

CRUSADE TO GLORY 2.0

CREATING A WARBAND

When creating a Crusade to Glory warband, do not select your army in the normal manner. Instead your army consists of a mighty champion and their band of loyal followers battling to earn the favor of their gods. As you wage war against other warbands, your own forces will grow, and existing units will become grizzled veterans.

WARBAND ROSTER

The details and progress of each warband need to be recorded on a warband roster. To create a warband, simply follow these steps and record the results on your warband roster.

1. First, pick an allegiance for your warband. Each allegiance has its own units to add to the warband and unique tables of rewards those units can receive for fighting battles.
2. Next, choose your warband's champion by selecting a **HERO** from your battletome, give them a suitably grand name, and write this down on your warband roster.
3. Having picked your champion, the next step is to generate your starting followers. These can be chosen from the units that share your chosen allegiance. Write the following details of each chosen unit down on your warband roster: unit name, unit size, points cost (using the pitched battle profile of your allegiance) and glory points. A unit's glory points are a measure of how many upgrades and bonuses it has accrued while part of your warband. It will typically start at zero but will increase as the unit gains experience in battle. Your starting roster can contain any number of units, but those units' combined points value (using the pitched battle profile of your allegiance) cannot exceed 1,000. This is your warband's supply limit, and it can be increased by playing more battles (as explained later). You can add new units to your warband roster at any time, provided that doing so does not exceed your warband's supply limit. Once you have added a unit you cannot change any of its details. This means that you cannot change the number of models in that unit or the upgrades they have selected. You may add unique units to your warband roster (see pitched battle profiles for information on unique units), but they will never gain experience points or rewards (explained later).
4. Each unit on your warband roster must now have their details recorded on a champion card or a follower card. You must create a follower card whenever a new follower unit is added to your warband roster. Each unit's champion/follower card details the following: unit name (each unit should be given a unique name to differentiate it from similar units), unit type (the warscroll name), weapon options (the optional weapons and upgrades that unit has chosen), spells/prayers (any optional spells and/or prayers the unit can select, including spells and prayers available as allegiance abilities), command trait (champion only, add the selected command trait once you have paid a favor point to unlock it), artifact (**HERO** only, add the selected artifact once you have paid a favor point to unlock it), points cost (using pitched battle profiles), experience points (will start at zero), and glory points (will typically start at zero).
5. Add any warscroll battalions and/or endless spells you might use. As long as the units that are required for a warscroll battalion are present on your warband roster, you can add that warscroll battalion. Write the name of the warscroll battalion and its

associated points cost (using the pitched battle profiles) on the warband roster. You may also add any endless spells (including unaligned endless spells, but not endless spells that require a wizard with a different allegiance) that you intend to use on your warband roster. Note the name and points cost (using the pitched battle profiles) on the warband roster. Warscroll battalions and endless spells cannot gain glory points, you can mark the glory points tally as N/A if you wish. You do not need to create a champion/follower card for warscroll battalions or endless spells.

FAVOR POINTS

Favor points can be used to purchase favors: these can be used to upgrade your warband or your champion or followers. Each time you spend a favor point, reduce your total by 1. Any favor points you do not spend are saved and can be used later. As you play more battles you can accrue more favor points but a warband can never have more than 5 (any additional favor points acquired beyond this are lost). Each time you play a battle you gain 1 favor point after the battle is completed, regardless of the result of the battle itself. You must keep track of how many favor points you have on your warband roster.

Unless stated otherwise, there is no limit to the number of favors you can purchase, and they can never be purchased during a battle.

The following favors can be purchased:

Increase Supply Limit (1 FP) – Purchase this favor at any time. Increase your warband’s supply limit by 100.

Fresh Reinforcements (1 FP) – Purchase this favor at any time. Select one unit from your warband roster that has an optional unit size. You cannot choose a unit that has achieved battle-hardened, heroic, or legendary rank. Add any number of additional models to that unit (up to the maximum listed on that unit’s warscroll) and increase its points cost (using the pitched battle profiles) accordingly. If the unit you selected has reached the blooded rank, you must increase its glory points by 1 if its points cost has gone from 200 or less to more than 200.

Rearm and Resupply (1 FP) – Purchase this favor at any time. Select one unit from your warband roster. That unit may change any of their optional weapons to any other options that are described in that unit’s warscroll. Note this change on the unit’s champion/follower card.

Rest and Recuperate (1 FP) – Purchase this favor either before or after a battle. Select one unit from your warband that has one or more battle scars. Select one of the battle scars listed on the champion/follower card and remove it (remember that for each battle scar removed, the unit’s glory points will effectively increase by 1).

Meditation (1 FP) – Purchase this favor either before or after a battle. Select one **WIZARD** or **PRIEST** unit from your warband roster. You can change what optional spells and/or prayers that unit knows (make a note of the unit’s new spell/prayer on their champion/follower card).

Command Trait (1 FP) – Purchase this favor when you select your champion during warband roster creation or when your champion gains a rank. Give your champion one command trait of your chosen allegiance (note: some allegiance’s battle traits offer sub-allegiance rules that contain mandatory command traits, artifacts, spells, etc. If you intend to use the rules of a

particular sub-allegiance, you must ensure that you select the mandatory options during this step). This favor may only be purchased once.

Artifact (1 FP) – Purchase this favor when you add a **HERO** unit to your warband roster or when a **HERO** on your warband roster gains a rank. Give your **HERO** one artifact of your chosen allegiance (note: some allegiance’s battle traits offer sub-allegiance rules that contain mandatory command traits, artifacts, spells, etc. If you intend to use the rules of a particular sub-allegiance, you must ensure that you select the mandatory options during this step). All of the normal rules for artifacts apply. The **HERO** must be able to select the artifact, no **HERO** can have two or more artifacts, and no artifact may be selected more than once.

Mount trait (1 FP) – Some allegiances have optional mount traits as part of their allegiance abilities. If your allegiance has mount traits, then you can purchase this favor whenever you add a **HERO** unit to your warband roster or when a **HERO** on your warband roster gains a rank. Give your **HERO** one mount trait that they are eligible to use of your chosen allegiance.

EXPERIENCE

When you add a unit to your warband roster, it will begin with 0 experience points. Units can gain experience points as follows:

Battle experience – At the end of a battle, each champion and follower that was a part of your army receives 1 experience point.

Dealers of death – A unit gains 1 experience point for every third enemy unit it has destroyed in total.

Marked for greatness – At the end of a battle, you can select one unit that was part of your army for that battle, that unit gains 3 experience points. Keep a tally on that unit’s champion/follower card of how many times it has been marked for greatness.

The following units never gain experience points and can never receive rewards. However, they are also always assumed to pass any out of action tests they are required to take and can never accrue battle scars.

- Unique units
- Endless spells
- Allies

RANKS AND CHAMPION/FOLLOWER REWARDS

If a unit has accrued enough experience points it will go up a rank (from battle-ready to blooded for example). Each time a unit gains a rank it will gain 1 reward (see your battletome for champion and follower rewards tables). Make a note on your champion/follower card of which reward was gained. Each time a unit gains a reward, you must increase its glory points by 1 if it has a points cost of 200 or less, or increase by 2 if its points cost is more than 200.

EXPERIENCE POINTS	RANK	REWARDS
0-5	BATTLE-READY	0
6-15	BLOODED	1
16-30	BATTLE-HARDENED	2

31-50	HEROIC	3
51+	LEGENDARY	4

COMBAT TALLIES

A unit's champion/follower card contains space to record all kinds of battle statistics. Each time your unit takes part in a battle, or destroys an enemy unit, make a note of that on the unit's champion/follower card.

There is also space on each unit's champion/follower card to record agenda tallies during a battle. Those are always reset to zero after each battle.

BATTLE TALLIES, FAVOR POINTS, AND OTHER INFORMATION

A player's warband roster must also have a tally of the number of battles you have played with it, as well as the current number of favor points. When you first create your warband you will receive 5 favor points. You can also include other information you want on your warband roster, such as notable victories or defeats, any grudges or vendettas you feel your army would have, or any other background you think is important to your warband.

AGENDAS

In a Crusade to Glory game, after both players have set up their armies but before the players determine who has the first turn, each player must pick a number of agendas to apply to their army for the battle. The number of agendas each player picks is shown here.

BATTLE SIZE	NUMBER OF AGENDAS
UP TO 500 POINTS	1
500-1,499 POINTS	2
1,500+ POINTS	3

Once both players have picked their agendas, they must reveal them to each other simultaneously.

Several agendas refer to a player's starting army. A player's starting army is made up of the units from the army that were set up before the first battle round, including any reserve units. Units that are added to a player's army after the battle has begun are not included, and neither are units that have been destroyed and subsequently returned to play. Units that are not a part of a player's starting army cannot complete agendas, earn experience points, or gain rewards. These units that are added to your army during the course of a game do not have a champion/follower card.

Each agenda listed below has a category (blood of the foe, hold the field, etc.). When you select agendas, you cannot choose more than one from the same category. Some agendas will instruct you to keep a certain tally for your units during the battle. The tallies will then be used

after the battle to determine if you have achieved certain agendas, and how many experience points the units in question earned from them. You can use the agenda tally section on the unit's champion/follower card to keep track of their tallies.

BLOOD OF THE FOE

Assassinate – Keep an assassins tally for each unit in your army. Add 1 to a unit's assassin's tally each time it destroys an enemy **HERO** unit. Each unit gains 2 experience points for each mark on their assassin's tally.

Monster hunter – Keep a monster hunter tally for each unit in your army. Add 1 to a unit's monster hunter tally each time it destroys an enemy **MONSTER** unit. Each unit gains 2 experience points for each mark on their monster hunter tally.

Wrecking crew - Keep a wrecking crew tally for each unit in your army. Add 1 to a unit's wrecking crew tally each time it destroys an enemy **WAR MACHINE** unit. Each unit gains 2 experience points for each mark on their wrecking crew tally.

King slayer – If a unit from your army destroys the enemy champion, they receive 3 experience points. A unit does not complete this agenda if the champion is subsequently resurrected by any means. If the enemy champion is subsequently destroyed again by a different unit from your army, then it is the last unit to have destroyed it that receives the experience points.

HOLD THE FIELD

Sentinel – After both armies have been deployed, but before the players determine who has the first turn, place a suitable objective marker anywhere on the battlefield that is more than 9" away from any table edge and not within 1" of any terrain and select one unit. That unit gains 4 experience points after the battle if, at the end of the battle, it is within 3" of the objective marker and there are no enemy models within 3" of that marker.

Invader – At the end of the battle, select up to three units that are wholly within 6" of your opponent's battlefield edge. Each of these units earns 2 experience points.

Survivor - After both armies have been deployed, but before the players determine who has the first turn, select one unit from your army. That unit earns 2 experience points if it is not destroyed at the end of the battle, and an additional 2 bonus points if it is not below half-strength. Units that have only a single model instead gain these bonus points if, at the end of the battle, the number of wounds allocated to that model is fewer than half of their wounds characteristic.

MIGHT OF HEROES

Commander – Keep a commander tally for each unit in your army. Add 1 to a unit's commander tally each time it is used to measure the effect of a command ability. The unit from your army that has the highest commander tally receives 2 experience points. If more than one unit is tied, you select one of them to receive the experience points.

Spell slinger – Keep a spell slinger tally for each unit in your army. Add 1 to a unit's spell slinger tally each time it successfully casts a spell that is not unbound. The unit from your army that has the highest spell slinger tally receives 2 experience points. If more than one unit is tied, you select one of them to receive the experience points.

Devoted - Keep a devoted tally for each unit in your army. Add 1 to a unit's devoted tally each time it successfully uses a prayer. The unit from your army that has the highest devoted tally receives 2 experience points. If more than one unit is tied, you select one of them to receive the experience points.

Prized possession - After both armies have been deployed, but before the players determine who has the first turn, select one **HERO** unit with an artifact. That unit gains 2 experience points after the battle if, at the end of the battle, it is not destroyed.

PLAYING A CRUSADE TO GLORY GAME

Playing a game with a Crusade to Glory Warband is nearly the same as playing a typical game of Age of Sigmar. First, agree on a point limit with your opponent using the points found in the pitched battle profiles section of your battletome. This points limit should be less than or equal to your warband's supply limit. Next you need to build an army list. Your army list should begin with your champion, who is always your general. The rest of your army should be composed of units that are found on your warband roster, warscroll battalions from your roster (the required units must all be in your army list), and any endless spells from your roster. On your army list, record the following information:

- Army faction
- Units making up the army (have their champion/follower cards handy)
- The points cost of your army
- Any warscroll battalions being used
- Any endless spells
- The total glory points of all units in your army

ALLEGIANCE ABILITIES

During the game, your army can use and benefit from all allegiance abilities, including bonus spells, prayers, and faction terrain (unless otherwise noted in the battleplan being played). Bonus spells and prayers should be chosen when the **WIZARD** or **PRIEST** unit is added to your warband roster and it should be noted on their champion/follower cards. The exception is that command traits, artifacts of power, and mount traits are not received unless favor points are spent as described in the favor points section.

WARBAND BLESSINGS

In most cases, the glory point total of the two armies will be different. When this is the case, the player with the lower glory point total will receive one extra command point for every four glory points their opponent has in excess of their total, rounding down.

UPDATING CHAMPION/FOLLOWER CARDS

Once you have completed playing a game with your warband, you should update each of your champion and follower cards by taking the following steps.

1. Take out of action tests. Each unit that was destroyed during the game must take an out of action test. To take the test, roll a D6, on a 2+, the test is passed and nothing happens. On a 1, the test is failed and you must choose one of the following options:

Devastating blow – This unit loses D6 experience points (to a minimum of zero) and cannot gain any experience points for this battle from agendas achieved, battle experience, or being marked for greatness. Update the unit’s champion/follower card accordingly.

Battle scar – The unit gains one battle scar. This must be determined before the player’s next battle using the tables below. Note the result on this unit’s champion/follower card. Subtract 1 from the glory points of a unit when you generate a battle scar (this can take a unit to negative glory).

2. Update experience points. Each unit that took part in the battle gains experience points as follows:
 - Battle experience – each unit gains 1 experience point
 - Marked for greatness – select one unit from your army, it gains 3 experience points
 - Dealers of death – A unit gains 1 experience point for every third enemy unit they have destroyed in total.
 - Agenda achieved – Any units that achieved agendas during the battle receive experience points as described.
3. Determine rewards – Any units that gain a rank receive their rewards. These must be determined before the player begins their next battle.
4. Update combat tallies – add 1 to the ‘battles played’ tally of each unit that participated in the battle. If a unit was not destroyed during the battle, then add 1 to the ‘battles survived’ tally. Add all the ‘during battle’ combat tallies you have accrued during the battle to the appropriate ‘in total’ combat tallies on the unit’s champion/follower card.
5. Update warband roster – Increase your battle tally and your favor points by 1. Make any notes that you wish to record following the battle. If you wish to add any units to your warband roster or spend any favor points, do so now and update your roster accordingly before the next battle.

D6	Battle scars for HERO units (non-monster, non-war machine)
1	Mangled leg – subtract 1 from the unit’s movement characteristic. Subtract 1 from run and charge rolls for the unit.
2	Blind in one eye – You must re-roll 6s to hit for attacks made by this unit.
3	Deep scars – This unit cannot be selected to fight in the combat phase until all other units have made their attacks.
4	Chest wound – reduce the wound characteristic of this unit by 1.
5	Deep Concussion – This unit cannot be used to measure the effect of a command ability
6	Loss of Reputation – If this unit has any abilities that affect units within a range, that range is reduced by 3”. If the unit has no such abilities, then it cannot be affected by any friendly abilities that affect units within a range.

D6	Battle scars for MONSTER units
1	Crippling injury - subtract 2 from the unit’s movement characteristic. Subtract 1 from run and charge rolls for the unit.
2	Crippled limb – You must re-roll 6s to hit for attacks made by this unit.

3	Critical wound – Each time this unit is hit by a weapon with a rend characteristic of 1, 2, or 3, it suffers 1 mortal wound in addition to any normal damage.
4	Tissue damage – Subtract 1 (to a minimum of 1) from the attacks of each melee weapon on this unit.
5	Fractured skull – This unit cannot benefit from any command abilities.
6	Enraged and unreasoning - If this unit has any abilities that affect units within a range, that range is reduced by 3". If the unit has no such abilities, then it cannot be affected by any friendly abilities that affect units within a range.

D6	Battle scars for WAR MACHINE units
1	Cracked axle – subtract 2 from the unit's movement characteristic. Subtract 1 from run and charge rolls for the unit.
2	Crooked sight – You must re-roll 6s to hit for attacks made by this unit.
3	Weakened construction – Each time this unit is hit by a weapon with a rend characteristic of 1, 2, or 3, it suffers 1 mortal wound in addition to any normal damage.
4	Weapon damaged – Select one weapon on the unit's profile. Subtract 1 from hit and wound rolls for that weapon. If the unit has any missile weapons these must be selected first.
5	Deafened crew - This unit cannot benefit from any command abilities.
6	Terrified crew - If this unit has any abilities that affect units within a range, that range is reduced by 3". If the unit has no such abilities, then it cannot be affected by any friendly abilities that affect units within a range.

D6	Battle scars for any other unit
1	Walking wounded – subtract 1 from the unit's movement characteristic. Subtract 1 from run and charge rolls for the unit.
2	Fatigued – This unit cannot earn experience points from agendas.
3	Battle-weary – This unit cannot be selected to fight in the combat phase until all other units have made their attacks.
4	Broken spirit – Subtract 1 from this unit's bravery characteristic. Whenever this unit fails a battleshock test, an additional D3 models flee.
5	Disgraced - This unit cannot benefit from any command abilities.
6	Mark of shame - If this unit has any abilities that affect units within a range, that range is reduced by 3". If the unit has no such abilities, then it cannot be affected by any friendly abilities that affect units within a range.