

Battle Traits

Dice Roll	Infantry	Monster and Vehicles	Psyker	Mounted	Beast
1	Fortune's Favoured - Models in this unit have a 6+ invulnerable save. While this unit has one or more Warp counters, models in this unit have a 5+ invulnerable save (excluding against Psychic Attacks).	Warding Inscriptions - Models in this unit have the Feel No Pain 6+ ability against Psychic Attacks and mortal wounds. While this unit has one or more Warp counters, models in this unit have the Feel No Pain 5+ ability against Psychic Attacks and mortal wounds.	Ritual of Shrouding - At the start of the Deploy Crusade Armies step, you can spend 1RP; if you do, until the end of the battle, each model in this unit has the Infiltrators ability.	Tip of the Spear - This unit has the Scouts 6" ability.	War Beasts - Add 1 to Advance and Charge rolls made for this unit.
2	Warp-Hardened Veterans - Each time this unit is Marked for Greatness, it gains an additional 2XP. In addition, once per battle, in your Command phase, you can add or remove one Warp counter to/from this unit.	Advanced Suspensors - Ranged Weapons equipped by models in this unit have the [assault] ability.	Warp Focus - Add 1 to the Strength characteristic of Psychic weapons equipped by models in this unit. While this unit has one or more Warp counters, add 2 to the Strength characteristic of Psychic weapons equipped by models in this unit instead.	Tip of the Spear	War Beast



By **Flint**
cheatography.com/flint/

Not published yet.
 Last updated 9th December, 2025.
 Page 1 of 5.

Sponsored by **CrosswordCheats.com**
 Learn to solve cryptic crosswords!
<http://crosswordcheats.com>

Battle Traits (cont)

3	Adaptive Camouflage - This unit has the Stealth ability and if this unit is in Strategic Reserves, it counts the battle round number as one higher than the current battle round number for the purpose of determining when and where it is set up.	Extra Armour - Add 1 to the Toughness characteristic of models in this unit.	Scrier's Gaze (Aura) - Enemy units that are set up on the battlefield from Reserves cannot be set up within 12" of this unit.	Skilled Riders - Each time this unit makes a Normal, Advance or Charge move, its models can move through sections of terrain features more than 2" in height, but if any do so, just after this unit has moved, roll one D6: on a 1, this unit suffers D3 mortal wounds and is Battle-shocked; on 2-3 this unit is Battle-shocked.	Leaping Frenzy - Each time this unit ends a Charge move, select one enemy unit within Engagement Range of it, then roll one D6 for each model in this unit that is within Engagement Range of that enemy unit, adding 1 to the result if this unit has 1 or more Warp counters: for each 5+, that enemy unit suffers 1 mortal wound.
---	---	--	---	--	--

C

By **Flint**

cheatography.com/flint/

Not published yet.

Last updated 9th December, 2025.

Page 2 of 5.

Sponsored by **CrosswordCheats.com**

Learn to solve cryptic crosswords!

<http://crosswordcheats.com>

Battle Traits (cont)

4	<p>Stalwarts - Once per battle, in your Command phase, this unit can use this Battle Trait. When it does, if it is Battle-shocked, it is no longer Battle-shocked and, until the end of the turn, this unit is eligible to perform an Action in a turn in which it Fell Back and/or while within Engagement Range of one or more enemy units.</p>	<p>Juggernaut - You can ignore any or all modifiers to this unit's Move characteristic. In addition, each time this unit makes a Normal move, its models can move through sections of terrain features more than 2" in height, but if any do so, just after this unit has moved, roll one D6: on a 1-3 this unit is Battle-shocked.</p>	<p>Warp Alacrity - You can re-roll Advance and Charge rolls for this unit. In addition, each time this unit is selected to Advance, you can remove one Warp counter from it. If you do, then until the end of the turn, this unit is not eligible to declare a charge (even if another rule would let it Advance and Charge in the same turn), but you do not make an Advance roll; instead, until the end of the phase, add 6" to the Move characteristic of models in this unit.</p>	<p>Skilled Riders</p>	<p>Leaping Frenzy</p>
5	<p>Footsloggers - Add 1" to the Move characteristic of models in this unit.</p>	<p>Endless Rage - This unit is eligible to shoot and declare a charge in a turn in which it Fell Back.</p>	<p>Force Shield - Each time an attack targets this unit (excluding Psychic Attacks), if the Strength characteristic of that attack is greater than the Toughness characteristic of this unit, subtract 1 from the Wound roll.</p>	<p>Reactive Deployment - After both players have deployed their armies, you can redeploy this unit. When doing so, you can set this unit up in Strategic Reserves, regardless of how many units are already in Strategic Reserves.</p>	<p>Fearsome Preadtors (Aura) - While an enemy unit is within 6" of this unit, worsen the Leadership and Objective Control characteristics of models in that unit by 1 (to a minimum of 1).</p>



By **Flint**
cheatography.com/flint/

Not published yet.
 Last updated 9th December, 2025.
 Page 3 of 5.

Sponsored by **CrosswordCheats.com**
 Learn to solve cryptic crosswords!
<http://crosswordcheats.com>

Battle Traits (cont)

6	Warp Hunters - Each time a model in this unit makes an attack that targets the closest eligible target, you can re-roll a Wound roll of 1. If the target of that attack is an UNBOUND ADVERSARIES unit, and it is the closest eligible target, you can re-roll the Wound roll instead.	Daemon Hunter - Each time this unit targets an UNBOUND ADVERSARIES unit, you can re-roll the Hit roll. In addition, at the Update Crusade Cards step, if this unit would gain XP from Dealers of Death, it gains 1 additional XP.	Warp Terrors - Once per turn, at the start of your Command phase, Movement phase, Shooting phase, or Charge phase, or the Fight phase, you can select one enemy unit within 18" of this model. That unit must take a Battle-shock test, subtracting 1 from the test when it does so if it has one or more Warp counters.	Reactive Redepl-oyment	Fearsome Preadtors
---	--	---	--	------------------------	--------------------

Artificer Relics

Periapt of the Righteous - Add 2 to the bearer's Wounds characteristic. In addition, in your Command phase, you can remove one Warp counter the bearer's unit has. If you do, the bearer regains up to D3 lost wounds.

Tartarine Cuirass - Each time an attack is allocated to the bearer, subtract 1 from the Damage characteristic of that attack. This is not cumulative with any other modifiers that worsen the Damage characteristic of an attack.

Grimoire Abjuratis - Each time a BEAST or MONSTER model makes an attack that targets the bearer's unit, subtract 1 from the Wound roll. If the attacking model is an UNBOUND ADVERSARIES unit, subtract 1 from the Hit roll as well

Cowl of Vehemence - PSYKER model only. Each time the bearer makes a Psychic Attack, re-roll a Wound roll of 1. While the bearer's unit has one or more Warp counters, each time the bearer makes a Psychic Attack, you can re-roll the Wound roll instead.

Antiquity Relics (cont)

Sanguiflamme of Armageddon - At the start of your Command phase, if the bearer is within range of an objective marker you control, you can choose one of the following: Remove 1 Warp counter that the bearer's unit has. If you do, gain 1CP. Take a Leadership test for this model. If that test is passed, gain 1CP.

Legendary Relics

Legendary Relics (cont)

Beast-ward Barbute - Each time a BEAST or MONSTER unit targets the bearer's unit, before making any attacks, that BEAST or MONSTER unit must take a Battle-shock test. Each time a model in that BEAST or MONSTER unit makes an attack that targets the bearer's unit, subtract 1 from the Hit roll and, if that test was failed, subtract 1 from the Wound roll as well. In addition, once per battle, in your Command phase, you can select one UNBOUND ADVERSARIES unit within 18" of the bearer. If you do, until the start of your next Command phase, that UNBOUND ADVERSARIES unit loses the UNBOUND ADVERSARIES keyword and is part of your Crusade army.

Antiquity Relics

Riftwalker's Astrolave - The bearer has the Deep Strike ability. While the bearer is leading a unit, models in that unit have the Deep Strike ability.

Weapon of Renown - Select one melee weapon that the bearer is equipped with (excluding a weapon that has been replaced by an Enhancement or upgraded via the Weapon Modifications Battle Trait). That weapon is now a Crusade Relic and it has the [ANTI-UNBOUND ADVERSARIES 4+] and [DEVASTATING wounds] abilities.

Exorcist's Thurible - The bearer has the Feel No Pain 5+ ability against mortal wounds and Psychic Attacks. In addition, once per battle, just after rolling to generate an Anomaly, you can remove one Warp counter the bearer has. If you do, you can change one of the dice that were part of that roll to a dice result of your choosing (changing the anomaly generated).

Vengeance Totem - When the bearer's unit is destroyed, roll one D6 for every enemy unit within 6": on a 4+, that enemy unit suffers D3 mortal wounds. Then, if the bearer's unit had one or more Warp counters when it was destroyed, you can set up one unit of UNBOUND ADVERSARIES on the battlefield as close as possible to where the bearer's model was destroyed and not within Engagement Range of any enemy units. The Power Level of this unit is equal to the number of Warp counters the bearer's unit had.

Empyromancer's Focus - PSYKER model only. The bearer's Psychic weapons gain the [sustained hits 2] ability. In addition, at the end of the Set Warp Events step, if the bearer is in your Crusade army, you can choose to increase or decrease the intensity of the Warp Events used in that battle by 1 (to a minimum of 1 and a maximum of 3).

Warp-touched Weapon - INFANTRY or MOUNTED model only. Select one melee weapon that the bearer is equipped with (excluding a weapon that has been replaced by an Enhancement or upgraded via the Weapon Modifications Battle Trait). That weapon is now a Crusade Relic and you add 1 to the Attacks, Strength and Damage characteristic of that weapon. In addition, each time the bearer is selected to fight, you can first remove up to 3 Warp counters from the bearer's unit. For each Warp counter removed in this way, until the end of the phase, add an additional 1 to the Attacks and Strength characteristics of that weapon.



By **Flint**
cheatography.com/flint/

Not published yet.
Last updated 9th December, 2025.
Page 5 of 5.

Sponsored by **CrosswordCheats.com**
Learn to solve cryptic crosswords!
<http://crosswordcheats.com>