

WALKING THE PATH

Before each battle, if you do not already control three institutions, select one of your world's three institutions to attack. You cannot select an institution you already control and have received the benefit from. After each battle, walk the Path of Ascension as shown below.



EXPLOIT ADVANTAGE
If your uprising has infiltrated your target institution, each unit that was part of your Crusade army and survived the battle gains 1XP.

GAIN ASCENSION POINTS
Roll one D6 and apply the modifiers below: on a 4-7, you earn 1 Ascension point; on an 8+, you earn 2 Ascension points.

- +1** If you won the battle.
- +1** If your uprising has infiltrated your target institution.
- +1** If one or more units from your Crusade army earned XP from Genestealer Cults Agendas.

GAIN CONTROL
If you have fewer than 3 Ascension points, skip this step.

If you have 3 Ascension points, spend all 3 to increase your Control count by 1. If you have a target institution, you gain control of that institution.

Then, if your Control count is 4, you win a Glorious Ascension victory (pg 108). Otherwise, you either gain the Controlled Institution benefit that matches your target institution (see right) or 1 Requisition point.

SETBACK
The enemy are closing in, and the uprising might not be going entirely to plan. Make a Setback roll by rolling 2D6, applying the modifiers below: on a 13+, you have been set back, triggering the Great Ordeal (pg 109).

- +1** If you lost the battle.
- +1** If no units from your Crusade army earned XP from Genestealer Cults Agendas.
- +X** Where X is your Control count.

CONTROLLED INSTITUTION BENEFITS	
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 Industry	Use the Rearm and Resupply Requisition up to two times without spending any Requisition points.
 Military	One INFANTRY unit (excluding CHARACTER units) with fewer than 6XP gains XP until it has 6XP.
 Community	Use the Fresh Recruits Requisition up to two times without spending any Requisition points.
 Politics	You gain influence. While you have influence, subtract 1 from your next Setback roll, then you no longer have influence.
 Religion	One CHARACTER unit with fewer than 6XP gains XP until it has 6XP.
 Resources	Use the Increase Supply Limit Requisition up to two times without spending any Requisition points.

PROPAGATE
You can skip this step. If you do not, you can attempt to accelerate your uprising by making a Propagation roll. To do so, roll one D6 and add your Control count to the result: on a 5+, increase your Propagation count by 1 and, if your Control count is higher than 0, reduce your Control count by 1.

Then, if your Propagation count is 5, you win a Seed the Stars victory (pg 108).