

STABILITY



### ETERNAL DEVOTION

Not all members of the Unholy Crusade are equally devoted to the cause. When stability reaches 5, members lose 1 die each from Aggression and Cunning. When stability reaches 2, members suffer -1 Willpower. At stability 0, attrition, desertion, and infighting take their toll and the Crusade is stalled. It may “devolve” into a less ambitious organisation, likely bent on revenge against the PCs personally.

## THE UNHOLY CRUSADE

### BLOOD FOR THE BLOOD GOD

When a member knocks an enemy unconscious by exceeding its wound threshold, all Unholy Crusade members within close range heal 1 wound. When their agenda reaches 3, whenever a member inflicts a critical wound, that member heals a number of normal wounds equal to the critical wound's severity. When the agenda reaches the end of the track, their crusade is complete.

AGENDA




TACTIC

FOCUS

# THE UNHOLY CRUSADE

## COMBAT, CORRUPTED, ZEALOT



The Unholy Crusade is coming for your blood and your false gods. They may have started as a hidden, secret Cult, or perhaps a small warband, but now they have become an army. Whether a Chaos horde or a Druchii raiding party, or a greenskin WAAAGH! the Unholy Crusade is motivated by a near-religious compulsion to eradicate all that the PCs hold dear. They will not rest until the Empire is in flames and the streets run red with blood offered up to their dark gods.

The Nemesis that drives the Unholy Crusade is either the armour-clad war-leader who commands the crusade's battle plans, or the wizened spiritual leader who foresees victory and death written in the stars. Of the entire crusade, he is the most dedicated, focused, and deadly. If he alone survives, he will continue to fight to destroy the works of man.

The Unholy Crusade thinks bigger and acts bigger than most other organisations. Another organisation might seek to depose the ruler of a town; the Crusade will burn the city to the ground and flay its inhabitants. Perhaps an organisation seeks to enact a ritual to summon a daemon; the Crusade's ritual will end the world in fire and blood. The Crusade may not even be aware of the PCs existence, unless they have thwarted the Crusade and earned its enmity.