THE
HIVE WAR

A Bolters at Dawn Narrative Crusade League

Written by Nate Ray

"I MAY DIE BY YOUR HAND TODAY, BUT TOMORROW, YOU WILL PERISH BY MINE."

- Dalla Alinor, moments before her death.

THE CROWN

RIVERLANDS

THE HIVE WAR

The Hive War takes place on *Hive World Stygian Secundus*. This was once a feudal civilization, until many millennia ago, it was discovered that the planet was rich with resources. The excessive mining, resource gathering, and extraction polluted the planet beyond repair.

The Imperium constructed a number of *Hive Cities* towering over the vast ore fields, water reclamation plants, and many other valuable resources still left to harvest in the name of the Emperor.

Industry yielded horrid results. The oceans turned black and toxic. The once lush fields and forests are now barren wastelands. The very air was a poisonous fume. For thousands of years, the Hive Cities shut their inhabitants in, left to fend for their own.

Hunger fueled civil wars. The cities fell to the brutal underhive gangs that rose up and took control of the upper spires over generations. Though some resisted. Some cities offer their allegiance to the Emperor even still. Others grew corrupt and turned to the gods of *Chaos* for survival. A few even experimented with warp energies that brought otherworldly factions into their Hive.

But in time, nature gives way to the outside world. And on *Stygian Secundus,* every *Hive City* stands alone. The coming war is inevitable. The starved pit in your stomach grows wrathful. *You are among the lucky nobles who have risen to power.* The engines of war burn and spark with bloodlust.

CAVE

A fire was left burning at the mouth to the cave entrance, suggesting whoever took shelter here escaped detection inside. The gates are closed, and peering inside gives no clues to the secrets hidden within.

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LANDBRIDGE

The only existing terrain that connects the main body of Stygian Secundus to its frozen regions. Infrastructure from southern harvesting to ferry resources to the Hive City located in The Crown still exists. However, it has since rusted away, and is now an unsafe area as whatever structures still exist are severely unstable and left in ruin.

INTRODUCTION

Hive war is a Narrative Crusade League that spans over the course of multiple months, dividing players among three factions to wage war against one another in an effort to defeat and dominate your opponents.

The following rules give you everything you need to be successful in this league. It is important to read this rulebook thoroughly to understand how to participate in the league, and develop a strategy with your faction to win the league.

Performance and victory on the battlefield will only take you so far. You will need strategy, resource management, and teamwork to overcome your opponents.

Throughout this document, important information will be bolded for easy reference. In addition, useful information will be pinned to the #the_hive_war channel on the **Bolters at Dawn** Discord channel.

In the end, the faction with the most **Domination Points (DP)** will gain a significant advantage in the final match of the game, to take place at this year's BOLTERCON in November.

CRUSADE RULES:

This game system is layered on top of 9th Edition Crusade rules. Some Crusade rules limitations do apply, and are defined in a later section.

If you have not read the Crusade Rules in the Core Rulebook, you should do so before proceeding further in this rulebook.

RIVER

When the rivers in the southern regions of Stygian Secundus dried, and the world turned to a wasteland of lifeless sand, the lands still left scars where waters ran to the planet's oceans. The rivers are now flowing again, though mostly made of waste from the nearby Hive Cities and toxins that infest the world.

SETUP

The three main elements of the league consists of the following:

1. The TacMap
2. Crusade Roster
3. Warhammer Matches

The following sections will describe each of the three main elements and their role in the league.

THE TACMAP

The TacMap represents the ruined lands you will wage war against your opponents. It displays current control status for every Location (●) on Stygian Secundus. This is your strategic view of where everyone stands in the league. This is accessible by visiting the league website.

CRUSADE ROSTER

If you are familiar with Crusade, then you are familiar with the Crusade Roster. This roster determines your available units that can be deployed into battle, and tracks their experience, battle honors, scars from ruthless battle, and other unique information. This league will use Administratum to track all players' Crusade Rosters.

WARHAMMER MATCHES

Each cycle, you will participate in a number of matches determined by decisions all factions make on the TacMap. All matches will be played with custom Hive War missions, in a matched play format, using your Crusade Roster to deploy forces into battle.

COMMAND LIMIT:

Your **Command Limit** determines the limit of points your roster can play in any given match. Rosters must use Crusade Cards. Your Command Limit increases automatically, on a set schedule (See Schedule).

DELTA

Vast marshes scatter these lands that lead to the eastern shores of the blackened oceans. Stranded vehicles are littered among the toxic swamps.

STARTING THE LEAGUE

REGISTER

At the beginning of the league, you must register to participate by signing up through the sign up post pinned to the #the_hive_war Discord channel. This includes your full name, faction, army, and Administratum username.

ELECT A SPIREMASTER

Once signups are complete, each faction will elect a single **Spiremaster**. The Spiremaster is responsible for submitting actions each cycle, assigning players to battles, and rallying their faction to victory.

CREATE ROSTER ON ADMINISTRATUM

Each player is responsible for managing their own **Crusade Roster** on **Administratum**. Reference useful links, or check the pins on Discord for directions and instructions for registering on Administratum.

Each player's Command Limit will automatically increase with each cycle. The following Command Limits are the limit for each cycle:

1. 625
2. 750
3. 1000
4. 1250
5. 1500
6. 2000
7. 2000

Additionally, your Order of Battle supply limit is initially set to 2000, and can be raised through other means using **Requisitions** described in a later section.

IMPORTANT NOTE:
No faction-specific Requisitions may be used to increase supply limits. Supply Limits are always determined by the current cycle, and may not be modified in any other manner.

NAME YOUR HIVE CITY

Each faction should collectively pick a dope ass name for their Hive City, and report this name to the League Master.

SELECT STARTING LOCATIONS

All Spiremasters roll 1D6. Starting with the highest result, the Spiremasters choose from one of the following starting Locations (●) on the TacMap.

THE CROWN:

Starting Locations: **The Crown, Frozen lake, Ore Fields, Landbridge, Road, Bay**
These Locations always have the "Freezing Winds" keyword.

DEADLANDS:

Starting Locations: **Deadlands, Isle, Hills, Coast, Ridge, Cave**
These Locations always have the "Blistering Sandstorm" keyword.

RIVERLANDS:

Starting Locations: **Riverlands, Cliffs, Overlook, River, Delta, High Plains**
These Locations always have the "Eternal Swamp" keyword.

SELECT A HIDDEN TACOPS OBJECTIVE

Each faction should collectively select from one of the following Hidden TacOps Objectives. This objective may only be completed once throughout the entire league. You only get one, so pick carefully!

DOMINATION:
   Control 4 Supply Caches (📦) at the end of a cycle.
   Reward: 20 DP

BLITZ:
   Capture 4 new Locations (⬤) in one cycle.
   Reward: 15 DP

ASSAULT:
   Have 4 Forward Operating Bases (⛫) Locations at the end of a cycle.
   Reward: 10 DP

 Once chosen, report the choice to the League Master.

   Once the Hidden TacOps conditions have been met, announce this publicly and immediately increase the Domination Points shown on the DP tracker.

SELECT A STARTING BONUS

Each faction should collectively select from one of the following starting bonuses. Only one bonus may be selected.

DIG IN:

Pick a starting Location (●) your faction currently controls. You may use the Forward Operating Base (⛫) action without spending Requisition points. Use at the start of the league.

SCOUT:

Pick a starting Location (●) your faction currently controls. You may use the Raise Comms Tower action (📡) twice at the start of the league without spending Requisition points.

STOCKPILE:

Your faction starts the league with 6 Requisition points (instead of 0).

Once your starting bonus is chosen, report the choice to the League Master.

VALLEY
The northernmost natural separation between the eastern and western regions. What may have housed logistics ports and trade routes from the north and south are only stories and legends, as no evidence exists of such times today.

GAMEPLAY

Each cycle will last a total of one month. Each cycle is played in the following phases:

1. Choose Actions
2. Generate Matches
3. Play Matches
4. Score Domination Points
5. Play Recon Missions
6. Update Administratum
7. Transfer Requisition Points
8. Use Requisitions

CHOOSE ACTIONS

At the beginning of each cycle, before any matches may be played, each Spiremaster must work with their faction to determine their 4 (+1 if highest generated Intel last cycle) secret Attack Actions and 1-2 Bonus Actions.

These actions must be submitted to the League Master by the cycle's Action Deadline.

GENERATE MATCHES

Once all factions have submitted their actions, a list of games will be generated depending on how each faction chose to perform their actions by the League Master.

Matches are played at a specific Location on the TacMap, depending on the Attack Actions performed by the factions involved.

PLAY MATCHES

All matches generated must be played. Each match's mission is determined by the type of inter-faction encounter.

SCORE DOMINATION POINTS

Your faction earns DPs equal to the number of Locations you currently control. You score DPs for controlling Locations even if they do not have an active Supply Line.

PLAY RECON MISSIONS

If, for any reason, a player was unable to play two matches this cycle, this player must play a Recon Mission against another player from a different faction. Recon missions do not affect the TacMap in any way. Roll to determine the mission played in The Hive War mission pack.

The winner of this match gains 1 Intel for their faction.

UPDATE ADMINISTRATUM

Update your Administratum roster with the matches you played.

TRANSFER REQUISITION POINTS

Once all matches are completed for the cycle, all earned Requisition Points should transfer to the Spiremaster.

USE REQUISITIONS

Working with your Spiremaster, all players in a faction should discuss where to allocate their Requisition Points at the end of each cycle.

SUPPLY LINES:

A Location has an active **Supply Line** if it can connect continuously through friendly Locations back to your Hive City.

MINES

Remnants of mining equipment, shipping trains, and tools suggest this area was once a Mine Network used to harvest subsurface metals for the planet's Hive Cities. The location of the mines themselves are unknown.

THE TACMAP

The TacMap consists of 25 interlinked Locations, varying on control, Location traits, and crafted bonuses from bonus actions.

> **IMPORTANT NOTE:**
> You may only attack from a Location you control that has an active Supply Line.

The TacMap can be viewed live on the league website, and will update twice per cycle (once when matches are completed, and once when actions have been submitted).

You will find various icons shown on the TacMap. Use the following legend to determine what this information entails:

1. 📦 Supply Cache - Generate 1 additional RP per cycle for each Supply Cache you control with a Supply Line at the end of each cycle.
2. ((A)) Comms Tower - See Bonus Actions.
3. 🏕 Forward Operating Base - Receive one Advantage Tally for matches to or from that Location.
4. ⚑ Uncontested - This location is not owned by any faction.
5. Faction Icons - The corresponding faction currently controls this Location.
6. > Attacks - Attack arrows display the number of attacks coming from each Location, and directing towards its target Location.
7. ★ Hive City - Each Faction's Hive City. You cannot lose this Location!
8. ● Location - Marks a Location on the TacMap.
9. ≋ Freezing Winds - All models subtract 1" to Advance and Charge rolls when playing Matches in a Location inflicted by Freezing Winds.
10. ☢ Eternal Swamp - All models over 10 wounds that do not have fly subtract 2" movement when playing Matches in a Location inflicted by Eternal Swamp.
11. 🌡 Blistering Sandstorm - The command reroll stratagem costs 2 CP when playing Matches in a Location inflicted by Blistering Sandstorm.
12. ♜ Stronghold - Advantage when defending, or attacking from, this Location (no exceptions).
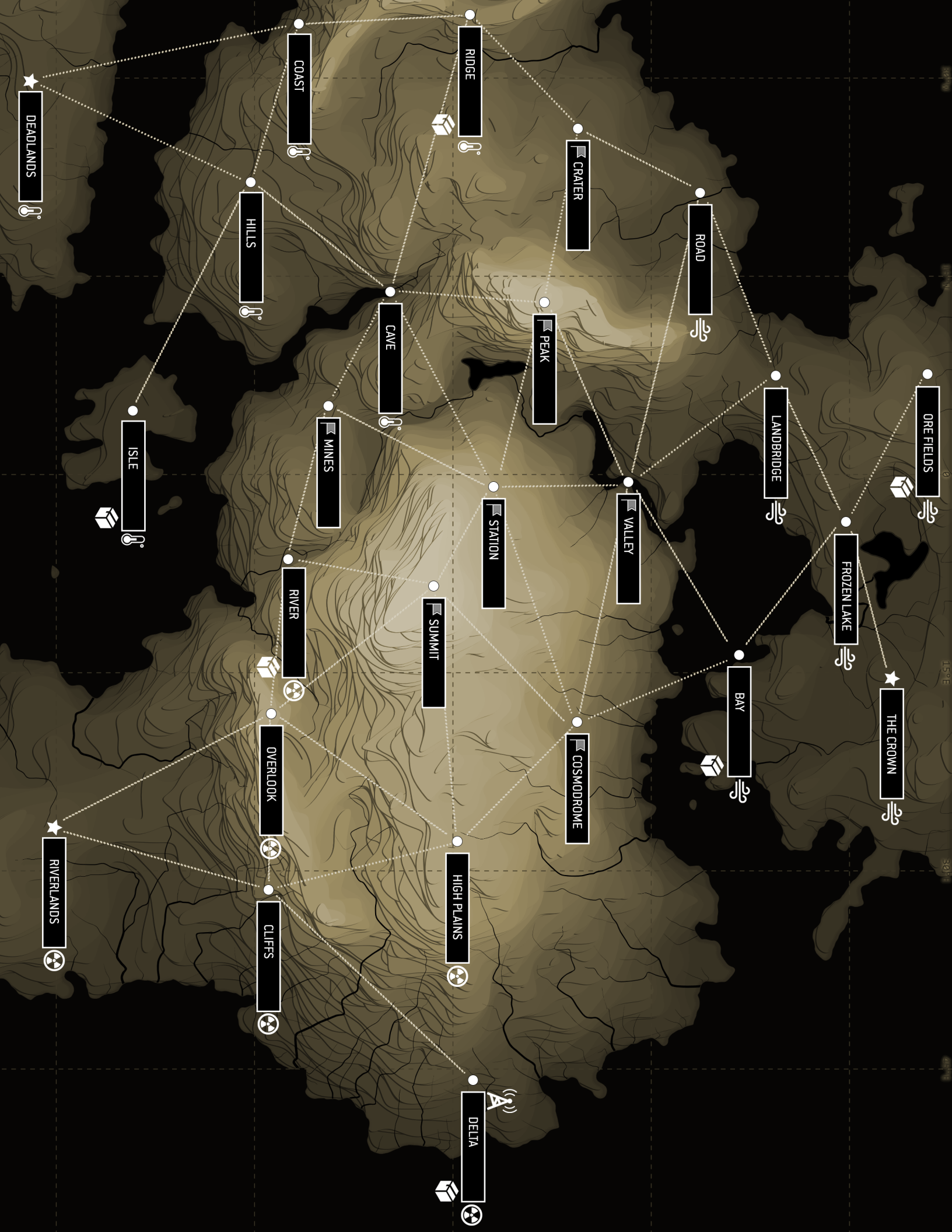
SUMMIT

The highest mountain in the desert of Stygian Secundus was once the best place for scouting the feudal lands in ancient history. The creation of the Hive Cities left the skies clouded in toxic fumes for thousands of years, though recently, the shrouded sky is shining once again.

ACTIONS

ATTACK ACTION

At the start of every cycle, your faction must secretly use 4 (+1 if Intel winner) Attack Actions.

These actions simulate your armies mustering forces from one of your controlled Locations and attacking enemy territory.

You must always attack from a Location you control, and that Location must have an active Supply Line. Isolated Locations your faction controls may need to defend against enemy attacks, but you cannot attack from this Location.

ATTACK LIMIT:
When attacking from a location to another location, only two attack actions may be played along the same location connection path from your team in the same cycle.

ATTACK ACTION SCENARIOS

The following describes various scenarios for how

Attack Actions get resolved into Matches:

SCENARIO 1:
If you attack a Location, the match will be played at that Location. Defender is automatically assigned to the target Location. If you lose, you do not lose the Location you attacked from.

EXAMPLE: Xenos is the defender, and the Match is played at Mines.

SCENARIO 2:
  If you attack a Location that is also attacking the Location you are attacking from, the attack is resolved in the defender's Location. The defender automatically plays as the defender in that match. Two matches are played. If one faction wins both games, they win the targeted Location.

EXAMPLE: Xenos is attacking Cave from Mines. Chaos is attacking Mines from Cave. Chaos plays as the attacker for the match in mines. Xenos plays as the attacker for the match in Cave.

SCENARIO 3:
  If two factions attack the same neutral Location, two matches are played in that neutral Location. Attacker/Defender is rolled off between the players, and an "Uncontested Mission" from the Mission Pack is played.
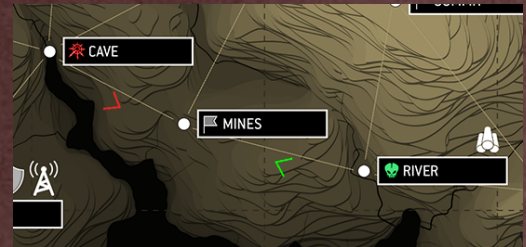
EXAMPLE: Xenos and Chaos attack Mines. Two matches are played at Mines.

SCENARIO 4 - UNCONTESTED VICTORY:

When attacking a Location that is uncontrolled, and no attacks from another faction are made into that same Location, you automatically gain control of that Location.

EXAMPLE: Xenos automatically wins Mines.

ADDITIONAL CIRCUMSTANCES

BREAKING TIES:

In the event of a tie, tiebreak by the sum of both games' Victory Points. If VPs are tied, there is no change in control.

STACKING ATTACKS:

Your faction may choose to attempt to overwhelm a Location with two attacks.

If the number of Attack Actions performed by your faction exceeds the total number of Attack Actions the enemy faction attacks against you (to and from the same Location), gain 1 Advantage Tally when resolving those Matches.

For each Attack Action, a match must be played.

EXAMPLE: Xenos gets 1 Advantage Tally in all three matches.

THREE FACTION CONFLICTS

There may be circumstances where all three factions get involved in combat over a single Location. All Attacks only demand a match against the target Location's current faction. Each match is resolved the same way. However, contested Locations are broken by following the BREAKING TIES rules.

In the event that three factions fight over an uncontested Location, each attack must be resolved against both factions (1 attack = 2 matches, one against each faction). The Location is controlled by the faction with the most victories, or using the BREAKING TIES rules. All matches must play from the "Uncontested Missions" in the Mission Pack.

BONUS ACTIONS

You may use up to 2 Bonus Actions per cycle (or one EXPEDITE action). The following Bonus Actions are available to you:

EXPEDITE

Free:

Double the Requisition Points generated from one Supply Cache this turn.

If you use this Bonus Action, you cannot use any other Bonus Action this cycle. Limit once per cycle.

FORWARD OPERATING BASE

7(+2) Requisition Points:

Build an FOB (⛩) at a friendly Location that has an active Supply Line. FOBs grant 1 Advantage Tally when defending, or attacking from, that Location.

FOBs are destroyed when you lose control of a Location.

The RP cost of this Bonus Action increases by 2 for every friendly FOB on the TacMap.

CONSTRUCT COMMS TOWER

4(+2) Requisition Points: Place a Comms Tower at a friendly Location that has an active Supply Line.

Gain 2 additional Command Points (CP) at the start of any Match played adjacent to a Location with a friendly Comms Tower (including its own Location). This bonus does not stack.

Comms Towers are destroyed when you lose control of a Location.

The RP cost of this Bonus Action increases by 2 for every friendly Comms Tower on the TacMap.

TRAIN RECRUITS

2 Requisition Points: Increase a single player's Supply Limit by 300 points.

DEFCON WAAGH

5 Requisition Points: Increase all friendly Supply Limits by 100 points.

AT DAWN, LOOK TO THE EAST

9 Requisition Points: Once all matches in a cycle have been revealed, select one friendly Location you are defending. You can add a Fortification model to your roster from your Crusade Force for free in all matches played at that Location for the remainder of that cycle.

STRONGHOLD

15 Requisition Points: Place a Stronghold at a friendly Location on the TacMap with an active supply line.

When resolving defensive matches at this Location, you always have advantage (regardless of Advantage Tally or Supply Lines).

Strongholds are destroyed when you lose control of a Location.

You may only have one friendly Stronghold on the map at any given time.

GAINING ADVANTAGE

There are various ways to gain an Advantage Tally on your opponent for a specific battle, either through Attack Actions or creating FOBs at a Location.

1. When defending, or attacking from, a friendly Location with a FOB (⛫), gain 1 Advantage Tally.
2. If you Attack an enemy Location with more Attack Actions than they Attack your source Location (●), gain 1 Advantage Tally.
3. When attacking a Location (●) with no active Supply Line, gain 1 Advantage Tally.
4. When attacking from your Hive City, you always have advantage.

The faction with the highest Advantage Tally in a Location's conflict gains Advantage in that match. Advantage determines what mission type is played. See the Hive War Mission Pack for more details.

Advantage Tallies reset at the end of every cycle.

NO ADVANTAGE:
When both Factions involved in a match do not have Advantage, the mission and deployment zones must be selected randomly from the missions labeled "No Man's Land" in the Hive War Mission Pack.

CRATER

Some of the only evidence of the Migration Incident in the 37th Millenium where the civilization from The Crown attempted to relocate to the Hive City located in what is now known as The Deadlands. The entire population never made it to their destination alive.

REQUISITIONS

Requisition Points are shared across all players in a faction.

At the end of every cycle, report your Requisition Points generated to your Spiremaster. The Spiremaster should bank all of their faction's Requisition Points for future use. Each player should work with the Spiremaster to use their faction's Requisition Points as needed.

REQUISITION LIMITATIONS:

No Requisitions, Stratagems, or other Codex- or Crusade-specific rules may be used that modify your **Supply Limit,** unless otherwise listed in this document. All Command Limits will automatically increase with each cycle.

PEAK
The tallest landmark used to navigate the rivers from the south to the north. An excellent scouting position for enemy movement on the western plains.

SCORING

Your faction earns Domination Points equal to the number of Locations you currently control. You score DPs for controlling Locations (●) even if they do not have an active Supply Line.

   Domination Points at the end of all cycles will influence the final match played at BOLTERCON.

   The faction who wins the final match will win the Crusade League.

STATION

Among the central mountains lies a derelict radio station, presumed to once enable communication between the Hive Cities after the sundering took place. Evidence inside the station itself suggests the crew stationed here were assassinated some time ago.

SCHEDULE

All league schedule
information in
Adminstratum. Match
regstration will be
available by sign-up sheet
at the start of each
cycle, based on attack
actions.

ORE FIELDS

The Ore Fields are a vast frozen wasteland dotted with scars from the mining operations in the feudal era. Some materials are left scattered and buried, awaiting use for the coming war.

CRUSADE AND GT LIMITATIONS

Due to the modifications built within this Crusade League to improve on previous years, some limitations will be put in place for this year's Crusade League:

1. No Requisitions, Stratagems, or other Codex- or Crusade-specific rules may be used that modify your **Supply Limit**, unless otherwise listed in this document. When modifying your Crusade Force in Administratum, your Spiremaster will list the reason for reduction in RP and pay for the modification, while you will mark the modification as free.
2. All missions played in this Crusade League must be missions used from The Hive War Mission Pack.
3. All traits and scars must be rolled for publicly, either using the Servitor Fidelis (Discord Bot) or in person with an opponent. Traits and scars that have no impact must be reported to the league master for review to approve a reroll.
4. Only two games per cycle can count towards your experience gained, kills, out of action tests, and any other factor that modifies your Order of Battle. Exhibition matches may be required.
5. Arks of Omen Detachment will be allowed for use in this Crusade League. For games with rosters below 1000 points, you only need to fill 2 Compulsory Battlefield Roles (Ex. 2 Troops).
6. If a Crusade Card has a Battle Scar, it may not be removed from your Crusade Force.
7. Any reference to Power or Power Level in crusade rules must be converted to points. The conversion is 1PL = 20 points.
8. Every player starts with 2 RP (instead of 5) they may spend personally at the start of the league. Remaining RP must be removed at the start of your first match.

9. Only Battle Traits, Battle Scars, Psychic Fortitudes, Crusade Relics, Agendas, and Requisitions may be used from your Army's Codex. All other rules cannot be used this League (ex. Chaos Warbands, Biomass, Scrap, The Great Game, etc). For details on banned Faction Crusade rules, visit the next page.

10. When initially creating a crusade card, you may include Wargear even if it is limited by your Crusade rules. Modifications to wargear to an existing unit must use the Core Rules Crusade requisition to change wargear as normal.

11. A Battle Scar may not be removed until the end of the cycle after that scar is acquired.

12. If any agenda grants additional RP on completion, that RP is immediately converted to additional XP granted to the specified unit.

13. Ignore the Warlord Trait and Relic Core Stratagems (AOO page 6). These are purchased with RP through the crusade system.

14. Hive team mates may play Hive War doubles games together without any restrictions but YOUR half of the force must still meet the Battle Brothers requirements in AOO (AOO pg. 8).

15. Determining Mission (AOO pg. 9) will be ignored and replaced with Hive War mission selection.

16. Determine Attacker and Defender (AOO pg. 9) will be ignored if attacker defender has been determined already by Hive War rules.

17. Choose Deployment Zone (AOO pg. 9) will be ignored if one side has advantage as determined by Hive War advantage.

18. Select Secondary Objectives (AOO pg. 9) will be replaced with Select Agendas from the BRB. (BRB pg. 333).

19. Starting CP split between players in doubles pairings. Crusade Point differences have no effect.

DOUBLES PAIRINGS RULES

Cycles 1 and 2 are doubles matches. This means you will pair with another player on your team to fight in The Hive War. However, doubles in Hive War works differently than normal double's matches. Here is a quick guide to understanding those differences:

1. Your CP is split! Starting CP, and CP generated at the beginning of every turn, is split between each player. Crusade point difference have no effect.
2. Your auras and buffs are your own! Buffs via auras, stratagems impacting friendly units, and any other interactions your army has with itself only impacts itself.
3. You pick your own Agendas! Agendas are not shared. Each player gets 2-3 Agendas. Cycles 1 and 2 need 2 Agendas. Cycle 3 and onward need 3 Agendas.
4. Your pairings do not need to follow allied detachment/battle brothers ruling! You are two separate battle-forged lists, allied together.
5. You both take turns together! Each player does not have a separate turn. Your doubles team takes a turn. Strategize how to play out your turn with your teammate.

PAINTING REQUIREMENTS

As with everything else ran by Bolters at Dawn, see our Technical Manual (http://boltersatdawn.com/technical_manual.html).

In addition, in progress models may only see the table one day. Must be battle-ready thereafter.

BANNED FACTION CRUSADE RULES

IMPERIUM

Adepta Sororitas

- Trials of a Living Saint
- Saint Points
- Martyr Points

Adeptus Custodes

- Magisterium Lex Ultima
- Endeavour Imperatives
- Astra Cartographica
- Archeotech Curiosity Relics

Adeptus Mechanicus

- Archeotech Treasures
- Archeotech Parts

Astra Militarum

- Tours of Duty
- Logistics Points
- Commendation Points

Grey Knights

- Honoured Titles

Imperial Knights

- SWORN TO A QUEST
- Glory Points
- Shame Points

Space Marines

- Honorifics
- Banners of Renown
- Renown Points
- Warden Raiders
- Raid Points
- Torchbearers Crusade Force
- Search Points

CHAOS

Chaos Daemons

- Loci of the Gods
- The Great Game

- Ascendancy Points
- Favoured Rewards

Chaos Knights

- The Eightfold Path to Damnation
- Damnation Points
- Pacts
- Damnations

Chaos Space Marines

- Spawndom
- Chaos Warbands
- Chaos Points
- Favoured Rewards
- Forsaken Punishments

Death Guard

- Chaos Boons
- Spreaders of Disease
- Virulence Points

Thousand Sons

- Chaos Boons
- Discover the Arcane
- Arcane Points

XENOS

Aeldari

- Paths of the Aeldari
- Souls for Ynnead
- Soul Points
- Grand Performances
- Path of Damnation
- Damnation Points

Drukhari

- Territorial Dominance
- Raid Spoils Points
- Territoral Abilities
- Spoils of Battle

Genestealer Cults

- Path to Ascension
- Ascension Points

Leagues of Votann

- Grudges
- Kindred Acquisitions
- Kindred Assets

Necrons

- Dynastic Epithets

Orks

- Might Takes Right
- Scrap
- Scrap Points

T'au Empire

- Expanding the Empire
- Diplomat Points
- Military Points

Tyranids

- Devouring Worlds
- Biomass Points

A NOTE ON TENTH EDITION

We all know 10th edition is on its way. Until otherwise announced, this Crusade League will use 9th edition. We will announce how 10th edition will be handled when we get closer to release.

MISSION PACK

Mission pack will be supplied in a separate reference document and pinned in Discord.

All missions played in this crusade league are considered Strike Force size.

CHANGELIST

v1.0.9

- Removed doubles from cycle 3.

v1.0.7

- Fixed formatting for Astra Militarum under Banned Faction Crusade Rules
- Added additional "Crusade and GT Limitations" related to Arks of Omen (items 13 through 18).
- Clarified number of attacks declared.
- CP Bonus from Crusade Point difference is split between players. Odd number is decided by the players granted the bonus CP.
- Trait/Scar rerolls must be approved by the League Master.
- Added doubles pairings rulings.

v1.0.6

- Adjusted wording under "Gaining Advantage" to more accurately reflect how missions are selected and set up in the Mission Pack.

v1.0.5

- Added Painting Requirements.
- Adjusted Attack Limitation to more accurately represent the intended rule.
- Added GT/Crusade Limitation regarding RP generation through the completion of Agendas.
- Added Changelist.

v1.0.4

- Initial Release version.