hammer of Perturabo

Objective: Use Blast (X) weapons to apply a status effect to at least 3 units.

XP: Gain 1 CXP for each (different) enemy unit to which a status effect is applied in this manner.

4. Campaign Rewards: Siege Armament

Earn *Siege Gifts* at Campaign Milestones (10, 20, 30 XP, etc.)

For Troop Slots:

D3	Gift	Description
1	Olympian Resilience	Choose one unit. That unit automatically passes its first Status check in each battle.
2	Perturabo's Sons	Gains Expendable (1) (or +1 if it already has this rule).
3	Iron Discipline	Add 1 Leadership to this unit.

For Command/High Command Slots:

D3	Gift	Description
1	Iron Within	Add +1 Cool to a High Command or Command Unit of your choice
2	Bastion Protocols	Gain FNP (6+) on this model. Does not stack with existing FNP (X).
3	Olympian Nobility	Gain +1 Attack when engaged in a challenge.

Optional Layer: Narrative Escalation Protocol

After reaching 30 Campaign XP, your force earns the title *Siege Master's Cohort*.
At this point, you may add a Heavy Assault, Armour, or War-Engine slot to the Primary Crusade Detachment.

Oathsworn Campaign: Legio VIII — "Night Falls"

Campaign Name: *Night Falls*

Loyalty: Traitor-aligned

1. Campaign Structure

- Players select an army Roster to serve as their Oathsworn Force (up to 4500pts to start).
    - Note: In a game you can only field 3000pts – consider the rest reinforcements or mission-specific changes you can make.
    - Some narrative missions will permit certain legions to field their Primarch. This will be a special requisition and will not require you to have your Primarch in the regular roster.
- That force receives a Legion-specific campaign trait, an Oathsworn Campaign, which dictates how they gain Campaign Experience Points (CXP).
- Players declare Agenda Objectives before each battle (usually one, but you may get unlocks that let you use two once per campaign).

2. Night Lords' Oath: "Night Falls"

> "Terror is a language older than any spoken tongue. Let them learn it in screams."
>
> — First Captain Sevetar, Night Lords

Effect:

Your force begins the campaign Oathsworn to The Fall of Night. You are rewarded for psychological warfare, calculated overkill, and the grinding erosion of morale and order.

Midnight Claws:

- Gain +3 CXP if you triggered your Legion Tactica at least three times in a given battle.

Kill the Torchbearers:

- Gain +3 CXP if you slay any enemy Command or High Command unit with the Precision (X) rule.

Crescendo of Dread (Milestone):

- Upon earning 10 total Campaign XP (at intervals) you unlock a *Terror Gift* from the rewards table. These can be applied to either a Troop unit or a Command/High Command unit and must be rolled from those respective tables.

3. Night Lords' Agenda System

Before each battle, choose <u>one</u> Agenda from the following agendas. These award extra Campaign XP (CXP) and sometimes a bonus reward.

Agenda: Slake the Night's Hunger

Objective: Cause three different enemy units to fail status checks during a game.

XP: Gain 2 CXP for achieving this. Gain 3 CXP if all these units are destroyed in a Fight phase

Bonus: Once per campaign, if the units destroyed in this manner have the faction trait Dark Angels, gain a bonus Terror Gift.

Agenda: Wings of Fear

Objective: Charge with two or more Night Raptor units on the same turn.

XP: Gain 2 CXP if both charges are successful. Gain 3 CXP if both units destroy their charge targets (need not be accomplished in the same turn as the two successful charges).

Agenda: Talon Marks

Objective: Win two or more Challenges with Night Lords characters.

XP: Gain 2 CXP if you win at least two. Gain 3 CXP if you slay the Warlord in a Challenge.

Agenda: Fire, Then Fire Again

Objective: Kill ten or more models with volley fire in a game.

XP: Gain 3 CXP for achieving this.

Agenda: Nostraman Justice

Objective: End the game with more than half of your surviving Infantry units within the enemy deployment zone.

XP: Gain 2 CXP for achieving this. Gain 3 CXP if one of these units is at above 75% starting model count.

4. Campaign Rewards: Terror Gifts

Earn Terror Gifts at Campaign Milestones (10, 20, 30 XP, etc.)

For Troop Slots:

D3	Gift	Description
1	Harbingers of Dread	Enemies within 6" of this unit take a -1 Ld modifier.
2	Bleeding Edge	Gain Precision (6+) on all melee weapons.
3	Talons of the Eighth	This unit may reroll failed Pinning tests and gains Fear (1) during Night Fighting missions.

For Command/High Command Slots:

D3	Gift	Description
1	Aura of Calculated Malice	Once per game, force all enemy units within 8" to take a Panic check (this check may not be further modified by any negative modifier).
2	Night-Cloaked Commander	This model cannot be targeted by Precision (X).
3	Master of Pain	This model's melee weapons gain Critical Hit (6+). If already possessed, it does not stack.

Optional Layer: Narrative Escalation Protocol

After reaching 30 Campaign XP, your force earns the title *Curze's Hand in the Dark*. At this point, you may add a Prime Advantage to a second Troops slot, or add an Elites slot or Armour slot to the Primary Crusade Detachment.

Oathsworn Campaign: Legio X — "The Head of the Gorgon"

Campaign Name: *The Head of the Gorgon*

Loyalty: Loyalist-aligned

1. Campaign Structure

- Players select an army Roster to serve as their Oathsworn Force (up to 4500pts to start).
    - Note: In a game you can only field 3000pts – consider the rest reinforcements or mission-specific changes you can make.
    - Some narrative missions will permit certain legions to field their Primarch. This will be a special requisition and will not require you to have your Primarch in the regular roster.
- That force receives a Legion-specific campaign trait, an Oathsworn Campaign, which dictates how they gain Campaign Experience Points (CXP).
- Players declare Agenda Objectives before each battle (usually one, but you may get unlocks that let you use two once per campaign).

2. Iron Hands' Oath: "The Hammer and the Storm"

> "And where my hand shall strike, the foes of Mankind shall be laid to waste – I shall be the hammer of the Emperor, and I shall never tire."
>
> — attributed to Ferrus Mannus before the Battle of Ke'ar Madoc

Effect:

Your force begins the campaign Oathsworn to The Hammer and the Storm. You are rewarded for armoured warfare, high intensity engagements, and line breaker attacks.

Weather the Storm:

- If you have more units remaining at the end of the game that are under starting strength than units lost during the game, you gain 3 Campaign XP.

Inexorable Will:

- After each battle, if no Troop unit type in your army fails a Suppress(X) or Pinning(X) check, gain +3 Campaign XP.

A Master of Mechanisms (Milestone):

- Upon earning 10 total Campaign XP (at intervals) you unlock an *Instrument of War* from the rewards table. These can be applied to either a Troop unit or a Command/High Command unit and must be rolled from those respective tables.

3. Iron Hands' Agenda System

Before each battle, choose one Agenda from the following agendas. These award extra Campaign XP (CXP) and sometimes a bonus reward.

Agenda: Armoured Superiority

Objective: Destroy one enemy Walker, Super-heavy, or Vehicle unit with a Friendly Vehicle, Super-heavy or Walker unit.

XP: Gain 2 CXP if the enemy unit was removed from the battle. Gain 3 CXP if you destroy more than one such unit in the battle.

Bonus: Once per campaign, if a Traitor Emperor's Children unit is destroyed, gain an extra Instrument of War.

Agenda: METAL BOXES

Objective: Survive with a Heavy or Super Heavy transport until the end of the battle.

XP: Gain 2 CXP for any one Heavy Transport vehicle that survives, or 3 CXP for one Super-heavy or two Heavy Transports that survive until the end of the battle.

Agenda: The Flesh is Weak

Objective: Deny 10 or more wounds through the FNP rule in the course of one game.

XP: Gain 2 CXP for achieving this. Gain 3 CXP for denying 15 wounds in this manner.

Agenda: Friends of Mars

Objective: Use the Battlesmith(X) rule to repair hull points on vehicles.

XP: Gain 2 CXP for repairing 4 hull points using the Battlesmith(X) rule. Gain 3 CXP for repairing 6 hull points.

Agenda: But Deeds Endure

Objective: Never fail a Pinning(X), Stun(X), or Suppress(X) check on an Elite, Support, or Heavy Assault unit during a game, and survive until the end of the battle.

XP: Gain 1 XP for each (different) unit that achieved this agenda, to a maximum of 3CXP.

4. Campaign Rewards: Instruments of War

Earn *Instruments of War* at Campaign Milestones (10, 20, 30 XP, etc.)

For Troop Slots:

D3	Gift	Description
1	Artifice of Medusa	Pick one weapon profile a unit has access to – it gains Heavy (RS).
2	Logic over Emotion	Gain +1 Cool.
3	Gaze of the Gorgon	The first time in a battle this unit is forced to make a status check, it passes automatically.

For Command/High Command Slots:

D3	Gift	Description
1	Martian Initiate	Gain Battlesmith (1) – does not stack with existing Battlesmith (X) rules.
2	Will of the Gorgon	Gain +1 Leadership.
3	Uncompromising Endurance	Gain +1 Toughness.

Optional Layer: Narrative Escalation Protocol

After reaching 30 Campaign XP your force earns the title Medusan Vanguard. At this point, you may add a Heavy Transport, Armor, or War-Engine slot to the Primary Detachment.

Oathsworn Campaign: Legio XIV — "The Bitter Harvest"

Campaign Name: *The Bitter Harvest*

Loyalty: Traitor-aligned (although adaptable for loyalist splinters of Death Guard forces)

1. Campaign Structure

- Players select an army Roster to serve as their Oathsworn Force (up to 4500pts to start).
    - Note: In a game you can only field 3000pts – consider the rest reinforcements or mission-specific changes you can make.
    - Some narrative missions will permit certain legions to field their Primarch. This will be a special requisition and will not require you to have your Primarch in the regular roster.
- That force receives a Legion-specific campaign trait, an Oathsworn Campaign, which dictates how they gain Campaign Experience Points (CXP).
- Players declare Agenda Objectives before each battle (usually one, but you may get unlocks that let you use two once per campaign).

2. Death Guard Oath: "The Bitter Harvest"

> "They shall break like branches in the frost. We do not stop. We do not waver. We are the festering rot that eventually worries all to nothing."
>
> —Attributed to Captain Darrus Melchior, Battle of the Narthex

Effect:

Your force begins the campaign Oathsworn to *The Bitter Harvest*. You are rewarded for resilience, slow and grinding advances, and the use of attritive tactics.

March of Rust:

- Gain +3 CXP if two or more of your Troop units end the game contesting or controlling an objective closer to your enemy's deployment zone than your own, without having used the *Rush* ability at any point in the battle.

Inexorable Rot:

- Gain 3 CXP for using a Phosphex weapon to destroy at least three enemy units or forcing a failed Panic check from them.

Milestone: Rewards of the Pale King:

- Upon earning 10 total Campaign XP (at intervals) you unlock *Rewards of the Pale King*. These can be applied to either a Troop unit or a Command/High Command unit and must be rolled from those respective tables.

3. Death Guard Agenda System

Before each battle, choose one Agenda from the following agendas. These award extra Campaign XP (CXP) and sometimes a bonus reward.

Agenda: Hold the Line

Objective: Prevent any unit from ever contesting the objective within or closest to your deployment zone.

XP: Gain 2 CXP for achieving this agenda. Gain 3 CXP if you started controlling this objective in your first turn.

Agenda: Embrace Attrition

Objective: Massacre at least one enemy unit **after** one of your own was destroyed by it, in the same or subsequent phase as the opponent's destruction of your unit. This may be done through a Return Fire reaction.

XP: Gain 3 CXP for achieving this agenda.

Agenda: Advance Through Ruin

Objective: End the battle with one or more Troop units fully within the enemy deployment zone.

XP: Gain 2 CXP. Gain +1 CXP if two of your Troop units have less than half their models remaining.

Agenda: Wither the Blade

Objective: Successfully force at least two enemy units to take Panic checks from close combat losses or Panic (X) ranged weapons.

XP: Gain 2 CXP. Gain +1 CXP if both units flee as a result.

Agenda: Pox-Forged Discipline

Objective: Pass at least three Status checks of any kind (Leadership/Cool), on different units, during a match.

XP: Gain 3 CXP for achieving this.

4. Campaign Rewards: Rewards of the Pale King

Earn *Rewards of the Pale King* at Campaign Milestones (10, 20, 30 XP, etc.)

For Troop Slots:

D3	Gift	Description
1	Footsteps of the Grave	This unit gains Implacable Advance and ignores the movement penalty for difficult terrain.
2	Chem-Forged Organs	Once per game, this unit may reroll all failed wound saves with a FNP (6+) damage mitigation roll.
3	Silent Endurance	This unit may reroll failed Status checks when outnumbered in melee.

For Command/High Command Slots:

D3	Gift	Description
1	The Reaper's Mantle	Enemies within 6" of this model reduce their Leadership by 1.
2	Barbaran Graft-Systems	Once per game, this model and any unit it is attached to, may react for -1 RP.
3	Aura of Infirmity	Melee weapons used by this model cause Phage (S) to any Challenge opponent, if they suffer an unsaved wound (applies only to that model).

Optional Layer: Narrative Escalation Protocol

After reaching 30 Campaign XP, your force earns the title *Hand of the Reaper*.
At this point, you may add a Elites, Armour, or War-Engine slot to the Primary Crusade Detachment.

Oathsworn Campaign: Legio XII — "The Chain That Binds"

Campaign Name: *The Chain That Binds*

Loyalty: Traitor-aligned (although adaptable for Loyalist War Hound splinters)

1. Campaign Structure

- Players select an army Roster to serve as their Oathsworn Force (up to 4500pts to start).
    - Note: In a game you can only field 3000pts – consider the rest reinforcements or mission-specific changes you can make.
    - Some narrative missions will permit certain legions to field their Primarch. This will be a special requisition and will not require you to have your Primarch in the regular roster.
- That force receives a Legion-specific campaign trait, an Oathsworn Campaign, which dictates how they gain Campaign Experience Points (CXP).
- Players declare Agenda Objectives before each battle (usually one, but you may get unlocks that let you use two once per campaign).

2. World Eaters' Oath: "The Chain That Binds"

> "We are the storm that breaks their walls—and the chain that drags us forward."
>
> — Attributed to Kharn the Bloody, pre-Angron Ascension

Effect:

Your force begins the campaign Oathsworn to *The Chain That Binds*. You are rewarded for raw violence, chainblade charges, and momentum through slaughter.

Killing Chain:

- Killing Chain: If a World Eaters unit charges and destroys, or forces a failed Panic check, from an enemy unit in the subsequent Fight Phase, gain 2 CXP. If the World Eater unit does this using a majority Chain weapons, gain 3 CXP.

First to Kill:

- Gain +3 CXP if you make the first successful charge in any battle.

Unchained Fury (Milestone):

- Upon earning 10 total Campaign XP (at intervals) you unlock a *Gift of Rage* from the rewards table. These can be applied to either a Troop unit or a Command/High Command unit and must be rolled from those respective tables.

3. World Eaters' Agenda System

Before each battle, choose <u>one</u> Agenda from the following agendas. These award extra Campaign XP (CXP) and sometimes a bonus reward.

Agenda: Blood on the Red Path

Objective: Make three successful charges in the same turn.

XP: Gain 2 CXP for achieving this. Gain 3 CXP if one of these charges results in a completely destroyed enemy unit.

Bonus: Once per campaign, if the units destroyed in this manner have the faction trait Ultramarines or Iron Hands, gain a bonus *Gift of Rage*.

Agenda: Total Slaughter

Objective: Destroy at least four enemy infantry units in the same battle.

XP: Gain 3 CXP for achieving this agenda.

Agenda: Blade and Bite

Objective: End the game with no enemy units in your deployment zone and at least two of your units in theirs..

XP: Gain 3 CXP for achieving this agenda..

Agenda: Never Stop the Carnage

Objective: Destroy or force a failed Panic check from any unit in the Fight Phase following a successful use of the World Eater Advanced Reaction.

XP: Gain 3 CXP for achieving this.

Agenda: It Matters Not From Whence the Blood Flows

Objective: Win the battle with less than 25% of your forces surviving.

XP: Gain 2 CXP for being around 25%. Gain 3 CXP if less than 10% survive.

4. Campaign Rewards: Gifts of Rage

Earn Gifts of Rage at Campaign Milestones (10, 20, 30 XP, etc.)

For Troop Slots:

D3	Gift	Description
1	Rage Unchained	Gain Reaping Blow (1) on the Sergeant of this Squad.
2	Khorne's Favor	Unit may reroll failed Hit rolls of 1 during the first round of any combat.
3	Blood-Soaked Butchers	The unit causes Fear (1) but loses -1 Cool, -1 Willpower, and -1 Intelligence.

For Command/High Command Slots:

D3	Gift	Description
1	Collar of Khorne	Unit gains Feel No Pain (6+), at the cost of -1 Willpower.
2	Butcher's Legacy	Gain +1 Strength
3	Master of the Chain	This model also gains +1 to wound from the Chain-bonded Prime Advantage.

Optional Layer: Narrative Escalation Protocol

After reaching 30 Campaign XP, your force earns the title *Scions of the Red Angel*. At this point, you may add a Prime Advantage to an Elites slot or add a Heavy Transport slot to the Primary Crusade Detachment.

Oathsworn Campaign: Legio XVI — "The Warmaster's Speartip"

Campaign Name: *The Warmaster's Speartip*

Loyalty: Traitor-aligned

1. Campaign Structure

- Players select an army Roster to serve as their Oathsworn Force (up to 4500pts to start).
    - Note: In a game you can only field 3000pts – consider the rest reinforcements or mission-specific changes you can make.
    - Some narrative missions will permit certain legions to field their Primarch. This will be a special requisition and will not require you to have your Primarch in the regular roster.
- That force receives a Legion-specific campaign trait, an Oathsworn Campaign, which dictates how they gain Campaign Experience Points (CXP).
- Players declare Agenda Objectives before each battle (usually one, but you may get unlocks that let you use two once per campaign).

2. Sons of Horus Oath: "The Speartip of the Warmaster"

> "We are the storm the Emperor never saw coming. Let our fury be his legacy."
>
> — Attributed to Ezekyle Abaddon during the Isstvan campaign

Effect:

Your force begins the campaign Oathsworn to The Spearpoint of the Warmaster. You are rewarded for aggression, volley fire coordination, and crushing enemy champions.

Momentum of Murder:

- Gain +3 CXP at the end of any battle where two or more of your units successfully charged and won melee combats in the same turn in which they issued a volley fire containing more than 5 FP.

Dominion Through Fire and Fury:

- Gain +2 CXP if any Troops units participate in a Fight Phase in which they score at least one unsaved wound, that causes the enemy unit to be fully destroyed or suffer a Panic status effect. Gain +3 CXP if the Troops unit is a Despoiler Squad.

Speartip's Boons (Milestone):

- Upon earning 10 total Campaign XP (at intervals) you unlock *Speartip's Boons* from the rewards table. These can be applied to either a Troop unit or a Command/High Command unit and must be rolled from those respective tables.

3. Sons of Horus Agenda System

Before each battle, choose <u>one</u> Agenda from the following agendas. These award extra Campaign XP (CXP) and sometimes a bonus reward.

Agenda: Vengeful Spirit

Objective: Use an Elite unit to clear an enemy off an objective (having the Vanguard (x) rule is optional) either by fully destroying it or by applying the Panic status effect to it.

XP: Gain 2 CXP if you achieved this once. Gain 3 CXP if you achieve this more than once.

Bonus: Once per campaign, if a loyalist Ultramarine or Blood Angel unit is defeated in this way, gain an extra Speartip's Boon.

Agenda: Heavy is the Head

Objective: Destroy a Command, Champion, or High Command model in a Challenge using a character with the Legiones Astartes (Sons of Horus) rule.

XP: Gain 2 CXP for one successful challenge kill. Gain 3 CXP if a second successful challenge is achieved in the same battle.

Agenda: Speartip Strike

Objective: Successfully complete a charge and enter the Fight Phase with 3 units in one turn.

XP: Gain 2 CXP if two charges are successful. Gain 3 CXP if three or more successfully connect in the same phase.

Agenda: Fire, Then Fire Again

Objective: Kill ten or more models with volley fire in a game.

XP: Gain 3 CXP for achieving this.

Agenda: Blessed by the Requisitioners of Mars

Objective: Use three different Armour units in game to successfully destroy enemy vehicles or kill 50% of any one enemy unit.

XP: Gain 3 CXP for achieving this.

4. Campaign Rewards: Speartip's Boons

Earn Siege Gifts at Campaign Milestones (10, 20, 30 XP, etc.)

For Troop Slots:

D3	Gift	Description
1	Wolves of Luna	Once per battle this unit may charge (but not volley fire) even after using Rush.
2	Massed Fire Doctrine	Add Pinning(x) to this unit's bolt weapons.
3	Advance Without Fear	This unit may reroll failed Status checks if within 6" of another friendly Troops unit.

For Command/High Command Slots:

D3	Gift	Description
1	Warmaster's Own	Once per game, this unit may issue a second challenge, after killing their first opponent in a challenge.
2	Ganger's Brawn	Gain +1 Strength to the equipped melee weapon.
3	Spearpoint Authority	Troop units within 6" of this model may reroll charges if **both** D6 show a result of 2 or less.

Optional Layer: Narrative Escalation Protocol

After reaching 30 Campaign XP, your force earns the title *Warmaster's Vanguard*.
At this point, you may add a Prime Advantage to a second existing command slot or an Armour or Heavy Transport slot to the Primary Crusade Detachment.

Oathsworn Campaign: Legio XVII — "The Burning Word"

Campaign Name: The Burning Word

Loyalty: Traitor-aligned

1. Campaign Structure

- Players select an army Roster to serve as their Oathsworn Force (up to 4500pts to start).
    - Note: In a game you can only field 3000pts – consider the rest reinforcements or mission-specific changes you can make.
    - Some narrative missions will permit certain legions to field their Primarch. This will be a special requisition and will not require you to have your Primarch in the regular roster.
- That force receives a Legion-specific campaign trait, an Oathsworn Campaign, which dictates how they gain Campaign Experience Points (CXP).
- Players declare Agenda Objectives before each battle (usually one, but you may get unlocks that let you use two once per campaign).

2. Word Bearers' Oath: "The Broken Blade"

> "Faith is not given—it is burned into the soul."
>
> — The Book of Lorgar, Chapter CXI, Verse XIX

Effect:

Your force begins the campaign Oathsworn to the Burning Word. You are rewarded for zealotry, corruption, and ritual dominance.

Dark Sermon:

- If a unit with the Malefic rule fully destroys an enemy unit in the Fight Phase, or in the shooting phase with a psychic attack, gain 3 CXP.

Words Made Flesh

- If an enemy fails a Panic check while within 12" of a Word Bearer unit with the Fear (X) Special Rule by the same number as the X value, gain 6 CXP (e.g. rolling a 7 with

a Tactical Marine sergeant, on a Pinning(X) check while within 12" of a Gal Vorbak model).

Ascendant Creed (Milestone):

- Upon earning 10 total Campaign XP (at intervals) you unlock a Gift of the Pantheon from the rewards table. These can be applied to either a Troop unit or a Command/High Command unit.

3. Word Bearers' Agenda System

Before each battle, choose <u>one</u> Agenda from the following agendas. These award extra Campaign XP (CXP) and sometimes a bonus reward.

Agenda: The Word is Flesh

Objective: Survive the battle with two or more units with the Malefic subtype.

XP: Gain 2 CXP if you achieve this. Gain 3 CXP if you survive with three Malefic units.

Bonus: Once per campaign, if your Gal Vorbak unit destroyed an Ultramarine unit in the process of achieving this agenda, gain a bonus *Gift of the Pantheon*.

Agenda: Flame of the Pantheon

Objective: Complete a successful Psychic blessing or curse four times in a battle (Peril of the Warp only causes a failure if the Psychic blessing or curse does not go off).

XP: Gain 3 CXP for succeeding.

Agenda: Desecrate the Sacred

Objective: Destroy an enemy Command or High Command unit on an objective.

XP: Gain 3 CXP for achieving this.

Agenda: The Book is Bound in Blood

Objective: Massacre or cause a unit to fail a Panic status check with a Daemon Brute deployed through the Esoterist's auxiliary detachment.

XP: Gain 3 CXP for achieving this.

Agenda: We Are Legion!

Objective: Destroy two enemy units of any type with Tactical Marines in the Shooting Phase, or in the Fight Phase with bayonets.

XP: Gain 3 CXP for achieving this.

4. Campaign Rewards: Gifts of the Pantheon

Earn the boons of the Pantheon at Campaign Milestones (10, 20, 30 XP, etc.). The following may be given to Troops **or** High Command/Command units.

Khorne: The Blood-Favored

D3	Gift	Description
1	Wrath Incarnate	Gains Impact (AM) after a successful Charge roll.
2	Blood Vision	Unit gains Hatred (High Command/Command)
3	Unbound Fury	If this unit fully destroys a unit in the Fight Phase, it may immediately consolidate twice its Initiative characteristic

Tzeentch: The Whispering Eye

D3	Gift	Description
1	Warp-Wreathed	Gains a 5+ Invulnerable Save against psychic weapons or Perils of the Warp wounds.
2	Eyes Beyond Sight	Increase the range of any psychic ability with a range characteristic by 9".
3	Flux of Change	Once per game, this unit automatically passes a Willpower check.

Slaanesh: The Pleasure of Agony

D3	Gift	Description
1	Hypnotic Grace	Gain Precision (6+). Does not stack with other Precision (X) rules.
2	Alluring Terror	Enemy units within 6" making a Panic status check suffer -1 Leadership.
3	Rapturous Frenzy	Once per battle, gain +1 Attack in a Fight Phase or a Challenge.

Nurgle: The Blessed Rot:

D3	Gift	Description
1	Carrion Fortitude	Gain FNP (6+) – does not stack with other FNP (X) rules.
2	Stagnant Corruption	Enemy units within 3" of this unit's leader model (e.g. Sergeant) or this Command/High Command suffer -1 Strength.
3	Unyielding Decay	This unit ignores the first failed save in a battle.

Optional Layer: Narrative Escalation Protocol

After reaching 30 Campaign XP, your force earns the title *Undivided Champions*. At this point, you may add a Support, Prime Troop, or War-Engine slot to the Primary Crusade Detachment.

Oathsworn Campaign: Legio XVIII — "The Covenant of Flame"

Campaign Name: The Covenant of Flame

Loyalty: Loyalist-aligned (although adaptable for Traitor Salamander splinters – *only for Pascal when he needs to fill-in if we have an odd number of players #tyranny*).

1. Campaign Structure

- Players select an army Roster to serve as their Oathsworn Force (up to 4500pts to start).
    - Note: In a game you can only field 3000pts – consider the rest reinforcements or mission-specific changes you can make.
    - Some narrative missions will permit certain legions to field their Primarch. This will be a special requisition and will not require you to have your Primarch in the regular roster.
- That force receives a Legion-specific campaign trait, an Oathsworn Campaign, which dictates how they gain Campaign Experience Points (CXP).
- Players declare Agenda Objectives before each battle (usually one, but you may get unlocks that let you use two once per campaign).

2. Salamanders' Oath: "The Covenant of Flame"

> "In fire we are tested. In fire we are tempered. In fire, we endure."
>
> — Vulkan, *Meditations on Duty*

Effect:

Your force begins the campaign Oathsworn to the Covenant of Flame. You are rewarded for self-sacrifice, protecting others, and cleansing evil with flame.

Shield of the Weak:

- Gain +3 Campaign XP at the end of a battle if <u>two</u> units with the Line(X) rule ended the game holding an objective while under half strength.

The Crucible Burns Bright:

- Gain +3 Campaign XP if a unit destroyed an enemy unit using a Flame weapon during the battle.

Hearts of Fire (Milestone):

- Upon earning 10 total Campaign XP (at intervals) you unlock a *Relic of Nocturne* from the rewards table. These can be applied to either a Troop unit or a Command/High Command unit and must be rolled from those respective tables.

3. Salamanders' Agenda System

Before each battle, choose one Agenda from the following agendas. These award extra Campaign XP (CXP) and sometimes a bonus reward.

Agenda: Bastion of Humanity

Objective: Use the Shieldwall! Advanded Reaction to ignore wounds.

XP: Gain 2 CXP for five failed wound rolls by the opposing player against a Shieldwalled unit. Gain 3 CXP for ten failed wound rolls over the course of a battle using this Reaction.

Bonus: Once per campaign, if this is achieved by a unit controlling an objective while being shot by a Volkite or Plasma weapon, gain an additional Relic of Nocturne.

Agenda: Kindled Wrath

Objective: Destroy 2+ enemy units using Flame or Melta weapons.

XP: Gain 1 CXP for each destroyed enemy unit, to a maximum of 3 CXP.

Agenda: Anvil of Endurance

Objective: Any unit with a starting count of more than one model must survive with only one model remaining.

XP: If any unit ends the game with one model left and is not falling back, gain 2 CXP. If two units survive in this manner, gain 3 CXP.

Agenda: By Vulkan's Oath

Objective: Destroy a Traitor command or champion sub-type in a challenge even though the opposing model has a higher WS than the Salamander challenger.

XP: Gain 2 CXP if this is achieved once. Gain 3 CXP if this is achieved twice.

Agenda: The Firewalkers

Objective: End the game with at least two of your units wholly within the enemy deployment zone.

XP: Gain 2 CXP if you achieve this with generic legion units – gain 3 CXP if the two units are Firedrakes, Pyroclasts, and/or Adherents.

4. Campaign Rewards: Relic of Nocturne

Earn *Relics of Nocturne* at Campaign Milestones (10, 20, 30 XP, etc.)

For Troop Slots:

D3	Gift	Description
1	Master-Crafted Flamer	One model's forge-crafted Flame type weapon is improved with +1 strength and Heavy (FP).
2	Sooted Sigil	Gains FNP (6+) but does not stack.
3	Serve the People	Add +1 Leadership, but only near an objective.

For Command/High Command Slots:

D3	Gift	Description
1	Nocturnian Discipline	Add +1 modifier to a roll when a Nuncio Vox check is made to this character at the start of the player's turn.
2	The Call of the Flame	Gain +1 Willpower.
3	Forge-Wrought Blade	Gain +1 AP to the wielder's weapon, to a maximum of AP2 (e.g. make a power lance AP2 base).

Optional Layer: Narrative Escalation Protocol

After reaching 30 Campaign XP, your force earns the title *Vulkan's Pyrewardens*.
At this point, you may add a Heavy Transport, Heavy Assault, or Prime Troop slot to the Primary Crusade Detachment.

Oathsworn Campaign: Legio XIX — “The Bane of Tyrants”

Campaign Name: *The Bane of Tyrants*

Loyalty: Loyalist-aligned (although adaptable for Traitor Raven Guard splinters).

1. Campaign Structure

- Players select an army Roster to serve as their Oathsworn Force (up to 4500pts to start).
    - Note: In a game you can only field 3000pts – consider the rest reinforcements or mission-specific changes you can make.
    - Some narrative missions will permit certain legions to field their Primarch. This will be a special requisition and will not require you to have your Primarch in the regular roster.
- That force receives a Legion-specific campaign trait, an Oathsworn Campaign, which dictates how they gain Campaign Experience Points (CXP).
- Players declare Agenda Objectives before each battle (usually one, but you may get unlocks that let you use two once per campaign).

2. Raven Guard Oath: “Bane of Tyrants”

> " The First Axiom of Freedom is that justice without force is powerless; force without justice is tyranny."
>
> — Corvus Corax, *The Axioms of Freedom*

Effect:

Your force begins the campaign Oathsworn to The Bane of Tyrants. You are rewarded for targeted strikes, assassinations, and minimizing casualties.

Elusive as the Shadows:

- After each battle, if you have passed more than five Shrouded (X) saves, you gain 3 Campaign XP.

Decapitation Strike:

- If you kill an enemy High Command or Command unit with the Precision (X) rule or by using the Raven Guard special Gambit, you gain 3 Campaign XP.

Eye of the Raven (Milestone):

- Upon earning 10 total Campaign XP (at intervals) you unlock a Hidden Hand Gift from the rewards table. These can be applied to either a Troop unit or a Command/High Command unit and must be rolled from those respective tables.

3. Raven Guard Agenda System

Before each battle, choose one Agenda from the following agendas. These award extra Campaign XP (CXP) and sometimes a bonus reward.

Agenda: Bird of Prey

Objective: Destroy one enemy High Command or Champion sub-type unit/model.

XP: Gain 2 CXP if you succeed at this once. Gain 3 CXP if you destroy all such enemy units they have on the table before the end of the battle.

Bonus: Once per campaign, if a Traitor High Command unit is destroyed in this manner by a Vigilator, gain an extra Hidden Hand Gift.

Agenda: Shadow Walkers

Objective: Have two or more Infiltrate (X) units wholly in the enemy deployment zone at the end of the battle.

XP: Gain 2 CXP for any two units that achieve this, or 3 CXP if one of these two reached the enemy deploy zone before the final turn.

Agenda: Fury From Above

Objective: Have any Flyer sub-type unit eliminate any enemy unit in a shooting phase for 3 CXP. Alternatively: wholly kill a unit with a unit having the Deep Strike special rule, in the turn that they arrive from reserves.

XP: Gain 2 CXP for achieving this. Gain 3 CXP for achieving this 2x.

Agenda: Guerilla Tactics

Objective: Maintain more than 50% of your total non-Vehicle, non-Automate, non-War-Engine, and non-Flyer units in the battle and win the game.

XP: Gain 3 CXP for achieving this.

Agenda: Unkindness of Ravens

Objective: Use Pinning (X) weapons to apply this status effect 3x.

XP: Gain 2 CXP for achieving this. Gain 3 CXP for applying the effect successfully to three different units.

4. Campaign Rewards: Instruments of War

Earn Siege Gifts at Campaign Milestones (10, 20, 30 XP, etc.)

For Troop Slots:

D3	Gift	Description
1	Honor of Deliverance	Pick one weapon profile a unit has access to – it gains Heavy (RS).
2	Guerilla Veterans	Gain +1 Cool.
3	Mistwalkers	Gains Shrouded (6+) or, if it already has this rule, Shrouded (X) may no longer be ignored by an augury scanner but this may not be applied to activated abilities – e.g. the Force Barrier psychic blessing).

For Command/High Command Slots:

D3	Gift	Description
1	Raven Lords Axioms	Add +1 Cool to a High Command or Command unit.
2	Memories of Deliverance	Gain Shrouded (5+).
3	Bane of Tyrants	Gain Duelist's Edge (1).

Optional Layer: Narrative Escalation Protocol

After reaching 30 Campaign XP, your force earns the title *Deliverance Veterans Cohort*. At this point, you may add a Flyer, Recon, or Elite slot to the Crusade Primary Detachment.

Oathsworn Campaign: Legio XX — "The Coils of the Hydra"

Campaign Name: *The Coils of the Hydra*

Loyalty: Traitor-aligned (although adaptable for Loyalist operatives)

1. Campaign Structure

- Players select an army Roster to serve as their Oathsworn Force (up to 4500pts to start).
    - Note: In a game you can only field 3000pts – consider the rest reinforcements or mission-specific changes you can make.
    - Some narrative missions will permit certain legions to field their Primarch. This will be a special requisition and will not require you to have your Primarch in the regular roster.
- That force receives a Legion-specific campaign trait, an Oathsworn Campaign, which dictates how they gain Campaign Experience Points (CXP).
- Players declare Agenda Objectives before each battle (usually one, but you may get unlocks that let you use two once per campaign).

2. Alpha Legion Oath: "The Covenant of Flame"

> "You will not see us coming. You will not know our name. But you will know defeat."
>
> — attributed to Alpharius (or Omegon)

Effect:

Your force begins the campaign Oathsworn to the Hydra's Coil. You are rewarded for deception, psychological warfare, and assassination.

Coils Within Coils:

- Gain +3 CXP at the end of any battle where you successfully deny two enemy charges using the -2" modifier from the Alpha Legion Legion Tactica.

Every Face a Lie:

- Gain +3 CXP if you deploy three or more units with the Infiltrate (X) rules and keep at least two of them alive until the end of the battle.

Hydra Ascendant (Milestone):

- Upon earning 10 total Campaign XP (at intervals) you unlock a *Hidden Hand Gift* from the rewards table. These can be applied to either a Troop unit or a Command/High Command unit and must be rolled from those respective tables.

3. Alpha Legion Agenda System

Before each battle, choose <u>one</u> Agenda from the following agendas. These award extra Campaign XP (CXP) and sometimes a bonus reward.

Agenda: Cut Off the Head

Objective: Destroy a unit with the Command or High Command subtype via melee or ranged attack from a non- Command, High Command, or Champion unit.

XP: Gain 2 CXP for killing one such unit. Gain 3 CXP for killing two units in this manner.

Bonus: Once per campaign, if this is achieved by a unit with the Infiltrate(X) special rule against a Unique unit (named character), gain an additional Hidden Hand Gift.

Agenda: Hydra's Gambit

Objective: Win a challenge in which the I Am Alpharius gambit is used.

XP: Gain 3 CXP for achieving this.

Agenda: The Long War

Objective: Have three or more Line (X) units each survive until Turn 4 while being within 3" of an objective at least twice during the battle.

XP: Achieving this grants 2 CXP. If none of these units are falling back at the end of the game, gain 3 CXP

Agenda: False Flag

Objective: Have a unit deploy via Infiltrate (X) or Outflank, and then shoot into an enemy vehicles rear arc.

XP: Gain 2 CXP if you remove a Vehicle with 8 or less hull points in this manner. Gain 3 CXP if you remove a vehicle with more than 8 hull points in this manner.

Agenda: Psychological Warfare

Objective: Successfully force three or more enemy units to fail status checks.

XP: Gain 2 CXP for two failed checks. Gain 3 CXP if you force three or more such failures.

4. Campaign Rewards: The Hidden Hand

Earn *Hidden Hand Gifts* at Campaign Milestones (10, 20, 30 XP, etc.)

For Troop Slots:

D3	Gift	Description
1	Operative Cell	This unit gains Infiltrate (16).
2	Echo Protocol	This unit may reroll a failed status check once per game.
3	Hydra's Shadow	This unit gains Shrouded (6+). Does not stack.

For Command/High Command Slots:

D3	Gift	Description
1	Hidden Orders	May issue one once-per-game reaction without spending a reaction point – High Command only (if rolled on command, Hidden Hand Gift is lost).
2	The Real One	Gains the Fear (1) special rule for the rest of the battle if this model wins a challenge.
3	Mindveil Protocols	Any set up move declared against this unit suffers a -1 modifier.

Optional Layer: Narrative Escalation Protocol

After reaching 30 Campaign XP, your force earns the title *Sons of Omegon*.
At this point, you may add a Command, Skirmish, or Elite slot to the Primary Crusade Detachment.

Oathsworn Campaign: Mechanicum — “Heterodoxica Immanent”

Campaign Name: *Heterodoxica Immanent*

Loyalty: Traitor-aligned (loyalist splinters may call it “Orthodoxica Inviolate”)

1. Campaign Structure

- Players select an army Roster to serve as their Oathsworn Force (up to 4500pts to start).
    - Note: In a game you can only field 3000pts – consider the rest reinforcements or mission-specific changes you can make.
    - Some narrative missions will permit certain legions to field their Primarch. This will be a special requisition and will not require you to have your Primarch in the regular roster.
- That force receives a Legion-specific campaign trait, an Oathsworn Campaign, which dictates how they gain Campaign Experience Points (CXP).
- Players declare Agenda Objectives before each battle (usually one, but you may get unlocks that let you use two once per campaign).

2. Mechanicum Oath: “Life is Directed Motion”

> “I grow weary of this flesh I was born into, strangely disgusted by its nature. I crave only the cold, clean certainty of steel and silicon, that I might become one with the Blessed Machine. I do not expect you to understand, you who cling to your flesh as if it were immortal, seeking only to preserve it, to protect it. One day, you will see the folly of your ways, and then no doubt you will come begging to my order to preserve you...”
>
> — Magos Deruss

Effect:

Your force begins sworn to the relevant Allegiance appropriate campaign. You are rewarded for resilience, mechanical symbiosis, and effective cybertheurgy.

The Supremacy of Knowledge:

- At the end of the battle, gain +1 CXP for every Intelligence Check passed during the final battle round (both your turn and your opponent’s). (maximum +3).

Each Taghma has a Role in the Taghmata:

- Gain +3 CXP if three units with different Mechanicum sub-faction traits (including Legio Titanicus) survive to the end of the battle.

Milestone: A Creature of Steel and Silicon:

- Upon earning 10 total Campaign XP (at intervals) you unlock *Augmetic Enhancement*. These can be applied to any unit with the Cybertheurgist trait. This must be rolled on the relevant table.

3. Mechanicum Agenda System

Before each battle, choose one Agenda from the following agendas. These award extra Campaign XP (CXP) and sometimes a bonus reward.

Agenda: Omnissah Regnant

Objective: Destroy a unit with the Vehicle or Automata unit type by either Cybertheurgic Feedback directly, or with a unit with a Cybertheurgic Status.

XP: Gain 2 CXP for killing one such unit. Gain 3 CXP for killing two units in this manner.

Bonus: Once per campaign, if this is achieved by inflicting Cybertheurgic Feedback with a unit with the Command or High Command battlefield role, gain an additional Augmetic Enhancement.

Agenda: Belicosa Potentis Omnissiah

Objective: Force an enemy Legion Astartes unit to Fall Back from Combat by winning the combat against them.

XP: Gain 3 CXP for achieving this agenda.

Agenda: Prophetic Calculus

Objective: Declare to your opponent the margin of victory before gameplay begins (write it down). The Margin of Victory is the difference in scores between the victor and the loser (the player is not required to identify the victor or loses – only the margin).

XP: Predicting the margin with 4VP grants 2 CXP. Predicting within 2VP grants 3 CXP.

Agenda: Machine, Heal Thyself

Objective: Use the Battlesmith (X) rule prolifically.

XP: Gain 3 CXP if 10 or more hull points are healed using this ability.

Agenda: Power Overwhelming

Objective: Successfully use Cybertheurgy to apply Status Effects to units.

XP: Gain 2 CXP for three applied statuses. Gain 3 CXP if you apply four or more statuses.

4. Campaign Rewards: Augmetic Enhancements

Earn *Augmetic Enhancements* at Campaign Milestones (10, 20, 30 XP, etc.)

For Units with the Cybertheurgist Trait:

D3	Gift	Description
1	Cogitator Ancilla	The Cybertheurgist being rolled for gains the Command Throne special rule, or increases its intelligence by 2 for the purposes of the Command Throne special rule if it already has it.
2	Malefic Grace / Enhanced Reflexes	The model gains the Light subtype (or instead loses the Heavy sub-type, if it had it).
3	Cognitohazard / Purgatoria Data Djinn	Any enemy units on the same board as a unit with this Augmentation reduce their Intelligence score by 1. Any enemy units within 6" of any unit with this Augmentation reduce their Cool score by 1. Does not stack.

Optional Layer: Narrative Escalation Protocol

After reaching 30 Campaign XP, your force earns the title Taghmata Errant. At this point, you may select any slot in either your Primary Detachment or your Apex Detachment to be a Prime Advantage slot. However, this Prime Advantage slot can only be used for an applicable Mechanicum Prime Advantage, not any in the base rulebook or from another source, and the unit in that slot must still meet any other requirements for that Prime Advantage (e.g. required Faction traits)..

Oathsworn Campaign: Solar Auxilia — “Warriors of the Void”

Campaign Name: *Warriors of the Void*

Loyalty: May be aligned with either Allegiance.

1. Campaign Structure

- Players select an army Roster to serve as their Oathsworn Force (up to 4500pts to start).
    - Note: In a game you can only field 3000pts – consider the rest reinforcements or mission-specific changes you can make.
    - Some narrative missions will permit certain legions to field their Primarch. This will be a special requisition and will not require you to have your Primarch in the regular roster.
- That force receives a Legion-specific campaign trait, an Oathsworn Campaign, which dictates how they gain Campaign Experience Points (CXP).
- Players declare Agenda Objectives before each battle (usually one, but you may get unlocks that let you use two once per campaign).

2. Solar Auxilia Oath: “Courage & Steel”

> “What is the strongest weapon of mankind? The god-machines of the Adeptus Mechanicus? No! The Astartes Legions? No! The tank? The lasgun? The fist? Not at all! Courage and courage alone stands above them all!.”
>
> —Lord Commander Solar Macharius

Effect:

Your force begins the campaign Oathsworn to *Courage & Steel*. You are rewarded for combined arms and acts of valor.

Force Projection:

- Gain +3 CXP if there are no enemy units in your deployment zone at the end of the game – a unit with an active Status effect does not count as being in the zone.

Balls of Steel:

- Gain +3 CXP if a unit loses close combat by 4 or more combat resolution points and passes leadership, preventing the Panic status.

Milestone – Rank-and-File Distinction:

- Upon earning 10 total Campaign XP (at intervals) you unlock *Rank-and-File Distinction*. These can be applied to either a Troop unit or a Command/High Command unit and must be rolled from those respective tables.

3. Solar Auxilia Agenda System

Before each battle, choose <u>one</u> Agenda from the following agendas. These award extra Campaign XP (CXP) and sometimes a bonus reward.

Agenda: Treads of War

Objective: Designate a single Tank Commander – if this unit is alive at the end of the battle you will be rewarded.

Gain 2 CXP if your designated commander is alive and has no statuses. Gain 3 CXP if the unit is still alive and you destroyed all of your opponent's Armour type units (cannot be gained if your opponent fielded no Armour type units)

Agenda: Combined Arms

Objective: Enlist three or more different types of command sections and bring the appropriate cohort from each.

XP: Gain 2 CXP for achieving this agenda. Gain 3 CXP if this configuration wins the battle.

Agenda: Recon Cohort

Objective: Divide the battlefield into four Quarters. Gain CXP for controlling quarters. Quarters are controlled by outnumbering (add bulky score) units in those areas.

XP: Gain 1 CXP for each quarter controlled at the end of the game +1 if the controlled quarter contains no enemy units. Max 4 CXP.

Agenda: Big Guns Never Tire

Objective: Cause five or more Statuses across the battle exclusively with artillery. (demolishers, earthshakers, and medusas)

XP: Gain 3 CXP for achieving this agenda.

Agenda: The Voids Elite

Objective: Score via Vanguard (X) twice in a single battle.

XP: Gain 3 CXP for achieving this.

4. Campaign Rewards: Rank-and-File Distinction

Earn *Rank-and-File Distinction* at Campaign Milestones (10, 20, 30 XP, etc.)

For Troop Slots:

D3	Gift	Description
1	Entrenchment Tools	Once per game this unit may score even when effect by a Status.
2	My Men Rage!	Once per game, this unit gains an extra attack when attacked by an enemy that outnumbers them (include Bulky (X)).
3	Auxiliary of the Crusade	This single infantry unit can have a different Legiones Auxilia designation different from the main army. Gaining the benefits from it and automatically fulfilling the force requirements, if there are any. It also permits the use of the Auxilia-specific Advanced Reaction.

For Command/High Command Slots:

D3	Gift	Description
1	Artillery Master	Ordinance Masters serving under this Legate Marshal may opt to reroll the Scatter Dice, rather than use their scatter reduction ability, once per game.
2	Utmost Devotion	Once per game a single Troop Master serving under this Legate Marshal may opt to take D6 unsavable wounds to increase its Line (X) bonus by +1.
3	Duelist's Pistole	Legate Marshal's Archaeotech pistol's FP increases to D3, but gains Overload (1).

Optional Layer: Narrative Escalation Protocol

After reaching 30 Campaign XP, your force earns the title *Legends of the Long War*.
At this point, you may add a single tercio without the hq requirement.

Oathsworn Campaign: Imperialis Militia — “The Last Wall”

Campaign Name: *The Last Wall*

Loyalty: May be aligned with either Allegiance.

1. Campaign Structure

- Players select an army Roster to serve as their Oathsworn Force (up to 4500pts to start).
    - Note: In a game you can only field 3000pts – consider the rest reinforcements or mission-specific changes you can make.
    - Some narrative missions will permit certain legions to field their Primarch. This will be a special requisition and will not require you to have your Primarch in the regular roster.
- That force receives a Legion-specific campaign trait, an Oathsworn Campaign, which dictates how they gain Campaign Experience Points (CXP).
- Players declare Agenda Objectives before each battle (usually one, but you may get unlocks that let you use two once per campaign).

2. Imperialis Militia Oath: “The Bitter Harvest”

> “Ours is not to triumph, but to endure.”
>
> —Unknown

Effect:

Your force begins the campaign Oathsworn to *The Last Wall*. You are rewarded for massed ranks, desperate resistance, and grim sacrifice.

March of the Many:

- Gain +3 CXP if you outnumber the enemy (in terms of model count) by 2x at the end of the battle.

By Fire and Faith:

- Gain +3 CXP if a unit armed with primarily Militia Rifles, Carbines, or Shotguns, or alternatively with Las-locks or Lasrifles destroys an enemy unit with the Bulky (X) or Fear (X) special rules.

Milestone – Rank-and-File Distinction:

- Upon earning 10 total Campaign XP (at intervals) you unlock *Rank-and-File Distinction*. These can be applied to either a Troop unit or a Command/High Command unit and must be rolled from those respective tables.

3. Imperialis Militia Agenda System

Before each battle, choose one Agenda from the following agendas. These award extra Campaign XP (CXP) and sometimes a bonus reward.

Agenda: Banners in the Rubble

Objective: End the battle with a non-Vehicle unit within 3" of an objective, while under half starting strength.

XP: Gain 2 CXP if you achieve this agenda once. Gain 3 CXP if you achieve it twice.

Agenda: Steel Rain

Objective: Destroy at least two enemy units with Support type units.

XP: Gain 2 CXP for achieving this agenda. Gain 3 CXP for destroying more than two enemy units using these types of units.

Agenda: Line Breakers

Objective: Ends the battle wholly within the enemy deployment zone with non-Troop type units.

XP: Gain 2 CXP for achieving this with two or more units. Gain +1 CXP if two of those units wholly destroyed an enemy unit, or forced it to suffer a failed Panic check.

Agenda: Desperate Volleys

Objective: Successfully cause 5 unsaved wounds in a shooting phase with Troops type units in a single Shooting Phase.

XP: Gain 3 CXP for achieving this agenda.

Agenda: The Last Wall

Objective: Lock up an enemy unit with a Troops type unit in Fight Subphase, sacrifice your unit, and later kill the enemy unit your sacrificial unit held up in combat.

XP: Gain 3 CXP for achieving this.

Bonus: The first time you achieve this, gain a bonus *Rank-and-File Distinction* once per campaign.

4. Campaign Rewards: Rank-and-File Distinction

Earn *Rank-and-File Distinction* at Campaign Milestones (10, 20, 30 XP, etc.)

For Troop Slots:

D3	Gift	Description
1	Standard Bearers	Once per game this unit may gain Line (1). Stacks with existing rule.
2	Bayonet Drill	This unit gains Precision (5+) with bayonet weapons.
3	Banner of the People	If this unit is within 6" of an objective, it may re-roll 1s to Hit in the Shooting phase.

For Command/High Command Slots:

D3	Gift	Description
1	Second Sons	Once per game, upon losing its last wound, this model may return with two wounds on a 5+ roll.
2	Hero of the Soil	If this unit begins the game within 6" of a friendly objective marker, it gains Feel No Pain (6+) for the duration of the battle.
3	Deathless Orders	Score an additional VP for holding an objective with this model/attached unit.

Optional Layer: Narrative Escalation Protocol

After reaching 30 Campaign XP, your force earns the title *Unsung Heroes of Isstvan*.
At this point, you may add a Prime Troop, Transport, or Heavy Assault slot to the Primary Crusade Detachment.