THE SCATTERING

VOLUME II: CHAMPIONS & RELICS

A narrative character-development supplement for Warhammer 40,000, Eleventh Edition

THE NAME SURVIVES THE ARMOUR. THE LEGEND OUTLIVES THE WAR.

CAMPAIGN MASTER EDITION • 2026 • PLAYTEST MASTER DRAFT

Unofficial fan-created rules. This supplement does not replace current official datasheets, faction rules, Core Rules, FAQs, or the core campaign dossier. The relic entries consolidate our design drafts; interactions flagged in the appendix require Campaign Master approval before play.

How to use this book

Volume I, The Scattering campaign dossier v2.2, governs campaign phases, XP eligibility, missions, RP, recovery, and the shared strategic map. This volume governs bespoke character progression, Crucible Enhancements, configuration records, and the expanded relic catalogue. When this volume expressly changes an older provisional relic description, the newer description applies. All rules remain subject to current official rules and published updates.

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I. Character creation and advancement

Every player creates one named Crucible Warlord with an identity, ambition, flaw, history, miniature or approved proxy, and a legal starting configuration. Supporting Champions enter under the campaign core-book rules; they may equip Artificer and Antiquity relics when eligible but never Legendary relics. No protagonist is permanently removed by an ordinary battlefield death.

Career XP	Rank	New opportunity
0–5	Battle-ready	Starting configuration
6–15	Blooded	Second configuration or equivalent project
16–30	Battle-hardened	Third configuration or approved character project
31–50	Heroic	Fourth configuration; Antiquity eligibility
51+	Legendary	Fifth configuration; Warlord Legendary eligibility

Career XP follows the person; the same XP is mirrored to the active configuration, not awarded twice. Each configuration independently records its XP, Honours, Scars, equipment, and points. Only one configuration of a named protagonist may deploy in a battle. Two battles per player per phase are progression-eligible, as established in Volume I.

Trial by Fire. A newly unlocked configuration gains +2 bonus Configuration XP after each of its first two XP-eligible appearances (maximum +4). This does not increase Career XP.

II. Configurations and legal loadouts

A configuration is a complete, approved character datasheet or legal Crucible build, not a mixture of abilities from several datasheets. A Warboss may unlock foot, Mega Armour, Squigosaur, and Wartrike configurations as alternate representations of the same protagonist if the CM approves each build. Use the complete legal datasheet, its keywords, points, abilities, and wargear options.

Rearm Requisition (0 RP, proposed). Between battles, a player may freely change legal wargear options on an unlocked configuration, recording the selections before roster submission. This does not alter XP, Battle Honours, or Scars. Switching among unlocked configurations is also free. A relic requiring a missing weapon profile is inactive in that configuration.

Ownership. Personal relics follow the character; Armoury relics, explicitly marked by the CM, may be reassigned between battles. Configuration Enhancements and Battle Honours never transfer between configurations. Career Enhancements apply wherever legal.

III. Crucible Enhancements

Crucible Enhancements are campaign advancements, not ordinary detachment Enhancements. Detachment Enhancements are unavailable to Crucible characters. A character may select each Crucible Enhancement at most once. Enhancement effects are distinct from relics and Battle Honours.

Career rank	Career slots	Configuration slots per build
Battle-ready	0	0
Blooded	1	0
Battle-hardened	1	1 (requires 1 Battle Honour)
Heroic	2	1
Legendary	2	2 (second requires 3 Battle Honours)

Career Enhancement catalogue

Veteran Commander. Once per battle round at Command start, select another friendly unit within 9 inches: one model in it gets +1 OC until next Command.

Unyielding Will. Bearer rerolls Battle-shock tests; once per battle it may automatically pass one such test.

Master of the Hunt. At Movement start mark visible enemy within 18 inches; bearer may reroll one Hit and one Wound against it this turn.

Seasoned Survivor. Once per battle round reduce Damage of one attack allocated to bearer by 1, minimum 1.

Battlefield Opportunist. Once per battle round after enemy within 9 inches is destroyed, bearer may make a legal Normal Move up to 3 inches if eligible.

Inspiring Presence. At Command start select friendly Infantry within 9 inches: +1 OC/model on objectives until next Command.

Configuration Enhancement catalogue

Master of Blades (Melee configuration). One non-EXTRA ATTACKS melee profile +1 Attack.

Deadeye Marksman (Ranged configuration). One non-TORRENT ranged profile rerolls one Hit and one Wound per Shooting phase.

Armoured Veteran (Armour save). Once per battle round worsen AP of one attack allocated to bearer by 1.

Mounted Hunter (MOUNTED). +1 inch Move; once per round reroll one Charge roll.

Siegebreaker (Melee configuration). One melee profile gains +1 Strength against MONSTER and VEHICLE.

Relentless Warrior (INFANTRY). Once per round reroll Advance; if not Advancing, +1 inch Move that Movement phase.

Stacking restriction. A single weapon profile cannot receive multiple Attacks increases from Crucible Enhancements or relics simultaneously; use the highest eligible increase. Other effects follow normal modifier rules unless expressly restricted. Configuration Enhancements must meet their listed eligibility at the time of play.

IV. Relic acquisition and restrictions

Tier	Eligibility	Acquisition	Crusade Points
Artificer	Any rank	2 RP commission or quest	+1
Antiquity	Heroic+	CM-approved quest/major feat	+2
Legendary	Legendary Warlord	Major campaign quest	+3

Each character may equip up to two active relics, with no more than one Antiquity or Legendary relic. Supporting Champions cannot equip Legendary relics. Higher-tier relics discovered early remain sealed until the bearer qualifies. Personal relics cannot be lost in ordinary defeat. Armoury relics are transferable only if explicitly designated. The CM controls all relic awards and availability.

Rules conventions. All distances are measured from the bearer. “One profile” means one selected weapon profile recorded before battle. No effect extends to the bearer own unit unless its wording permits it under current rules. TORRENT and PRECISION combinations are disallowed where incompatible. Repositioning must follow legal placement restrictions. Duplicate weapon abilities use official stacking rules. “+1 AP” means improve Armour Penetration by one (for example, AP -2 becomes AP -3). “Worsen incoming AP by 1” means AP -2 becomes AP -1, minimum AP 0. All selected targets must be legal.

Important: These are consolidated house-rule drafts, not a claim that all 182 effects have passed exhaustive 11th-edition compatibility testing. See Appendix A for flagged interactions.

V. Universal relic armoury

Artificer

Oathbound Vox — Support

At Command start select another friendly unit within 9 inches; +1 OC/model and reroll Battle-shock tests until next Command.

Surveyor's Auspex — Support

At Shooting start mark visible enemy within 18 inches; bearer and one other friendly unit within 9 inches gain IGNORES COVER against it this phase.

Ward of Sparks — Combat/Armour

Incoming ranged AP against bearer worsens 1; bearer has Feel No Pain 5+ against mortal wounds.

Veteran's Talisman — Combat/Armour

Bearer +1 Wound; once per phase may reroll one failed saving throw.

Reclaimer's Kit — Support

At end of Movement select friendly Vehicle within 3 inches: heal 1 wound to one model; if bearer has repair rule, may instead add +1 to wounds restored by that repair, once per round.

Knife of the Last Watch — Combat/Armour

One melee profile excluding EXTRA ATTACKS: +1 Attack, +1 AP.

Antiquity

The Ashen Standard — Support

Friendly units within 6 inches gain +1 OC/model; at Command start select unit within 9 inches to reroll Battle-shock and ignore OC reductions except Battle-shock until next Command.

Compass of Ruin — Support

At Movement start select other friendly Infantry within 9 inches; +2 inches Move and reroll Advance; if it does not Advance, ignore Move penalties.

Forgesworn Plate — Combat/Armour

Bearer +2 Wounds; incoming AP worsens 1.

The Pale Signet — Combat/Armour

One melee or ranged profile excluding TORRENT/EXTRA ATTACKS: +1 Damage, and +1 AP against CHARACTER.

Legendary

The Starfall Crown — Support

At Command start choose until next Command: friendly units within 6 inches +1 OC/model; or another friendly unit within 9 inches gains ranged IGNORES COVER and rerolls one Wound each shooting; or another friendly unit within 9 inches has incoming ranged AP worsened 1.

The Last Gate Key — Support

At Movement start reposition another friendly Infantry unit within 9 inches, not engaged, wholly within 9 inches of bearer and more than 9 inches from enemy; counts as repositioned, cannot charge this turn; once per unit per round.

The Unbroken Promise — Combat/Armour

Bearer +2 Wounds and Feel No Pain 5+; first time bearer would be destroyed, on 3+ instead remains with D3 wounds. Once per battle.

The Sovereign's Mandate — Support

At Command start choose up to two other friendly units within 12 inches; each gains until next Command: reroll one Hit and one Wound each time it shoots or fights; or +1 OC/model and reroll Battle-shock; or +2 inches Move and reroll Advance.

VI. Faction armouries

Each faction receives exactly six relics: Combat/Armour and Command/Support at Artificer, Antiquity, and Legendary. Relics are faction-locked unless the Campaign Master expressly authorizes a narrative exception. A relic never changes a unit’s faction keywords.

Adepta Sororitas

Censer of Purifying Flame [Artificer · Combat / Armour]

One ranged profile: +1 AP; if TORRENT, also +1 Strength.

Icon of the Faithful [Artificer · Command / Support]

Once per battle round after a friendly Sororitas Infantry unit within 6 inches uses a legal Miracle Dice substitution, one model in it gains +1 OC until turn end.

Martyr's Aegis [Antiquity · Combat / Armour]

Bearer gains Feel No Pain 5+.

The Martyr's Ledger [Antiquity · Command / Support]

Once per battle round when another friendly Sororitas Infantry unit within 6 inches is destroyed, one surviving friendly Sororitas Infantry unit within 6 inches gains +1 OC per model until turn end.

Saint's Burning Judgment [Legendary · Combat / Armour]

One melee profile: +2 Attacks, +1 AP, ANTI-CHAOS 4+.

The Last Benediction [Legendary · Command / Support]

Once per battle round when another friendly Sororitas Infantry unit within 9 inches is destroyed by an attack, select a surviving friendly Sororitas Infantry unit within 9 inches; until turn end, +1 melee Attack and Feel No Pain 6+.

Adeptus Custodes

Auramite Bulwark [Artificer · Combat / Armour]

Incoming AP against bearer worsens by 1 (minimum 0).

Sigil of the Shield Host [Artificer · Command / Support]

Once per battle round select a Custodes Infantry unit within 9 inches; it can reroll one Battle-shock test before next Command phase.

Emperor's Edge [Antiquity · Combat / Armour]

One melee profile: +1 AP and +1 Damage.

Unbroken Formation [Antiquity · Command / Support]

At start of opponent's Shooting phase select one Custodes Infantry unit within 9 inches; once this phase, it may reroll one failed save.

The Emperor's Living Aegis [Legendary · Combat / Armour]

Bearer gains +2 Wounds; once per phase, when an attack is allocated to bearer, reduce its Damage by 2 (minimum 1).

The Ten Thousand's Vigil [Legendary · Command / Support]

At Command start select another Custodes Infantry unit within 9 inches: +1 OC per model until next Command; OC cannot be reduced below 1 except while Battle-shocked.

Adeptus Mechanicus

Omnissian Targeting Eye [Artificer · Combat / Armour]

One ranged profile: reroll Hit rolls of 1.

Canticle Transmitter [Artificer · Command / Support]

At Command start select AdMech Infantry within 9 inches; its ranged attacks gain IGNORES COVER until next Command.

Adamantine Corpus [Antiquity · Combat / Armour]

Bearer +1 Wound and Feel No Pain 5+.

Noospheric Conductor [Antiquity · Command / Support]

End Movement select friendly AdMech Vehicle within 6 inches; one model regains D3 wounds, once per model per round.

Annihilation Protocol [Legendary · Combat / Armour]

One ranged profile: +2 Strength, +1 AP, +1 Damage.

The Omnissiah's Master Override [Legendary · Command / Support]

At Command start select AdMech Vehicle within 9 inches; until next Command choose +1 ranged Strength, incoming AP worsened 1, or +2 inches Move.

Astra Militarum

Officer's Last Defence [Artificer · Combat / Armour]

Incoming melee AP against bearer worsens 1 (minimum 0).

Regimental Vox Laurels [Artificer · Command / Support]

If bearer issues Orders, extend their range 3 inches (maximum 15); otherwise select Astra Infantry within 9 inches at Command start for +1 OC per model until next Command.

Castellan's Sabre [Antiquity · Combat / Armour]

One melee profile: +2 Attacks, +1 AP.

Banner of Unyielding Duty [Antiquity · Command / Support]

Astra Infantry within 6 inches gains +1 OC per model on objectives; if it Remains Stationary, it gains Cover until next Movement phase.

Emperor's Final Bulwark [Legendary · Combat / Armour]

Bearer +1 to armour saving throws (not better than 2+) and Feel No Pain 4+ against mortal wounds.

The Lord General's Baton [Legendary · Command / Support]

At Command start select Astra Infantry and Astra Vehicle within 12 inches; Infantry +1 OC/model, Vehicle ranged attacks IGNORES COVER until next Command.

Grey Knights

Hexagrammic Ward [Artificer · Combat / Armour]

Incoming Psychic AP against bearer worsens 1; Feel No Pain 5+ against mortal wounds.

Seal of Brotherhood [Artificer · Command / Support]

At Command start select Grey Knights Infantry within 9 inches; Feel No Pain 5+ against mortal wounds until next Command.

Titan-forged Nemesis [Antiquity · Combat / Armour]

One melee profile: +1 Strength, +1 Damage, ANTI-DAEMON 4+.

Teleportarium Beacon [Antiquity · Command / Support]

At Movement start select another Grey Knights Infantry unit within 9 inches; +2 inches Move and may move horizontally through enemy models during Normal Move, ending legally outside Engagement Range.

Aegis of Titan [Legendary · Combat / Armour]

Bearer Feel No Pain 5+, improving to 4+ against Psychic attacks and mortal wounds.

The Emperor's Banishment [Legendary · Command / Support]

At Command start choose one until next Command: one GK Infantry within 9 inches gains Feel No Pain 5+ vs Psychic/mortal; one GK unit within 9 inches gets +1 AP on Psychic attacks; or GK Infantry within 6 inches gets +1 melee AP vs DAEMON.

Imperial Agents

Rosarius of the Hidden Hand [Artificer · Combat / Armour]

Bearer gains 4+ invulnerable save; if already 4+ or better, +1 Wound instead.

Seal of Absolute Authority [Artificer · Command / Support]

At Command start select Agents Infantry within 9 inches; +1 OC/model, and while controlling an objective its OC cannot be reduced except by Battle-shock.

Witch-Hunter's Verdict [Antiquity · Combat / Armour]

One weapon profile excluding TORRENT: ANTI-PSYKER 3+ and PRECISION.

The Inquisitorial Dossier [Antiquity · Command / Support]

At Command start mark visible enemy CHARACTER within 18 inches; Agents units within 9 inches gain PRECISION with non-TORRENT ranged attacks against its Attached unit until next Command.

The Emperor's Unspoken Sentence [Legendary · Combat / Armour]

One non-TORRENT weapon profile: +1 AP, +1 Damage; against CHARACTER, gain PRECISION and LETHAL HITS.

The Mandate of Extermination [Legendary · Command / Support]

At Command start mark visible enemy within 24 inches; Agents units within 9 inches +1 to Wound against it; against CHARACTER also IGNORES COVER.

Imperial Knights

Adamantine Heraldry [Artificer · Combat / Armour]

Incoming ranged AP against bearer worsens 1.

Household Vox Imperialis [Artificer · Command / Support]

At Command start select friendly ARMIGER within 12 inches; +1 OC/model and reroll Advances until next Command.

Monarch's Reaper [Antiquity · Combat / Armour]

One melee profile: +2 Strength and +1 Damage.

The Knightly Compact [Antiquity · Command / Support]

At Command start select ARMIGER within 12 inches; +1 to Hit against enemies on objectives until next Command.

Throne of Adamant [Legendary · Combat / Armour]

Bearer +3 Wounds; incoming attacks with Damage 3 or more have Damage reduced by 1 (minimum 1).

Banner of a Thousand Victories [Legendary · Command / Support]

At Command start select up to two ARMIGER units within 12 inches; give different orders until next Command: +2 inches Move, incoming AP worsened 1, or +1 AP on one selected weapon profile.

Space Marines

Master-Artificer's Edge [Artificer · Combat / Armour]

One melee profile: +1 AP.

Vox of the Chapter Command [Artificer · Command / Support]

At Command start select Astartes Infantry within 9 inches; +1 OC/model until next Command.

Adamantine Mantle [Antiquity · Combat / Armour]

Bearer +1 Wound, Feel No Pain 5+ vs mortal wounds, incoming AP worsened 1.

The Strategium Signum [Antiquity · Command / Support]

At Command start select Astartes unit within 9 inches; until next Command choose +2 inches Move, +1 Charge, or ranged IGNORES COVER.

Primarch's Legacy [Legendary · Combat / Armour]

One melee profile: +2 Attacks, +2 Strength, +1 Damage.

The Codex Triumphant [Legendary · Command / Support]

At Command start select up to two Astartes units within 9 inches; give each a different Signum benefit; if only one selected, it may receive two different benefits.

Black Templars

Sword of the Penitent [Artificer · Combat / Armour]

One melee profile: +1 AP; gain PRECISION vs PSYKER units.

Reliquary of the Eternal Crusade [Artificer · Command / Support]

Black Templars Infantry within 6 inches reroll Charges when charging enemy units controlling objectives.

Crusader's Mantle [Antiquity · Combat / Armour]

Bearer +1 Wound; incoming melee AP worsens 1.

The Oathkeeper's Standard [Antiquity · Command / Support]

Black Templars Infantry within 6 inches +1 OC/model on objectives; +1 melee Strength if that objective is enemy-controlled.

Blade of Unending Judgment [Legendary · Combat / Armour]

One melee profile: +2 Attacks, +1 Damage, LETHAL HITS.

The Emperor's Unbroken Vow [Legendary · Command / Support]

At Command start choose until next Command: Templars Infantry within 6 inches gain ANTI-PSYKER 4+ in melee, or PRECISION in melee vs Attached units, or Feel No Pain 6+.

Blood Angels

Blade of the Penitent [Artificer · Combat / Armour]

One melee profile: +1 AP.

Reliquary of Baal [Artificer · Command / Support]

Blood Angels Infantry within 6 inches gain +1 to Charge rolls.

Crimson Aegis [Antiquity · Combat / Armour]

Bearer +1 Wound; incoming AP worsens 1; Feel No Pain 5+ vs mortal wounds.

Standard of the Ninth [Antiquity · Command / Support]

Blood Angels Infantry within 6 inches gain Feel No Pain 6+ against melee wounds; +1 OC/model on turn they charge.

Angel's Final Vow [Legendary · Combat / Armour]

One melee profile: +2 Attacks, +1 Strength, +1 Damage.

Sanguinary Testament [Legendary · Command / Support]

Blood Angels Infantry within 6 inches reroll melee Hit rolls of 1 and gain +1 to Charge rolls.

Dark Angels

Lion's Guardplate [Artificer · Combat / Armour]

Incoming ranged AP against bearer worsens 1.

Seal of the Inner Circle [Artificer · Command / Support]

At Command start select Dark Angels Infantry within 9 inches; +1 OC/model while controlling an objective until next Command.

Calibanite Greatblade [Antiquity · Combat / Armour]

One melee profile: +2 Strength, +1 AP.

The Unyielding Standard [Antiquity · Command / Support]

At opponent's Shooting start select DEATHWING within 9 inches; enemy attacks against it cannot reroll Wound rolls that phase.

The Lion's Judgment [Legendary · Combat / Armour]

One melee profile: +2 Attacks, +1 Damage, PRECISION against CHARACTER.

The First Legion's Testament [Legendary · Command / Support]

At Command start select DEATHWING and RAVENWING units within 12 inches (either alone permitted); Deathwing incoming AP worsens 1; Ravenwing +2 inches Move and +1 Charge until next Command.

Space Wolves

Fang of the Winter Wolf [Artificer · Combat / Armour]

One melee profile: +1 Strength and +1 AP.

The Packlord's Horn [Artificer · Command / Support]

At Charge start select Space Wolves Infantry within 9 inches; +1 Charge, and if charging CHARACTER, MONSTER or VEHICLE, +1 OC/model until turn end.

Armour of the Iceborn [Antiquity · Combat / Armour]

Bearer +1 Wound; Feel No Pain 5+ vs mortal; incoming melee AP worsens 1.

The Saga Stone [Antiquity · Command / Support]

Once per battle, when bearer destroys a CHARACTER, MONSTER or VEHICLE unit, friendly Space Wolves Infantry within 6 inches may reroll one Wound roll each time they fight for rest of battle.

World-Wolf's Bite [Legendary · Combat / Armour]

One melee profile: +2 Strength, +2 Attacks, +1 Damage.

The Great Wolf's Warhorn [Legendary · Command / Support]

At Command start choose for Space Wolves Infantry within 6 inches: +2 inches Move, +1 melee Strength, or Feel No Pain 6+ until next Command; range increases to 9 inches after bearer destroys CHARACTER, MONSTER or VEHICLE.

Deathwatch

Xenophase Executioner [Artificer · Combat / Armour]

One melee profile: +1 AP and LETHAL HITS vs XENOS.

Vigilance Auspex [Artificer · Command / Support]

At Shooting start mark visible enemy within 18 inches; one Deathwatch Kill Team within 9 inches gets IGNORES COVER vs it, plus one Wound reroll if MONSTER or VEHICLE.

Alienbane Carapace [Antiquity · Combat / Armour]

Bearer +1 Wound and incoming AP worsens 1 against XENOS.

The Watch Fortress Strategium [Antiquity · Command / Support]

At Command start select Deathwatch Kill Team within 9 inches; ranged attacks gain +1 AP vs INFANTRY, +1 Strength vs MONSTER, or LETHAL HITS vs VEHICLE.

The Last Vigil [Legendary · Combat / Armour]

One weapon profile: +1 AP, +1 Damage; vs XENOS CHARACTER/MONSTER/VEHICLE gain LETHAL HITS and, where legal, PRECISION.

The Watch Master's Final Directive [Legendary · Command / Support]

At Command start select up to two Deathwatch Kill Teams within 9 inches; each gains a Strategium specialization until next Command.

Chaos Space Marines

Betrayer's Edge [Artificer · Combat / Armour]

One melee profile: +1 AP, and +1 Damage vs units below Half-strength.

Icon of the Despoiler [Artificer · Command / Support]

Friendly Heretic Astartes Infantry within 6 inches may reroll Battle-shock tests.

Daemonbound Plate [Antiquity · Combat / Armour]

Bearer +1 Wound, Feel No Pain 5+ vs mortal; heal 1 wound when bearer destroys enemy unit in melee.

The Black Covenant [Antiquity · Command / Support]

Once per battle round when Heretic Astartes unit within 6 inches fails Dark Pact Leadership test, reduce mortal wounds suffered from that failure by 1 (minimum 0).

The Murderer's Apotheosis [Legendary · Combat / Armour]

One melee profile: +2 Attacks, +1 Damage; each CHARACTER unit destroyed by bearer with it grants +1 Strength to that profile for battle (maximum +3).

The Warmaster's Malediction [Legendary · Command / Support]

At Command start mark visible enemy within 18 inches; Heretic Astartes units within 6 inches gain +1 AP against it until next Command.

Chaos Knights

Screaming Carapace [Artificer · Combat / Armour]

Bearer +2 Wounds.

Vox of the Broken Throne [Artificer · Command / Support]

At Shooting start select other Chaos Knights model within 12 inches; IGNORES COVER vs Battle-shocked enemy units this phase.

Butcher Engine [Antiquity · Combat / Armour]

One melee profile: +2 Strength, +1 Damage.

The Dread Dominion [Antiquity · Command / Support]

At Command start mark visible enemy within 18 inches; WAR DOG units within 9 inches gain +1 Hit against it while it is Battle-shocked.

God-Machine's Hunger [Legendary · Combat / Armour]

One melee profile +1 Damage; heal D3 when bearer destroys an enemy unit with it.

The Throne of Despair [Legendary · Command / Support]

At Command start choose for WAR DOG units within 9 inches: +2 inches Move, +1 melee AP vs Battle-shocked enemies, or +2 OC/model on objectives until next Command.

Death Guard

Rusted Benediction [Artificer · Combat / Armour]

One melee profile: +1 AP, LETHAL HITS vs VEHICLE.

Censer of the Crawling Plague [Artificer · Command / Support]

At Command start mark enemy Infantry within 9 inches; -1 to its Advance and Charge rolls until next Command.

Plaguewrought Carapace [Antiquity · Combat / Armour]

Bearer Feel No Pain 5+.

The Garden's Embrace [Antiquity · Command / Support]

At Command start select Death Guard Infantry within 9 inches; heal D3 wounds to one model and ignore Move-reducing modifiers until next Command.

Scythe of the Final Rot [Legendary · Combat / Armour]

One melee profile: +1 Damage, ANTI-INFANTRY 3+.

The Grandfather's Harvest [Legendary · Command / Support]

At Command start choose within 6 inches until next Command: enemy models -1 OC (min 0); friendly Death Guard +1 melee AP vs enemies within 6 inches; or enemy units -2 inches Move (min 1). No stacking with other Scattering Move reductions.

Emperor's Children

The Perfect Edge [Artificer · Combat / Armour]

One melee profile: +1 AP.

The Conductor's Baton [Artificer · Command / Support]

At Movement start select Emperor's Children Infantry within 9 inches; reroll Advance, or if not Advancing +2 inches Move.

Duelist's Perfection [Antiquity · Combat / Armour]

One melee profile: +1 Attack and PRECISION.

The Symphony of Ruin [Antiquity · Command / Support]

At Shooting start mark visible enemy within 18 inches; Emperor's Children units within 9 inches +1 ranged AP against it this phase.

Ecstasy of Slaughter [Legendary · Combat / Armour]

One melee profile: +2 Attacks, +1 Damage; after bearer kills CHARACTER, may Normal Move 3 inches if eligible and unengaged.

The Prince's Grand Performance [Legendary · Command / Support]

At Command start choose for Emperor's Children Infantry within 6 inches until next Command: +2 inches Move, +1 melee Attack, or enemies -1 to Hit them in melee.

Thousand Sons

Hexward Scarab [Artificer · Combat / Armour]

Incoming ranged AP against bearer worsens 1.

Scroll of the Ninth Equation [Artificer · Command / Support]

At Shooting start mark visible enemy within 18 inches; Psychic attacks from Thousand Sons units within 9 inches IGNORES COVER vs it.

Glassfire Sceptre [Antiquity · Combat / Armour]

One ranged profile: +2 Strength, +1 AP.

Mirror of Prospero [Antiquity · Command / Support]

At opponent's Shooting start select Thousand Sons Infantry within 9 inches; enemy ranged attacks -1 Hit; if PSYKER, also Cover this phase.

Aegis of Impossible Futures [Legendary · Combat / Armour]

Bearer Feel No Pain 5+; enemy ranged attacks against bearer -1 Hit.

The Grand Equation [Legendary · Command / Support]

At Command start choose: Thousand Sons Infantry within 9 inches reroll one save each phase; one Thousand Sons unit within 9 inches +1 Psychic AP; or one Thousand Sons Infantry within 9 inches +2 inches Move and reroll Advance until next Command.

World Eaters

Gorecleaver [Artificer · Combat / Armour]

One melee profile: +1 Strength, +1 AP.

The Skull-Taker's Horn [Artificer · Command / Support]

At Charge start select World Eaters Infantry within 9 inches; +1 Charge, and after successful charge +1 OC/model until turn end.

Butcher's Mantle [Antiquity · Combat / Armour]

Bearer Feel No Pain 5+ vs mortal; heal 1 wound after bearer destroys enemy unit in melee.

The Bloodbound Standard [Antiquity · Command / Support]

World Eaters Infantry within 6 inches +1 OC/model while in Engagement Range; once per round when such a unit destroys enemy in melee, bearer heals 1.

Chainaxe of the Eightfold Path [Legendary · Combat / Armour]

One melee profile: +2 Attacks, +1 Damage, SUSTAINED HITS 1; after bearer destroys CHARACTER model with it, +1 Strength for battle (max +2).

The Red Tide Unleashed [Legendary · Command / Support]

At Fight start select World Eaters Infantry within 9 inches; after a model destroys enemy model with melee attack, its remaining attacks that phase improve AP by 1 (max +1 from relic).

Chaos Daemons

Impossible Hide [Artificer · Combat / Armour]

Bearer +1 Wound; incoming ranged attacks cannot benefit from IGNORES COVER if bearer has Cover.

Whispers Beyond the Veil [Artificer · Command / Support]

Enemy units within 6 inches -1 Leadership.

Soul-Drinking Talon [Antiquity · Combat / Armour]

One melee profile: +1 AP; bearer heals 1 wound per enemy model slain by it (max 2 per phase).

Shifting Warp-Gate [Antiquity · Command / Support]

At end of Movement reposition one other Daemon Infantry unit wholly within 6 inches to wholly within 6 inches of bearer and more than 9 inches from enemies, if otherwise legal.

Crown of Unreality [Legendary · Combat / Armour]

Bearer gains 4+ invulnerable save; enemy cannot reroll Hits against it; if already 4+ invulnerable, +2 Wounds instead.

The Fourfold Covenant [Legendary · Command / Support]

At Command start choose: friendly Daemons within 6 inches +1 melee Strength; enemy ranged attacks vs them -1 Hit; enemy units within 6 inches -1 Leadership; or heal D3 to one friendly Daemon within 6 inches.

Aeldari

Starshard Edge [Artificer · Combat / Armour]

One melee profile: +1 AP.

Waystone of Guidance [Artificer · Command / Support]

At Movement start select Aeldari Infantry within 9 inches; +2 inches Move and reroll Advance this phase.

Ghostweave Mantle [Antiquity · Combat / Armour]

Bearer +1 Wound; enemy ranged attacks against bearer -1 Hit.

The Seer's Unwritten Path [Antiquity · Command / Support]

Once per round at opponent's Shooting start select Aeldari Infantry within 9 inches; it gains Cover and enemy cannot reroll Hits vs it this phase.

Blade of a Thousand Futures [Legendary · Combat / Armour]

One melee profile: +2 Attacks, +1 Damage, PRECISION.

The Farseer's Final Prophecy [Legendary · Command / Support]

At battle round start select Aeldari unit within 12 inches; until next round it may reroll one Hit, Wound or saving throw each phase.

Drukhari

Agoniser of Endless Pain [Artificer · Combat / Armour]

One melee profile: ANTI-INFANTRY 3+.

The Archon's Cruel Decree [Artificer · Command / Support]

At Fight start mark enemy within 6 inches; until phase end it cannot use rules allowing a Normal Move after fighting.

Shadowfield of Vect's Court [Antiquity · Combat / Armour]

Bearer 4+ invulnerable save; enemy ranged attacks -1 Hit.

The Slave-Master's Lash [Antiquity · Command / Support]

At Movement start select Drukhari Infantry within 9 inches; reroll Advance; if Empowered, +2 inches Move this phase.

Soul-Thief's Kiss [Legendary · Combat / Armour]

One melee profile: +2 Attacks, +1 Damage, PRECISION; heal D3 if bearer destroys CHARACTER.

The Court of Endless Agony [Legendary · Command / Support]

Once per phase when friendly Drukhari within 9 inches destroys enemy unit, another Drukhari Infantry unit within 9 inches gets +1 melee Attack until turn end.

Genestealer Cults

Mining Saint's Drill [Artificer · Combat / Armour]

One melee profile: +1 Strength, +1 AP.

Hidden Vox Network [Artificer · Command / Support]

At Movement start select GSC Infantry within 9 inches; reroll Advance and ignore Move penalties this phase.

Saboteur's Harness [Antiquity · Combat / Armour]

Bearer +1 Wound; one ranged profile +1 AP and IGNORES COVER.

The Uprising's Signal [Antiquity · Command / Support]

At Shooting start mark enemy within 18 inches; GSC Infantry within 9 inches gain IGNORES COVER vs it and SUSTAINED HITS 1 if target is on objective.

Patriarch's Sacred Claw [Legendary · Combat / Armour]

One melee profile: +2 Attacks, +1 Damage; PRECISION vs Attached CHARACTER units; LETHAL HITS if bearer charged this turn.

Voice of the Four-Armed Emperor [Legendary · Command / Support]

At Command start select GSC Infantry within 9 inches; it may make a Normal Move up to 6 inches immediately, ending legally, once per battle round.

Leagues of Votann

Ancestor-Forged Edge [Artificer · Combat / Armour]

One melee profile: +1 Strength, +1 AP.

The Kinship Beacon [Artificer · Command / Support]

At Command start select Votann Infantry within 9 inches; +1 OC/model, and if Remains Stationary ranged IGNORES COVER this turn.

Hearthguard's Adamant [Antiquity · Combat / Armour]

Bearer +1 Wound; incoming AP worsens 1.

The Grudgekeeper's Ledger [Antiquity · Command / Support]

At Command start mark visible enemy within 18 inches; Votann units within 9 inches reroll one Wound roll each time they attack it until next Command.

Ancestor's Final Argument [Legendary · Combat / Armour]

One ranged profile: +2 Strength, +1 AP, +1 Damage; LETHAL HITS vs MONSTER/VEHICLE.

The Votann's Living Memory [Legendary · Command / Support]

At Command start select Votann unit within 9 inches; choose ranged IGNORES COVER and +1 AP, or +1 OC/model and Feel No Pain 6+, or +1 melee Strength and +1 Attack until next Command.

Necrons

Hyperphase Edge Matrix [Artificer · Combat / Armour]

One melee profile: +1 AP.

Lesser Command Node [Artificer · Command / Support]

At Command start select Necrons Infantry within 9 inches; +1 OC/model and ignore Move modifiers until next Command.

Mantle of Living Metal [Antiquity · Combat / Armour]

At end of phase if bearer survived and has lost wounds, heal 1 wound.

Dynastic Resurrection Seal [Antiquity · Command / Support]

Once per battle round after friendly Necrons unit within 6 inches resolves Reanimation, heal 1 wound to one surviving model (cannot revive model).

Eternity Shroud [Legendary · Combat / Armour]

Bearer Feel No Pain 5+; heal D3 at end of own Command phase.

Crown of the Undying Court [Legendary · Command / Support]

At Command start select Necrons Infantry within 9 inches; first Reanimation until next Command reroll one Reanimation die, +1 OC/model.

Orks

Da Lucky Iron Gob [Artificer · Combat / Armour]

Incoming AP against bearer worsens 1.

Boss Pole of Da Loudest [Artificer · Command / Support]

Friendly ORKS units within 6 inches gain +1 Leadership (maximum 5+).

Da Krumplin' Klaw [Antiquity · Combat / Armour]

One melee profile: +2 Strength, +1 AP, +1 Damage.

Da Biggest Waaagh! Horn [Antiquity · Command / Support]

Friendly ORKS units within 6 inches may reroll Charge rolls.

Gork's Own Git-Splitta [Legendary · Combat / Armour]

One melee profile: +2 Attacks, +2 Strength, +1 Damage, SUSTAINED HITS 1 (use better version if already present).

Da Boss of Bosses' Banner [Legendary · Command / Support]

Friendly ORKS units within 6 inches reroll melee Hit rolls of 1.

T'au Empire

Prototype Targeting Array [Artificer · Combat / Armour]

One ranged profile: +1 AP and IGNORES COVER.

Cadre Command Uplink [Artificer · Command / Support]

During Shooting choose eligible Observer within 9 inches; it may use bearer's visibility for its Observer ability when checking visibility to target (subject to current Observer rules).

Experimental Shield Generator [Antiquity · Combat / Armour]

Bearer gains 4+ invulnerable save and +1 Wound.

Pathfinder's Designator [Antiquity · Command / Support]

Once per Shooting phase after friendly Observer within 9 inches marks a Spotted unit, select another T'au unit within 9 inches; reroll one Wound roll each time it shoots that Spotted unit.

Dawn Blade Prototype [Legendary · Combat / Armour]

One ranged profile: +2 Strength, +1 AP, +1 Damage; if profile has ASSAULT, also LETHAL HITS.

The Perfect Calculus [Legendary · Command / Support]

At Shooting start choose: Guided units within 9 inches reroll one Wound vs Spotted; or an Observer within 9 inches may shoot its Spotted target without losing Observer status if otherwise eligible; or T'au Infantry within 9 inches gain Cover until next Shooting.

Tyranids

Hyper-Adaptive Talons [Artificer · Combat / Armour]

One melee profile: +1 Strength, +1 AP.

Synaptic Amplifier Node [Artificer · Command / Support]

Friendly Tyranids Infantry within 6 inches may reroll Battle-shock tests.

Regenerative Chitin [Antiquity · Combat / Armour]

Bearer +1 Wound; heal 1 wound in own Command phase.

Broodmind Conduit [Antiquity · Command / Support]

Tyranids Infantry within 6 inches +1 Charge; if within Synapse range, reroll Charge instead.

Apex Predator's Maw [Legendary · Combat / Armour]

One melee profile: +2 Attacks, +1 Damage, ANTI-MONSTER 4+.

The Will of the Devouring Swarm [Legendary · Command / Support]

At Command start choose for Tyranids within 6 inches: +2 inches Move, or Tyranids Infantry incoming ranged AP worsens 1, or +1 melee Strength until next Command.

VII. Adjudication and playtest appendix

A. Outstanding mechanical checks

• The Last Gate Key and Shifting Warp-Gate: repositioned-unit timing, eligible targets, and reserve/charge restrictions.

• The Unbroken Promise: “would be destroyed” timing, interactions with other survival rules, and multiple revival abilities.

• T’au Observer/Guided/Spotted relics: exact 11th-edition eligibility, visibility, and sequencing.

• Genestealer Cults Voice of the Four-Armed Emperor: Command-phase Normal Move timing and restrictions.

• Necrons Crown of the Undying Court: current Reanimation trigger and permitted rerolls.

• Grey Knights Teleportarium Beacon: explicit house-rule movement exception; confirm bases, engagement, and terrain.

• Death Guard contagion effects: prevent stacking beyond intended modifier bounds.

• Chaos Space Marines Dark Pact mitigation: verify whether Leadership failures cause mortal wounds and when.

• Deathwatch and Imperial Agents: current legal faction keyword and Kill Team eligibility.

• Large-unit OC auras, high-volume melee attack auras, and Knight/Custodes durability combinations require actual games.

• Current rules for TORRENT, PRECISION, ANTI-X, SUSTAINED HITS, and EXTRA ATTACKS must govern every weapon upgrade.

B. Warboss progression example

Grimsnagga starts as a foot Warboss at 0 Career XP. At 6 Career XP he unlocks Mega Armour and selects a Career Enhancement. At 16 Career XP he may unlock a Squigosaur build and earn configuration-specific Mounted Hunter after its first Battle Honour. At 31 Career XP he may unlock a Wartrike and qualify for Antiquity relics. At 51 Career XP he qualifies for a fifth approved configuration and Legendary Warlord relics. Each build has its own equipment, Configuration XP, Honours, and Scars. The same character’s Career XP and Personal Relics persist.

C. Player roster record

Character / configuration	Record
Name, faction, role	_____
Career XP / rank	_____
Datasheet / points / loadout	_____
Configuration XP / Honours / Scars	_____
Career / configuration Enhancements	_____
Personal / Armoury relics	_____
Trial by Fire appearances (0/2)	_____

D. Editorial and authority notes

The Scattering Volume I v2.2 remains authoritative for strategic actions, phase caps, XP eligibility, salvage, RP economy, scar recovery, and regular-unit veterans. This Volume II compiles the character-system designs discussed for the campaign. A few faction entries preserve provisional mechanics that require CM approval. The CM should issue an errata sheet before competitive campaign play and ordinarily apply updates only at phase boundaries.

Unofficial fan supplement; not endorsed by Games Workshop. Players must consult official Warhammer 40,000 rules, datasheets, faction publications, and applicable errata.