

# TRENCH † CRUSADE

# Playtest rules

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This is a work of fiction. Trench Crusade is intended for mature audiences.

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**G**reetings all, be you a faithful follower of the Church or servant of the Inferno!

It is our pleasure to present to you the first draft of the Trench Crusade playtest rules. Thank you for supporting the game!

This first draft covers the basic rules, most common weapons, armour and equipment, five scenarios, keywords used in the game as well as several warband lists, not just the blasphemous Heretic Legion and the crazed Trench Pilgrims! We suggest you start with the Quick Start section of the rules to familiarise yourself with the basics.

To state the obvious, these are not the final rules. They are missing explanatory diagrams and gameplay examples, campaign and exploration rules, supernatural powers, some warband lists and scenarios, terrain and miniature painting sections and much, much more. However, they should allow you to sample the game and learn its basics as we await the full release.

Neither layout nor the art presents the final quality, and due to the constant cycle of playtesting and revisions, there are bound to be mistakes as well as plenty of rules that are going to change in the course of development. Please bear this in mind as you acquaint yourself with these rules. Feedback is welcome, and the best way is to join the Trench Crusade Discord channel and post your questions and comments there. We will strive to answer them to our best ability.

We plan to release more playtest rules in the near future (including rules for all the models released in the initial Kickstarter), as well as more scenarios, warbands and rules for campaigns. We will also revise the core rules when they change during development and share these with the community as well.

The best way to keep abreast of all the latest developments is to sign up to our newsletter at: [www.trenchcrusade.com](http://www.trenchcrusade.com)

I hope you'll enjoy your time with Trench Crusade. I firmly believe it is the best ruleset I've written in my 27-year career as a professional game designer.

**Tuomas Pirinen**

**Join us in the trenches, pilgrim:**

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# Playtest rules

**T**rench Crusade is a skirmish-scale tabletop miniature game that will plunge players deep into a horrifying alternate timeline. During the Crusades a heretical band of Templars dared defy the Almighty. Casting aside their sacred vows they unleashed the forces of Hell upon the Earth.

Over 800 years later, in the Year of Our Lord 1914, this brutal, merciless war between the forces of Heaven and Hell rages on. This is not merely a fight for survival – it is a cataclysmic struggle that will decide the very fate of humanity's soul.

The following rules will immerse you in the trenches, guiding your warband through fierce skirmish battles as you vie for supremacy in No Man's Land.

## What You Need To Play

### Miniatures

Each player leads a Warband, which typically consists of 10-30 models. While there is no ironclad rule on the scale of models, the heroic 32mm scale is what we use in our games. If you prefer another scale, do not worry – Witchburners will not be dispatched to cleanse you for your lack of scale purity!

### Tabletop

You'll also need a gaming surface to play on. We suggest two surface sizes for games: 48" x 48" or 36" x 36". This allows the game to be played on a typical kitchen table.

### Scenery

Scenery is also necessary, and the more of it you have the better! Trench Crusade is a game of position and tactics, so different types of elevation, cover and varied terrain will all enhance your gaming experience.

### Measuring tool

To measure distances, you will need a tape measure or a measuring stick. Trench Crusade uses the Imperial measurement system which means movement is measured in inches.

### Dice

Next, you'll require dice. Each player should have a set of 8 six-sided dice (D6), making a total of 16 in play. Ensure both players select dice sets with distinct colours.

### Blood Marker Dice

Finally, you need to set aside a few dice of red colour to represent **BLOOD MARKERS** (explained in the rules below).

## Game Turn & Activations

Players **Activate** their models in alternating order. A single **Turn** consists of both players **Activating** all their models once.

For example, the first player will choose a model to **Activate**, take any **ACTIONS** available to the model, and then it is time for you to activate one of your models.

You can then choose any model in your Warband that has not yet been **Activated** and then **Activate** that model. This model can now **Move**, take **ACTIONS** and use special skills and equipment as you see fit. When your model has finished, your opponent can then **Activate** one of their models and so on.

The player with the **lowest** number of models in their force will decide who will start with the first **Activation** at the beginning of each **Turn**. If both players have the same number of models, roll a D6 and whoever rolls highest gets to decide.

When both players have **Activated** all their models the **Turn** is over.

### Actions

Once **Activated** a model can take as many or as few **ACTIONS** during each **Activation** as you wish, in any order you choose. However, each **ACTION** can only be taken once per **Activation** unless otherwise stated in the rules. Thus you could fire your weapon, then **Move** and then **Dash** during the same **Activation**, or **Dash** and then **Charge** and so on.

### Keywords

Many weapons, troop types, equipment and armour have associated **Keywords**. These are always depicted clearly in capital letters. For example, all large and cumbersome weapons have the **Keyword HEAVY**. This allows the player to separate lore and general descriptions from rules. Thus, if the rules dictate that "No model carrying a **HEAVY** weapon can add D6 to their charge move", this applies to every single weapon with said **Keyword**. Refer to the **Keywords** section for the full list to see their effects on gameplay.

Common **ACT IONS** that all models can take are listed below. Be sure to consult the profile of each warrior in your warband to see what **ACT IONS** their abilities allow them to perform in addition to these. Some **ACT IONS** are classed as **RISKY ACT IONS** and these are noted as such. **RISKY ACT IONS** require you to roll on the **Action Success Chart** (see below) to see if you succeed. On a success, the model performs the **RISKY ACT ION** successfully. On a failure, the Activation of the model ends immediately before taking the **RISKY ACT ION!**

▣ **Move:** The model may move its full Movement Speed. Normal Movement requires no roll on the **Action Success Chart**. You cannot Move if you *Charge* (see below).

▣ **Charge:** A player can choose to Charge *instead* of Move a model during its Activation. Choose a specific enemy model within your model's line of sight and declare it to be the Target. A distance check should be made to see if the Target is within 12" inches of your attacking model. If they are within 12", roll a D6 and add the result to your model's movement speed. Use this modified movement value to Move towards the target by the most direct route possible. If you get within 1", the model is now in Melee Combat with the target. You may Charge more than one model if you can get within 1" of them. Charging requires no roll on the **Action Success Chart**. If you cannot reach your opponent, simply move the distance indicated towards the target.

▣ **Dash:** All models, unless otherwise noted, can move a second time up to their full Movement speed if they succeed in a **RISKY ACT ION**. All normal rules for movement apply. This can be done in addition to a normal Move or Charging, at any point of the Activation.

▣ **Climb:** A model may climb a sheer surface as part of their normal Move (not Dash) if it succeeds in a **RISKY ACT ION**. It must clear the entire sheer surface with its Movement Speed.

▣ **Retreat from combat:** A model may move away from Melee combat during their normal Move. However, every enemy that is in Melee combat with the retreating model may immediately use one of their Melee **ACT IONS** against the retreating model. Resolve the effects of this attack before moving the retreating model.

▣ **Attack with a Ranged Weapon:** If the model has a ranged weapon and it is not engaged in Melee combat, it may attack with the weapon as detailed in its profile in the rules. Note that you cannot make a Ranged Attack and Charge afterwards, unless the Ranged Weapon has the **ASSAULT** Keyword.

## Action Success Chart

When you take an **ACT ION** (including Melee and Ranged Attacks), roll 2D6 and add any **+DICE** or **-DICE** from the character's profile, injuries or other sources, pick the two highest (or lowest if any **-DICE** were applied) and consult the chart below to see if the **ACT ION** succeeded:

2-6	<b>Failure</b>
7-11	<b>Success</b>
12+	<b>Critical success:</b> Some Ranged and Melee Attacks have additional effects if you roll a Critical Success when determining if they hit.

If you succeed, you take the **ACT ION** as described in the rules. If you fail, you can still move or take any other **ACT IONS** the model may have access to. If the **ACT ION** is classed as a **RISKY ACT ION** and you fail, the activation of the model is over and your opponent can now activate one of their models!

▣ **Attack with a Melee Weapon:** If the model is engaged in Melee combat, it may attack as detailed in the Melee Weapon's entry in the rules.

▣ **Any other ACT IONS:** Many models have other possible **ACT IONS** they can take during their Activations. Refer to the Warband Lists for details.

**Risky Actions:** If you fail a **RISKY ACT ION**, this always ends the activation of the model and your opponent can now activate one of their models!

## +Dice and -Dice

Rules often have modifiers to dice rolls marked as **+DICE** and **-DICE** (for example, shooting from elevated positions adds **+1 DICE** to ranged attacks against enemies below). These are shown in a format of **+1 DICE** and **-1 DICE**. Many models have them on their profile for Melee and Ranged attacks, and things like range, cover and so on can apply them to the dice rolls you make on the **Action Success Chart** or **Injury Chart**. For each **+DICE**, add one dice to the dice pool of the 2D6 roll you are about to make. Thus **+1 DICE** makes the roll a total of 3D6. Then roll all the dice and pick the two **highest** numbers. If two **+DICE** are added, roll 4D6 and pick the two highest and so on.

The **-DICE** works in reverse. For each **-1 DICE**, add one dice to the dice pool of the 2D6 roll you are about

## Pre-measuring

Unless the rules specifically tell you otherwise, you are allowed to measure distances to see if you are in range for shooting, charging and so on.



to make. Thus **-1 DICE** makes the roll a total of 3D6. Then roll all the dice and pick the two **lowest** numbers. If **-2 DICE** are added, roll 4D6 and pick the two lowest and so on.

**Gameplay example:** A Trench Pilgrim model is shooting at a Heretic trooper with a musket. The Heretic is in cover, which grants **-1 DICE** to any ranged attacks. The Pilgrim rolls 3D6 and gets 5, 5 and 1. The two lowest numbers are picked for a result of 6. As the Pilgrim needed 7 to hit, the shot missed!

Before rolling dice, add any **+DICE** and **-DICE** to the dice pool. If the pool contains both **+DICE** and **-DICE**, remove pairs of opposite dice until only one type is remaining.

## Blood Markers

During a battle your warriors can be wounded due to enemy attacks, the use of supernatural powers, falling from great heights and so on – see the **Injury Chart** for details. This damage is tracked via **BLOOD MARKERS**. In addition to wounds, they represent exhaustion, concussion, shellshock, physical and mental strain and so on.

Each time one of your models suffers such damage, place a **BLOOD MARKER** (red dice) next to the model to track this damage. Use the pip number on each dice to indicate the number of **BLOOD MARKERS** the model has. Every time this model takes an **ACTION** (shooting, melee attacks and so on), your opponent can declare that they are spending one or more **BLOOD MARKERS** it has to add **-1 DICE** to the dice pool when the roll on the **Action Success Chart** is made. Multiple markers can be applied to any single roll if the target model has multiple **BLOOD MARKERS** to be converted.

The **BLOOD MARKERS** can also be used by your opponent when the model suffers damage. Each marker can be converted into **+1 DICE** on the **Injury Chart** roll, making a serious injury far more likely, and just like with **ACTIONS**, multiple markers can be used to influence a single roll on the **Injury Chart**.

Lastly, **BLOOD MARKERS** can also be used by your opponent to reduce the effectiveness of the armour the model may be wearing. Before rolling to injure a model that is Down, one **BLOOD MARKER** can be spent to reduce the effectiveness of any armour by one point (so Heavy Armour would reduce the injury roll by -1 instead of -2 for example), making a serious injury far more likely. Only a single marker can be used in this way by one model per Activation.

**Gameplay Example:** A Trench Pilgrim model has sustained a wound during the battle and has two **BLOOD MARKERS** on them. A Heretic Trooper shoots at the

*Pilgrim with his trusty bolt action rifle, rolls an 8 and hits! The Heretic player decides to use one of the **BLOOD MARKERS** to make the shot more likely to injure. The Heretic player rolls 3D6 (2D6 +1 **DICE** from the spent marker) and consults the Injury Chart. Result is 4, 5 and 1. Since one **+DICE** was used, the player picks the two highest numbers which total 9. The Pilgrim goes down!*

## Blessing Markers

**BLESSING MARKERS** are similar to **BLOOD MARKERS**. Supernatural powers, holy relics and many other sources may grant these to a model, which can then be expended to aid the **ACTIONS** of the model.

Every time the model takes an **ACTION** (shooting, dashing, melee attacks and so on), you can declare that they are spending one or more of any **BLESSING MARKERS** the model has. You can add **+1 DICE** to the dice pool when any roll on the **Action Success Chart** is made. Multiple **BLESSING MARKERS** can be applied to any single roll if the target model has more than one **BLESSING MARKER**.

## Movement

All models in the game can Move when Activated unless otherwise indicated in the rules. Each model can move up to the number of inches indicated in their profile when Activated, though they can move less and not at all if you wish.

- ❑ You cannot move within 1" of opposing models unless you charge them (see *Charging*).
- ❑ You can move through friendly models as long as your movement allows you to move past them completely.
- ❑ You can never move off the battlefield unless rules specifically state so.

Movement (including charging) is usually the only action a model can take that does not require you to roll 2D6 to determine whether you are successful or not, unless otherwise noted in the rules.

## Terrain

There are four types of terrain in Trench Crusade: **Open**, **Difficult**, **Dangerous** and **Impassable**. Most terrain is considered Open (including going up the side of trenches and crossing obstacles up to the base height of the moving model) and the models may move freely through it without penalty. Difficult terrain (such as rock beds, swamps, barbed wire etc.) costs 2" of movement for every 1" the character moves through it. Models may not travel through Impassable terrain.

## Denied Rule

A situation may occur where different rules and abilities conflict with each other creating a rules impasse. A rule might require a model to do something, while another rule says it cannot do this. In these situations the prohibition takes precedence. If a model cannot do something, this overrides any rule that says it must do another action.

## Fractions

In all cases where the rules refer to fractions, always round up to the nearest whole number. For example, if your warband has 9 models and the rule calls for something to affect half of the entire force, round 4.5 models up to 5.

## Going Over the Top

All trenches are considered to have fire steps and footholds, and therefore climbing out of them requires no **RISKY ACTION** test.

## Dangerous Terrain

Dangerous terrain includes barbed wire, minefields, raging fires, areas covered in poisonous gas and so on. Whenever a model moves into or starts its Activation in Dangerous Terrain, it must take a **RISKY ACTION** or it sustains an injury. Roll on the **Injury Chart** as standard. Some terrain is both Difficult and Dangerous, such as barbed wire on a minefield.

▣ **Charging:** A player can choose to Charge *instead* of moving during its Activation. Choose a specific enemy model within your model's line of sight and declare it to be the target. A distance check should be made to see if the target is within 12" inches of your attacking model. If they are within 12", roll a D6 and add the result to your model's movement speed. Use this modified movement value to move towards the target by the most direct route. If you get within 1", the model is now in Melee Combat with the target. You may charge more than one model if you can get within 1" of them.

If you don't reach the target, simply move your model by the amount indicated by the dice roll plus the Movement rate of the model. Charging requires no roll on the **Action Success Chart**. The maximum charge distance is always 12", even if the charge move would allow you to travel further. Remember, **you cannot get closer than 1" to any enemy model without charging them**, so any enemy models between you and your target by the most direct route would negate a charge.

If the Charge fails, you may not use any ranged weapons afterwards during this Activation. You can charge an enemy if you cannot see them, but this requires you to succeed in a **RISKY ACTION** first.

▣ **Climbing Up:** Models can move normally up ladders, ramps, ropes and other such climbing apparatus, as well as over walls/obstacles lower than their base size using their Movement as standard. Models may also climb up sheer surfaces without hand/footholds such as walls that are higher than their base size, but their movement must be sufficient to clear the entire height they are climbing. You must succeed in a **RISKY ACTION** to climb. If you fail, leave the model at the bottom of the area where it attempted to climb.

▣ **Jumping over gaps:** A model can jump across gaps of up to half of their Movement characteristic. This is a **RISKY ACTION** and you roll on the **Action Success Chart** as normal. If you fail, you Fall (see below).

▣ **Jumping down:** You may jump down from heights of up to 3" voluntarily, with no ill effect or reduction to your Movement. If you do this as part

of your charge move, you must succeed in a **RISKY ACTION**. If you succeed, you gain +1 **BONUS DICE** to your hit rolls. If you fail, place the model as close to the edge it jumped from as possible, but 1" away from the enemy. The model did not make the charge in this case.

## Falling from height

If a model in an elevated position, within 1" of any ledge (for example on a rooftop), goes Down due to any reason (such as an enemy action) it must immediately make a roll on the **Action Success Chart**. On a successful roll, the model goes Down where it stood. On a failure, the model falls from the elevated position and lands on the ground directly below the point it was standing before. When a model falls it must roll on the **Injury Chart** if the height was more than 2". For each full 3" you fall add +1 **DICE** to the injury roll.

A model will also fall if they fail when taking a Jump **RISKY ACTION** and suffer damage as explained above.

**Flying models** ignore penalties for difficult terrain, can cross/land on dangerous terrain safely and can move vertically without the need to take Climbing tests.

## Combat

Combat is divided into **Ranged** and **Melee** Combat. A model may fight in Melee Combat or with any ranged weapons it has.

### Ranged Attacks

To shoot at an enemy, a model must have a ranged weapon and be able to see the target. If the model has multiple ranged weapons, you can shoot one of them per Activation. The only way to check what your model can see is to stoop over the tabletop for a model's eye view for actual line of sight.

Models in Melee combat cannot shoot unless the rules of the weapon indicate otherwise. Some indirect fire weapons have rules that allow you to target models even out of sight – these are clearly explained in the profile for such weapons. Models can see all around themselves (i.e. 360°) and they may be turned freely to face any direction before firing.

When making a ranged attacks follow these steps:

1. Choose one Ranged Weapon **ACTION**, declare a target and check line of sight.
2. Check if the target is in range of the weapon.
3. Roll on the **Action Success Chart** as standard.

### Model Accuracy

When it comes to making sure the models in your game match their stated size, actual equipment and weapons and armour, we recommend the following maxim:

**"Be strict with yourself but lenient with others".**



4. If you hit the enemy, roll on the **Injury Chart** (see below).
5. If the weapon can shoot multiple times per Activation, resolve the shots one at a time.

## Modifiers

- ▣ **Enemy behind Cover:** Add -1 **DICE** to the roll. A model is considered to be cover if it is touching a piece of scenery. If the shooter can see the model in its entirety (including the base), despite it touching a scenery piece, then this penalty does not apply.
- ▣ **Long Range:** If the enemy is more than half the weapon's maximum range, add -1 **DICE** to the roll to determine if the attack hits.
- ▣ **Shooting from an elevated position:** Add +1 **DICE** to hit rolls if the model is taking the shot from a position more than 3" above the target.

## Melee Combat

An activated model can use any of its Melee **ACTIONS** if it is in contact (i.e. within 1") with one or more enemies. Select any melee weapon or attack action available to the model – these are clearly indicated in the characteristics of each weapon entry.

1. Declare which melee action you are taking and what opposing model you are targeting.
2. Roll on the **Action Success Chart** using any melee attacks available to the model. Add any +/- **DICE** from any source such as **BLOOD MARKERS**, profile of the warrior making the attack etc.
3. If the result is successful, roll on the **Injury Chart** to determine what happens to the target (unless some Equipment or Special Ability of the model indicates otherwise).

Generally, each model can only attack once in melee, but some can execute multiple attacks due to their natural abilities or special weapons.

**Two Melee Weapons:** A model armed with two melee weapons can execute an additional attack with its second weapon. For example, a model armed with a pistol (first weapon) and knife (second weapon) can make one attack with the pistol and a second attack using the knife's attack profile. One of the attacks (chosen by the player) suffers -1 **DICE** to the dice pool when determining if the attack hits. Resolve these attacks one at a time.

**Tough Creatures:** **TOUGH** Creatures treat *Out of Action* results as *Down* instead. Once a **TOUGH** Creature is *Down* it is treated as any other model when rolling on the **Injury Chart** and can be taken *Out of Action*. If a **TOUGH** creature stands up after suffering one *Down*, it can now be taken *Out of Action* as a normal model.

**Defended Obstacle:** If the target of a melee attack is defending a stone wall, earthen rampart, fighting from a trench and so on (a simple hedge, bush or low fence is not enough), the attacker suffers -1 **DICE** to all rolls to see if their melee attacks hit. A model that is *Down* cannot benefit from a defended obstacle.

**Diving into Combat:** You may charge any enemy troops that are below a balcony or overhang, beneath a window etc that your model is on. If an enemy model is within 2" of where your warrior lands, you may make a *diving charge* against it. This is a **RISKY ACTION**, so roll on the **Action Success Chart** to see if the charge succeeds. The maximum height you can do this from is 6" from the landing spot.

If you fail, your model has fallen and you must roll on the **Injury Chart** to see what damage it has suffered. A fallen model may not move any more during the movement phase and cannot charge the enemy – place it within 1" of the intended target. If the diving attack succeeds, the model may add +1 **DICE** to both Attack rolls and Injury rolls during this activation against the target of the Diving Charge. Diving Charge also negates the Defended Obstacle bonus of the target, if any.

**Moving away from Melee Combat:** A model may use its Move **ACTION** (and thus needing no roll) to move away from Melee combat when Activated. Before moving away from an enemy engaged in Melee combat, each such enemy then gets to use one of its Melee Attack **ACTIONS** immediately against the fleeing model, even if the model has already made Attack **ACTIONS** this Turn. **DASH** cannot be used to move away from Melee Combat.

**Moving in combat:** If a model is in Melee combat at the start of their Activation, they may move while staying within 1" of the enemies they are engaged in combat with. This is most often used to negate the Defended Obstacle bonus. No roll is needed to do this.

## Shooting into Melee

If you shoot at any models engaged in melee, roll a D6 for each shot to determine which model is hit: on 1-3 you target one of your own models, on 4-6 you hit the enemy model you were aiming for. Roll to hit as normal once the target has been determined.



## Injury Chart

If your attack hits the enemy, it is time to determine the amount of damage the attack has caused. Roll 2D6 (plus any +/- DICE from the model's profile or other sources), pick the two highest (or lowest if any -DICE were applied) and consult the following table:

1 (or less)	No effect
2-6	Minor Hit
7-8	Down
9+	Out of Action

Modifiers to Injury Chart rolls (cumulative):

- ▣ **Trench Shield:** -1 to Injury Rolls (can be combined with any Armour)
- ▣ **Standard Armour:** -1 to Injury Rolls
- ▣ **Heavy Armour:** -2 to Injury Rolls
- ▣ **Machine Armour:** -3 to Injury Rolls (not cumulative with a shield)
- ▣ **TOUGH** Creatures treat Out of Action results as Down instead. Once a TOUGH Creature is Down it is treated as any other model when rolling on the Injury Chart and can be taken Out of Action. Once a TOUGH creature suffers an Out of Action result and avoids it due to the TOUGH rule, it can be taken out exactly as any other model.
- ▣ **Target is Down:** Add +1 DICE to the dice pool when determining injuries for a model that is Down.

### No Effect

The armour of the target withstands the hit. There is no effect.

### Minor Hit

Add +1 BLOOD MARKER next to the model to represent a wound. Use the dice pips to count the hits inflicted (maximum six per model).

Whenever the wounded model takes an ACTION, the opponent can decide to spend one or more of the BLOOD MARKERS to add -1

DICE to the roll for each of them (i.e. roll 3D6 and pick the two lowest results if you use one marker).

When rolling on the Injury Chart against this model, the opponent can spend one or more of the BLOOD MARKERS to add +1 DICE to the roll for each pip to make a severe injury more likely. When you attack a wounded model, you can spend one or more of the markers to add +1 DICE to the attack roll for each marker.

### Warrior Down!

A model that has suffered a Down result is in serious trouble! Add +1 BLOOD MARKER next to the model and place the model face down on the battlefield to indicate its status. If the model is already Down, it still suffers the +1 BLOOD MARKER and remains Down.

Any injury rolls against a Downed model in Melee are made with an additional +1 DICE or reducing the effectiveness of any armour by 1 (attacker's choice), making it far more likely that a Downed warrior is taken out by any incoming Melee attack.

A Downed warrior adds -1 DICE to any of its ACTIONS until they stand up, making it far less likely to succeed in them.

During its next Activation a Downed warrior can stand up, but all types of movement it takes (Move, Dash, Charge, Jump etc.) is at half distance, rounding down. A model that is Down cannot move at all during its Activation.

### Out of Action

The warrior suffers a major wound and is out of the game for the rest of the battle – remove the model. Resolve what has happened to the model after the battle as explained in the Serious Injuries section of the rules.

“Blessed are the warriors, for they shall bathe in the crimson rivers of victory.”

- Battle Psalms 27:8



## End of Activation

Once you have moved the model and taken all **ACTIONS** you wish, or have failed with any of your **RISKY ACTIONS**, the Activation of the model ends and your opponent can now Activate one of their models. Keep Activating models as long as either player has any inactivated models left.

Once you and your opponent have Activated all of your models once, go to the Morale Phase.

## Morale

Your warband may abandon the battle if it suffers too many casualties. At the end of any Turn, when at least half of your warband is Down or Out of Action, roll on the **Action Success Chart**.

If you fail, your warband flees the battlefield and loses the battle immediately. If both warbands are required to take this test, the smaller warband tests first.

**Optional Rule:** A warband that loses a morale check can decide, instead of fleeing, that their warband is *Shaken* instead. For the following turn, a shaken warband may not use Charge **ACTIONS** with any model.

After one turn, the warband recovers to its normal state and is no longer considered *Shaken*. If it fails a Morale test again (shaken or not), it flees as standard.

## End of Turn

Once both players have Activated all the models in their force once, the Turn ends and a new Turn begins. The player with the lowest number of models in their force starts the new Turn and selects a model to activate.







# Keywords

**K**eywords define the core abilities, rules, troop types and damage categories in the game. Each of them is shared by several models/weapons/equipment and are therefore called out with a Keyword that makes it easy for you to differentiate between descriptive terms and game rules. A model or a weapon may have multiple Keywords. Rules governing all Keywords in the game are listed here.

**+DICE:** Modifier for **ACTION** rolls. For each **+DICE**, add one dice to the dice pool of the 2D6 roll you are about to make. **+1 DICE** thus makes the roll a total of 3D6. Then roll all the dice and pick the two **highest**. If two **+DICE** are added, roll 4D6 and pick the two highest, and so on.

**-DICE:** Modifier for **ACTION** rolls. For each **-DICE**, add one dice to the dice pool of the 2D6 roll you are about to make. Thus **-1 DICE** makes the roll a total of 3D6. Then roll all the dice and pick the two **lowest**. If two **-DICE** are added, roll 4D6 and pick the two lowest, and so on.

**ACTION:** Covers attacking with Melee and Ranged Weapons, Dashing and any other activity where the player must roll on the **Action Success Chart** to make an Action. This roll can be modified by the opposing player by using **BLOOD MARKERS**. Each marker causes **-1 DICE** penalty to the roll.

**ASSAULT:** Weapons with this Keyword can make a ranged attack **and** charge during the same Activation. Only one such attack can be done in this instance, regardless of any rules the ranged weapon may have.

**BLACK GRAIL:** This model is part of the Black Grail faction.

**BLESSING MARKER:** Supernatural or chemical temporary enhancement. Each marker can be converted into **+1 DICE** for any **ACTION** the model takes, or into **-1 DICE** when rolling injuries for this model.

**BLOOD MARKER:** Damage inflicted by attacks. Each can be converted into **-1 DICE** for any **ACTION** the wounded model takes or into **+1 DICE** when rolling injuries for this model.

**CONSUMABLE:** An item with this keyword can only be used once per battle and it is then gone.

**CRITICAL:** When attacking with a weapon with this keyword, add **+1 DICE** to any injury rolls the weapon causes if you roll a Critical (i.e. 12+) on the **Action Success Chart**.

**ELITE:** The most senior and heroic models of the



warband. They have different rules for experience and advancement, and often enjoy a different weapon, armour and equipment selection.

**FEAR:** Enemies of models with this Keyword suffer -1 **DICE** in Melee combat against this model. Some units are immune to this effect. Models that cause **FEAR** are not affected by **FEAR** themselves.

**FIRE:** Damage by this weapon is due to fire. This weapon causes an extra +1 **BLOOD MARKER** when it hits enemies, even if the damage is otherwise negated by armour or other circumstances.

**FIRETEAM:** This model is part of a Fireteam. All models that are part of the same Fireteam can be activated at the same time without your opponent getting their turn in between. They can take their **ACTIONS** in any order between them as they wish. Note that if either member of the Fireteam fails in a **RISKY ACTION**, it ends both Activations.

**GAS:** These weapons damage lungs so they cause an extra +1 **BLOOD MARKER** due to toxic fumes, even if the damage is otherwise negated by armour. Some equipment specifically protects against this type of damage. Troops equipped with Gas Masks will be immune to such weapons and will suffer no damage from them under any circumstances.

**GRENADE:** Grenade-type weapons ignore penalties for cover and long range. They do not count towards the number of missile weapons a model can carry and do not have to be held in your hand at all times. A model armed with grenades can use them as many times as they wish.

**HEAVY:** If carrying a weapon, armour or equipment with this Keyword, the model cannot move/dash and shoot during its Activation, and the model cannot roll D6 and add it to the Charge move. Only one such item can be carried by a single model.

**HERETIC:** The model is a member of the Heretic Legion faction.

**INFILTRATOR:** Models with this Keyword can be placed anywhere on the table out of line of sight of any enemies, but at least 8" away from the closest enemy.

Deployed after all other models without this Keyword.

**NEW ANTIOCH:** This model is part of the New Antioch faction.

**PILGRIM:** This model is part of the Pilgrim faction.

**LIMIT (X):** You can only purchase as many of this piece of equipment/weapon/armour as indicated by the number in parenthesis for your Warband. If you find more via looting/exploration, you can break this limit.

**RISKY ACTION:** If you fail your roll on the Action Success Chart when taking this **ACTION**, the Activation of this model ends immediately.

**SHRAPNEL:** These weapons cause damage via an explosion of shrapnel, so they always cause an extra +1 **BLOOD MARKER** due to fragments hitting the target, even if the damage is otherwise negated by armour or other means. Wearing a helmet negates this extra marker.

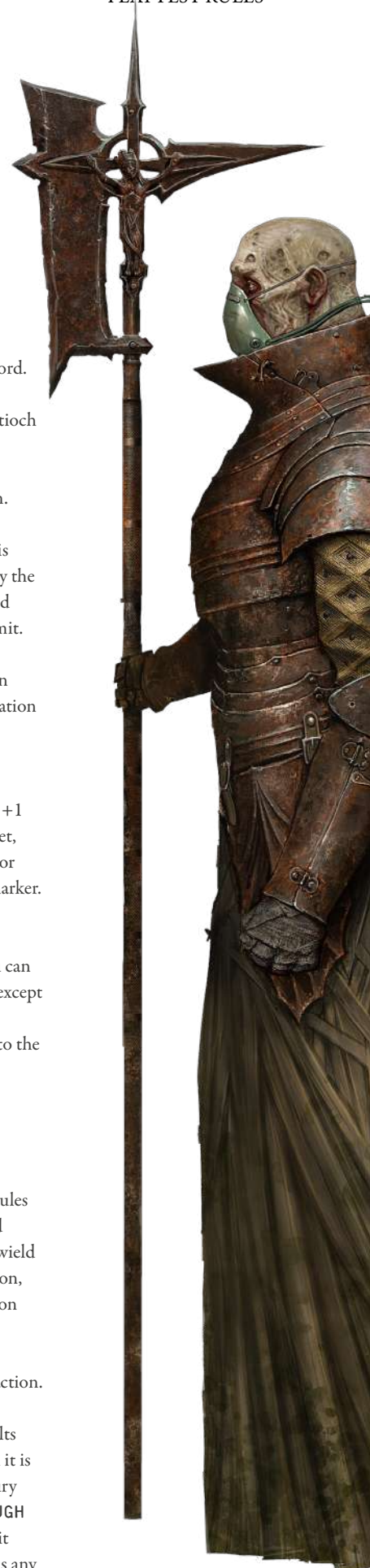
**SKIRMISHER:** Unless engaged in melee, before an enemy makes a charge against a **SKIRMISHER**, you can immediately move D3" in any direction you wish (except within 1" of any enemy). After this manoeuvre, the charging model is moved as normal. This may lead to the charger being unable to enter Melee.

**STEALTH:** Enemy ranged attacks suffer -1 **DICE** against this target.

**STRONG:** A model with this Keyword ignores the rules for weapons/armour/equipment with the Keyword **HEAVY**. A model with the Keyword **STRONG** may wield a two-handed melee weapon in one hand. In addition, **STRONG** models can carry one **HEAVY** Melee weapon *and* one **HEAVY** ranged weapon.

**SULTANATE:** This model is part of the Sultanate faction.

**TOUGH:** **TOUGH** Creatures treat Out of Action results as Down instead. Once a **TOUGH** Creature is Down it is treated as any other model when rolling on the Injury Chart and can be taken Out of Action. Once a **TOUGH** creature suffers an Out of Action result and avoids it due to the **TOUGH** rule, it can be taken out exactly as any other model.





# Starting a Warband

**I**n this part of the book, we will take a detailed look at each warband and provide the information you need to recruit one.

are allowed to purchase as many or as few warriors as you wish. We recommend that the weapons, armour and equipment you choose for your warriors should be represented on the models themselves to make it easier for you and your opponents to play the game.

When it comes to making sure the models in your game match their actual equipment and weapons, we recommend the following maxim:

“Be strict with yourself but lenient with others.”

## Choose Your Faction

Each warband in Trench Crusade belongs to a faction fighting in the Great War. Use the faction lists that follow to recruit and equip your warband. These lists will give you the necessary information about the troop types available, their weapons, armour and equipment options, as well as special rules specific to that faction.

**Note:** Most warbands have Variant Lists which you can use instead of the main list. These are listed as part of the Warband List entry and they detail how the variant differs from the Core List.

## Recruit Your Warband

Once you have selected your faction (and possible Variant), you have **700 ducats** to spend on your initial warband. Each model and their equipment (if you choose to buy any) costs a set amount of money. As you make your choices, subtract the money you have “spent” from your total until you have bought all you can. Any unspent ducats are put into the warband’s Strongbox and can be used later or hoarded to buy something more expensive.

Some items, weapons and armour cost **Glory Points** instead of ducats to acquire them. Glory Points are earned by performing valorous deeds in battle. Refer to the section on Glory for details. Generally warbands don’t have access to Glory Points when they are created, so these purchases usually happen later on in the Campaign.

Each Warband List details what troops are available to you and in what numbers. Most lists include a model they must have when the warband is created, usually representing its commanding officer. Otherwise you

## Keywords

Some troop types, weapons and pieces of Equipment have Keywords that bestow them with special abilities, or denote them to be part of a group of models where certain rules apply to all models with the same Keyword. See the section on Keywords for details.

### Limitations

Some armaments are more limited in supply. They may have the following Keywords that limit their availability. These limitations are shown the Warband lists as follows:

▣ **LIMIT (x):** If the piece of equipment has a Keyword **LIMIT**, then your warband cannot have more than the set number of this type of weapon, armour or equipment. For example, if a Weapon has Keyword **LIMIT (2)**, then your warband can purchase a maximum of two such weapons. If you lose any of these weapons during the campaign, you can buy replacements with available funds up to a maximum of two.

▣ **ELITE only:** Some weapons, armour or equipment are only usable by troops with the **ELITE** Keyword. You cannot give them to troops without the **ELITE** Keyword even if you acquire extras during a campaign.

## Equipment

Unless otherwise stated in the rules, each warrior may carry the following:

- ▣ One firearm and one pistol OR
- ▣ two pistols.

In addition, they may carry:

- ☑ One two-handed melee weapon OR
- ☑ one single-handed melee weapon and a trench shield OR
- ☑ two single-handed melee weapons.

You may buy additional equipment between battles or acquire new weapons during a campaign, and freely change the equipment, weapons and armour of your fighters unless otherwise noted in their warband list entry. You must still obey the limitations as explained above when it comes to changing the armaments of your models.

Some models come equipped with set weapons and armour when purchased, whilst some models may not change their loadout at all. All these cases are clearly indicated in the rules.

## Allies

During the campaign you will have a chance to obtain **Glory Points** which can be used to purchase powerful troops and famous warriors known as *Allies*. These will add both numbers and specialist abilities to your Warband. They cannot be purchased with ducats - the only way to attract their services is to perform glorious deeds on the battlefield!

## Roster

You'll need a *warband roster sheet* to record the details of your warband. Blank roster sheets can be found printed at the back of this book and we offer a free digital version of the roster sheet at [trenchcrusade.com](http://trenchcrusade.com).

When you choose a warband, take a warband roster sheet and write down the details of each trooper in the appropriate place. It is a good idea to work out the warband on a piece of scrap paper first, as you will have to juggle the weapons and fighters to get as close to the maximum permitted value of the warband as possible. If you have any cash left after choosing your warband write this down in the space marked *Strongbox*.

You will need to give your warband a name as well as name all your Elites and all your common troopers. It's up to you to invent suitable names, though you'll find plenty of inspiration throughout this book.

## Ready for Battle

Your warband is now ready. The Great War awaits!

## Characteristics Profile

The characteristics of each model are described in their profile. You will find profiles for all models in the appropriate faction list. The information found on the profiles is described here.

### Model name

The name of the model is recorded first in any profile.

### Movement

The distance in inches which the model may move on the battlefield each time it is activated.

### Ranged

This number indicates how many +/- **DICE** the model adds to its attack roll when using any ranged weapons. The higher the number, the more skilled a warrior is when using missile weapons.

### Melee

This number indicates how many +/- **DICE** the model adds to its attack roll when making a melee attack. The higher the number, the more skilled (or ferocious!) a model is.

### Armour

Indicates how well-armoured the model is. This number is subtracted from the roll on the Injury Chart when the model is wounded.

### Base

Indicates the size of the base the model is mounted on.

### Equipment

This entry lists the equipment, weapons and armour the model is carrying, as well as what options for acquiring additional gear it may have.

### Abilities

If the model has any unique special abilities not covered by the standard rules, they will be described here.

### Keywords

Any Keywords the model has will be listed here. These include troop types as well as the most common abilities shared between multiple troop types, each identified by the identical Keyword. The Keywords section explains the rules for each of them.

# Heretic Legion



A shroud of darkness blankets the world. Smoke and brimstone spews from the yawning gates of Inferno, enveloping the lands where people have abandoned God and openly wage war against His Creation. It is a grim reality that a full third of humanity has bent its knee before the idols of Hell. The main military force of Satan on Earth is the Heretic Legions, raised from amongst these citizens of the damned.

Under special absolution from the Cardinal Protector, many spies have been dispatched into Hell's domains over the years. Most are never seen again, though the eternally screaming heads of some have been returned to New Antioch, branded with bleeding runes that mock the Holy Trinity.

Yet some do make it back to the light, whispering of the horrors they have witnessed: of firstborn cast into the mouths of the burning statues of Baal and human flesh sold by the pound in dreadful markets. They speak of the great idols of the Golden Calf and rapturous men and women who prostrate themselves before them, carving layers of their own flesh in ecstatic offering. Inverted pyramids and towers plunge into the depths of these cities, built of iron and black stone. Within these pits stand sacrificial altars where weeping captives are slowly sliced to death over agonising days and weeks with wicked knives made of infernal basalt. Cathedrals to the Princes of Hell hang from great arches of volcanic stone, while condemned are crucified on hundreds of upside-down crosses.

Accounts speak of sprawling factories made of mutilated flesh and metal, their forges yielding endless munitions for the ongoing war. Guided by the teachings of Tartarus' smiths, alchemists toil over colossal weapons and armoured behemoths, wielding the forbidden secrets of their patrons' metallurgy to forge instruments of death and suffering beyond the grasp of any human engineer. These are once-proud cities of Earth, where churches have been toppled and entire populations are now dedicated towards bringing down the very Throne of Heaven.

Amongst the forsaken citizens that endure within the earthly domains of Hell, the greatest status is afforded to the soldiers fighting in the Great War. But joining the army of damnation is no easy task. Those who wish to win a place amongst the Heretic Legions must make an unholy pilgrimage to the burning bronze gates of Hell. Even from leagues away, the infernal heat emanating from this great edifice sears both flesh and spirit until the pain becomes unbearable. In the Valley of Tears the great road that leads to the gate, paved as it is with wailing souls and lamentations, is littered with endless mounds of charred bodies. Many are still half-alive, writhing in agony, trapped in a grotesque twilight between life and death, their wickedness deemed insufficient. These discarded souls are doomed to writhe in agony until the Day of Judgement.

Those who make it within sight of Hell's Maw are considered worthy and are initiated into the Legions, taking unbreakable vows that chain them into darkness for all eternity, their bodies branded with the mark of the Devil Lord that has claimed them. Armouries of Hell then equip them for battle and Heretic Priests beckon forth new supplicants as dictated by the whispers of their patron arch-devils. Thus a new Heretic Legionnaire is born. They hail Archdevils as their masters and are thus damned for all eternity.

Yet there are some who push further on: to the very Gate itself and beyond. Their very flesh ignites, never to recover, but those with the blackest souls can enter Inferno itself. Amongst those the Anointed are especially revered amongst the Legions. They are the paragons of unhinged brutality – men and women of colossal vigour and unyielding devotion. Having tread the accursed path to the shores of the Lake of Eternal Flame, where the damned wither and contort in ceaseless torment, the Anointed emerge forever scarred by the embrace of abyssal fires. The blackened and burnt flesh of the Anointed will never heal, but in exchange they are granted the right to wear Heavy Gehenna armoured suits and they gain strength to wield weapons that a normal man could barely lift. It is said that glancing into

*"We are no longer supplicating weaklings trembling before an unmerciful God. We say: Blessed are the mighty-minded, for they shall ride the whirlwinds."*

- Ramman, Anointed of the XXI Heretic Legion 'Widowmakers'

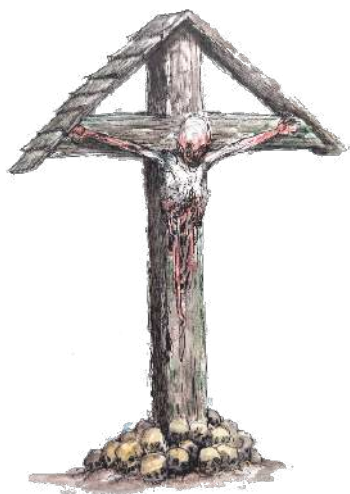
their eyes one can see the reflection of the very flames of Hell, forever etched in their vision.

Yet some who witness go even further in their depraved devotion. Suicide is a mortal sin and one eagerly embraced by many. Most cry out for devils to notice their final sacrifice in vain, as the Infernal nobles are capricious and delight in betraying their own as much as their enemies. But those with truly wicked and depraved souls are resurrected in contempt of the Redeemer, coming back as Choristers, horrific mockeries of Creation whose severed heads sing unholy hymns praising the Devil, their voices causing the ears of their enemies to bleed.

Though the vast bulk of the Heretic Legions are made of mortal humans, Hell often sends their own abhorrent progeny to reinforce their mortal foot soldiers: nightmarish War Beasts made of captured and possessed creatures and dreaded Artillery Witches who act as mobile artillery supporting lighting assaults. Thus, in this accursed theatre of war, mortals and abominations march hand in withering hand, bound by the suffering ties of damnation. The wails of tortured beasts meld with the shrieks of damned souls, while the skies rain down fiery retribution upon all who dare to oppose the Heretics' ceaseless crusade for a demented parity with their Creator.

## Heretic Legion Weapons & Equipment List

Heretic Legion troops can be equipped with the following weapons, armour and equipment. All exceptions are clearly listed here on the entries for each warrior or in the list below. If any item is marked as **LIMIT**, you can only have as many of these weapons at any point during the campaign as indicated in the brackets. Armaments marked as **ELITE** only are limited to the models with that Keyword.



### Ranged Weapons

Bolt Action Rifle	10 ducats
Semi-automatic Rifle	20 ducats
Automatic Rifle	3 Glory Points
Pistol	10 ducats
Silenced Pistol	20 ducats ( <b>ELITE</b> Only)
Grenades	5 ducats
Gas Grenades	10 ducats
Incendiary Grenades	10 ducats
Submachine gun	2 Glory Points
Shotgun	15 ducats
Automatic Shotgun	20 ducats
Grenade Launcher	50 ducats ( <b>LIMIT: 1</b> )
Machine Gun	60 ducats ( <b>LIMIT: 1</b> )
Flamethrower	40 ducats
Heavy Flamethrower	55 ducats ( <b>LIMIT: 2</b> )
Anti-Materiel Rifle	3 Glory ( <b>LIMIT: 1</b> )

### Melee Weapons

Trench Knife	1 ducats
Bayonet	2 ducats
Trench Club	3 ducats
Sword/Axe	4 ducats
Polearm	7 ducats
Great Axe	15 ducats
Great Maul	12 ducats
Sacrificial Blade	23 ducats ( <b>LIMIT: 2, ELITE</b> Only)
Hellblade	2 Glory Points ( <b>LIMIT: 2</b> )
Tartarus Claws	25 ducats (Death Commando Only)
Blasphemous Staff	2 Glory Points, ( <b>ELITE</b> Only)

### Armour

Standard Armour	20 ducats
Heavy Armour	40 ducats ( <b>ELITE</b> & Anointed only)
Trench Shield	15 ducats

### Equipment

Combat Helmet	5 ducats
Gas Mask	5 ducats
Unholy Trinket	15 ducats ( <b>CONSUMABLE</b> )
Unholy Relic	30 ducats
Incendiary Bullets	15 ducats ( <b>CONSUMABLE</b> )
Shovel	5 ducats
Infernal Brand Mark	5 ducats
Troop Flag	1 Glory Point ( <b>LIMIT: 1</b> )
Hellbound Soul Contract	5 ducats ( <b>LIMIT: 3, Heretic Troopers and Legionnaires</b> only)

## Heretic Elites

### 1 Heretic Priest

(Cost: 80 Ducats)

The Leader of a Heretic warband. These fallen priests perform all kinds of unholy magics, summoning petrifying demons and creatures using their Goetic spells. Often pledged to a demon lord in hell, such as Pazuzu or Guison, the Profane Gospels they recite terrify church forces, causing ears to bleed and eyeballs to burst in their sockets.

Name	Movement	Ranged	Melee	Armour	Base
Heretic Priest	6"/Infantry	+2 Dice	+2 Dice	0	32mm

#### Equipment

The Heretic Priest uses the Heretic Legion weapons and equipment list.

#### Abilities

- ☑ **Puppet Master:** Select a target model within 12" of the Priest, friend or foe (including the Priest). As a **RISKY ACTION** you can move the model D6" in any direction, including forcing it to fall down or enter into melee combat with any enemy model, or leave Combat (all the usual rules apply)
- ☑ **Tough:** Demonic vitality makes the Heretic Priests very difficult to slay. They are subject to the rules for **TOUGH** creatures.

#### Keywords

HERETIC, ELITE, TOUGH



### 0-1 Heretic Death Commando

(Cost: 90 Ducats)

Silent Killers equipped with stealth generators that hide them from the eyes of God. These terrifying infiltrators have been known to kill entire enemy squads alone.

Name	Movement	Ranged	Melee	Armour	Base
Death Commando	6"/Infantry	+1 Dice	+2 Dice	0	32mm

#### Equipment

The Death Commando can be equipped with any melee weapon, armour or equipment from the Heretic Legion Equipment List. The only ranged weapon they can buy is a silenced pistol.

#### Abilities

- ☑ **Infiltrator:** A Death Commando can be deployed anywhere on the table that is not in line of sight of any enemy model **and** is at least 8" away from the nearest enemy model. Deployed after all other models without the Keyword **INFILTRATOR**.
- ☑ **Stealth Generator:** Ranged attacks against a Death Commando suffer -1 **DICE** to all the attack rolls.
- ☑ **Hide:** As a **RISKY ACTION** the Commando can hide if any piece of scenery the model is touching can block line of sight to any direction, even partially. If successful, enemies cannot charge or target the Commando with a ranged attack, though blast radius weapons can still hit them if aimed at a different target and the Commando is within the blast radius. If after hiding the Death Commando moves in any way, charges or shoots, this effect is cancelled and the enemies can target the Commando as standard.





**Keywords**

HERETIC, ELITE, INFILTRATOR

**0-1 Heretic Chorister****(Cost: 65 Ducats)**

*Suicide is a Mortal Sin, and sacrificing yourself to the glory of Hell is a yet greater affront to God. Some Heretics born with a gift of sonorous voice but little prospects of rising through the ranks but possessing a determination to excel may pursue the dark path of becoming a Chorister.*

*Such supplicants go to one of the black altars of Heretic abodes at the bottom of the deep inverted pyramid temples dedicated to the greatest of Arch-devils. There they are dressed in the robes of dark devotion, lie on the altar and mutilate themselves to death by carving unholy runes into their flesh. The more wounds they can suffer before perishing, the more pleasing it is said their offering is. The most devout slice their own throats, trying to cut as deep as they can before their miserable life leaves them.*

*Most such wretches go to their doom in the Lake of Fire, but some are reborn as Choristers after nine days. Their corpses lurch back to their feet, and finish their grisly beheading, and lift their severed heads that begin to sing hymns they have learned in the Inferno. From their self-inflicted wounds spurts cold blood that forms diabolic symbols and changes to match the words of their unholy chorale. They head towards the front lines driven by a call no living can hear and join the Heretic warband of their choosing.*

*As their severed heads sing their agonising hymns, the minds of their enemies are filled with visions from the Pits of Hell, weakening both the resolve and strength of those unfortunate enough to hear the dire song of a Chorister. Their hymns are often the first thing a fresh recruit experiences on the battlefield, as their unholy voice rolls across the trenches, proclaiming a never-ending prophecy of the final victory of Hell over Heaven.*

Name	Movement	Ranged	Melee	Armour	Base
Chorister	6"/Infantry	-2 Dice	+2 Dice	0	32mm

**Equipment**

The Chorister uses the Heretic Legion weapons and equipment list.

**Abilities**

- ☑ **Unholy Hymns:** All enemy models within 8" of the Chorister suffer an additional -1 DICE for all ACTIONS they attempt.
- ☑ **Unholy Horror:** The Chorister causes FEAR.

**Keywords**

HERETIC, ELITE, FEAR



## Legionnaires of Hell

### Heretic Trooper

(Cost: 30 Ducats)

*These soldiers make up the bulk of the Heretic forces. They have witnessed the Gate of Hell and survived, damning them for all eternity.*

Name	Movement	Ranged	Melee	Armour	Base
Heretic trooper	6"/Infantry	0	0	0	25mm
Legionnaire	6"/Infantry	+1D <b>OR</b>	+1D	0	25mm

#### Equipment

Heretic Troopers use the Heretic Legion weapons and equipment list. You can upgrade up to half (rounding down) of your Heretic Troopers into Heretic Legionnaires at the cost of +10 Ducats each. You can select to upgrade either the Ranged or Melee characteristic of all your legionnaires by +1 DICE. All Legionnaires must have the same bonus.

#### Abilities

N/A

#### Keywords

HERETIC



### 0-5 Anointed Heavy Infantry

(Cost: 95 Ducats)

*Heavily armed and armoured assault troops. Their skin is burned and blistering from their ordained pilgrimages to Hell and back.*

Name	Movement	Ranged	Melee	Armour	Base
Anointed	6"/Infantry	+1 Dice	+1 Dice	-2	32mm

#### Equipment

Anointed are always equipped with a suit of *Heavy Armour* and *Infernal brand mark* which are included in the cost. This armour can never be removed. They use the Heretic Legion Equipment list.

#### Abilities

- ☒ **Strong:** The Heretic Heavy Infantry ignores the effect of the Keyword **HEAVY** on any weapon they wield.

#### Keywords

HERETIC, STRONG



## 0-1 War Wolf Assault Beast (Cost: 140 Ducats)

*This abomination charges through miles of barbed wire to clear a path for the heretic infantry. Its specially formed head is designed to cut clean through it. War Wolves wear unique armour forged in the factories of hell, as seen by the maker's marks stamped upon it.*

Name	Movement	Ranged	Melee	Armour	Base
War Wolf	8"/Infantry	N/A	+3/+1 dice	-3	50mm

### Equipment

☐ The War Wolf is encased in nigh-impregnable Tartarus armour reflected in the profile above. In Melee combat the War Wolf can use both the *Chainsaw Mouth* and *Shredding Claws* (see below) during the same Activation with no additional penalty for the second attack. You cannot buy any other armour, weapons or equipment for the War Wolf.

### Abilities

- ☐ **Tough:** War Wolves are huge creatures with unnatural vitality and are subject to the rules for TOUGH creatures
- ☐ **Loping Dash:** A War Wolf may take its Dash ACTION with +2 DICE. The War Wolf ignores difficult terrain penalties.
- ☐ **Terrifying:** A War Wolf is a blasphemous creation of Hell and causes FEAR.
- ☐ **Chainmaw:** The War Wolf can attack any enemy with its Chainsaw Mouth in melee combat - this is a RISKY ACTION with +3 DICE. The attack ignores any armour worn by the target. Roll any injuries with +1 DICE.
- ☐ **Shredding Claws:** The War Wolf can take a Melee combat attack as an ACTION with +1 DICE to hit. Roll any injuries with +1 DICE.

### Keywords

HERETIC, FEAR, TOUGH



## 0-2 Artillery Witches

(Cost: 90 Ducats)

*Artillery Witches stalk the battlefields, hurling ordnance assembled in the death factories of Hell's 3rd Circle. They are completely mute and no one has ever seen their faces. Some question if they are even living, and there are tales that they too were manufactured in Hell. They can pull an infinite number of Infernal Bombs from a portal to Hell that they manifest at will. Their infernal explosives appear in their hand from a gate of midnight blackness.*

Name	Movement	Ranged	Melee	Armour	Base
Artillery Witch	6"/Infantry	0 Dice	-1 Dice	0	25mm

### Equipment

An Artillery Witch is always equipped with an endless supply of Infernal Bombs (see below) and can carry no other ranged weapons. Otherwise, she can be Equipped from the Standard Heretic Equipment list.

### Abilities

☐ **Infernal Bomb:** Choose a point on the battlefield that is visible to the Witch and within 36" and make a Ranged Attack ACTION. If the roll is unsuccessful, the bomb is off-target and will deviate 1" from your nominated target point for each degree of failure of the Ranged Attack ACTION in a direction determined by your opponent (for example, if you rolled 5, the bomb lands 2" away, as 7-5=2). The direction is decided by your opponent. Once the landing site of the bomb has been determined, it will detonate. Roll once on the Injury Chart for each model that is within 3" of where the bomb landed. No to hit roll is needed.

If the bomb lands exactly on top of any model, roll with 3D6 on the Injury Chart and add the dice together! Other models hit by the Bomb roll on the Injury Chart as standard. Any model hit but not taken *Out of Action* by this attack is blown D3" directly away from the point of impact, stopping if they hit other models/buildings/objects. This attack has the Keyword SHRAPNEL and therefore causes and additional +1 BLOOD MARKER. Cover, range and higher position do not affect the attacks by the Infernal Bomb. Roll injuries for models in cover/behind intervening terrain with -1 DICE.

Once the landing site of the bomb has been determined, it will detonate. Roll once on the Injury Chart for each model that is within 3" of where the bomb landed. No to hit roll is needed.

☐ **Artificial Life:** Artillery Witches are not affected by FEAR and attacks with the Keyword GAS cannot damage them.

### Keywords

HERETIC

**“And the wretched supplicants, forsaken and deformed, crawled upon their bellies.”**

- *Biologis Mutatis* 13:5





## Warband Variant: Heretic Naval Raiding Party

The Heretic Fleet operates as a semi-autonomous entity under the command of its High Captain and other admirals. The Heretics have their own marine infantry that often operates in small bands, striking deep behind enemy lines and executing smash and grab missions. They are always on the lookout for captives, loot, information, supplies, rare artefacts and the simple opportunity to express their cruelty and brutality. They are picked from amongst the best soldiers of the Heretic Legions, and have access to equipment and weapons gained from past battles and terrible atrocities they have committed.

### Rules

The Heretic Naval Raiding Party has the following special rules:

- ▣ **Fast as Lightning:** All Models have +1 **DICE** when taking their Dash **ACTIONS**.
- ▣ **Close Assault Weapons:** The Warband can buy Submachine Guns for 25 ducats per weapon.
- ▣ **Light Troops:** The force may only include 0-1 Anointed and 0-1 Artillery Witch.
- ▣ **Let sleeping dogs lie:** The Warband may not include a War Wolf.
- ▣ **Unseen advance:** Up to three models without **ELITE** Keyword can be upgraded into **INFILTRATORS** at the cost of 10 ducats per Model.

## Warband Variant: Trench Ghosts

Sometimes when Heretic troopers die upon a hallowed ground or in presence of an uncorrupted holy relic, they become trapped between planes of existence. Claimed by neither Heaven nor Hell, the Trench Ghosts become Undead, doomed to fight a war without an end, attacking both the Faithful and Heretic alike, hating all life, obeying commands that no living can hear.

Their greed for worldly wealth and items of power remains undiminished, and their semi-corporeal bodies are exceedingly difficult to destroy. Their faces covered with gas masks they no longer have any use for. At close combat they whisper of the agony of their existence and the pain of their doom which will never give them rest, their broken bodies and shattered minds forced to endure the horrors of war for all eternity. Few can withstand such terror without breaking.

Tales are told of many Trench Ghost Warbands that haunt No Man's Land, but the most famous are the Ghosts of Tannenberg, shades of the Heretic force that won the battle of Tannenberg but after sacking the Church of St. Jacob passed into the shadow.

### Rules

The Trench Ghosts have the following special rules:

- ▣ **Horror:** All models in the Warband cause **FEAR**.
- ▣ **Semi-corporeal:** All attacks against all models in the Trench Ghost Warband roll injuries with -1 **DICE** – the Undead are hard to kill!
- ▣ **Spectral:** All models in the Warband ignore movement penalties for any terrain, though they cannot move through any objects/terrain.
- ▣ **Undead:** All models in the Trench Ghost Warband are immune to damage from any source that has the Keyword **GAS**.
- ▣ **Lost Souls:** Since only mortals who have souls become ghosts, this Warband may not have any War Wolves or Artillery Witches, as they are artificial beings.
- ▣ **Slow:** All models in Trench Ghost Warband have -1 **DICE** in all their Dash **ACTIONS**.



# Trench Pilgrims



**A**s the war rages against the minions of Hell, strange visions torment the faithful across the globe. Men and women touched by Heaven are granted visions and Revelations are made by the messengers of God. Sisters of the Holy Orders are marked by Stigmata and take up the sword and the cross as instructed by angels. Those who have transgressed seek to atone for their sins by taking as many followers of the Devil with them to the afterlife.

So they come, the mad and the maimed, the God-touched and the guilt-ridden – all gathering around Prophets and Prophetesses, forming Trench Pilgrim Processions. These disorganised groups arm themselves and follow the prophets of the Lord unto the front lines. They fight with unrivalled zeal, hurling themselves against the Heretics, arming themselves with anything they can get their hands on from the oldest muskets to scourges and Molotov Cocktails.

Pilgrims are not officially sanctioned by the Holy See of New Antioch, but the Church still blesses the crusades of the faithful. Thus the Pilgrim Processions are a common sight on the battlefields, often crossing No Man's Land in suicidal assaults upon the Heretics, directed by the visions of their Prophets and Prophetesses who lead them, urged on by the whips of Castigators who are charged with instilling the Fear of God in their troops.

The bulk of the Pilgrims are men and women with little military training, but when they don the Iron Capirote of a Trench Pilgrim, they can face even a demon from the deepest Bolgias of Hell unflinchingly. Nor is death necessarily an end to their mission: sometimes the Seventh Meta-Christ will deem a fallen pilgrim worthy and bring them back as Martyr-Penitents: warriors half-way between Heaven and Earth, able to fight once more and feel no pain from bullet or bayonet thrust.

Rarer and more dangerous are the Stigmatic Nuns, Holy Sisters who manifest wounds to match those of the Third Meta-Christ whom they venerate. They excel in

close quarter combat, for each bleeding wound that they suffer makes them stronger, not weaker, as their devotion to suffering as their Lord once did gives them strength and endurance not found in common mortals. Armed with swords and pistols, they cross No Man's Land heedless of any danger, praying to sustain wounds for the Redeemer which in turn will transform them into the very Vengeance of the Lord.

In front of the Trench Pilgrims are driven the Ecclesiastic Prisoners – either captured enemies of the True Faith or volunteer sinners. Each is strapped with a high explosive which is detonated once they reach enemy lines. They dash across the killing grounds, hoping to somehow survive the blast and escape, or take as many followers of Lucifer with them as they can, depending on their convictions.

The most puissant of Pilgrim Processions will be accompanied by a Shrine Anchorite, a metal behemoth some twelve feet tall, a living altar of war almost completely immune to any damage. The interior of the Anchorite is covered in spikes and barbed hooks so that the monk pilot is in a constant state of torment, rejoicing in their pain so they can suffer as their Lord once did. In combat they wield Adamantine Catherine Wheels of massive proportions which they use to crush sinners and heretics into a pulp, stringing them upon the wheel as a warning to others.

There are a bewildering number and variety of Trench Pilgrim Processions: The Path of Pious Revenge swears in the name of St. Olga and uses flamethrowers, burning grenades and incendiary ammunition to assail the Heretics. The Pilgrims of the Iron Path follow St. Rita of Cascia and go to battle with hammers, mauls, maces and cudgels, and hammer nails into their heads in the memory of the saint they venerate. The Theban Legion of Rome carries the heads of the heretics upon their standards in the memory of their patron, St. Marice. They fight with swords and other blades, competing with each other for the number of heretic heads they amass.

Trench Pilgrims of the Procession of the Sacred Affliction are known for their zeal in close quarter

*"A wicked and adulterous generation seeketh after a sign; and no sign shall be given unto it, but the sign of the meta-christ."*

- Divinations 12:9

combat, their armour decorated with icons and shields adorned with the depictions of the Saints, which despite appearances can withstand machine gun bullets. The millstones they carry upon their backs are used to tie about the necks of sinners before drowning them in the mud and blood of No Man's Land.

## Trench Pilgrim Weapons & Equipment List

Trench Pilgrims can be equipped with the following weapons, armour and equipment. All exceptions are clearly listed here on the entries for each warrior.

### Ranged Weapons

Bolt Action Rifle	10 ducats
Semi-automatic Rifle	20 ducats
Pistol	10 ducats
Automatic Pistol	20 ducats (LIMIT: 2)
Molotov Cocktail	5 ducats
Incendiary Grenades	10 ducats
Submachine gun	2 Glory Points (LIMIT: 4)
Musket	5 ducats
Shotgun	15 ducats
Flamethrower	40 ducats
Machine Gun	3 Glory Points

### Melee Weapons

Trench Knife	1 ducats
Bayonet	2 ducats
Trench Club	3 ducats
Sword/Axe	4 ducats
Flail/Scourge	5 ducats
Polearm	7 ducats
Great Maul	12 ducats
Great Sword/Axe	15 ducats
Anti-Tank Hammer	35 ducats (ELITE only)
Misericordia	15 ducats (LIMIT: 1)

### Armour

Standard Armour	20 ducats
Heavy Armour	40 ducats (ELITE only)
Trench Shield	15 ducats
Holy Icon Shield	2 Glory Points (ELITE only)

### Equipment

Iron Capirote	7 ducats
Gas Mask	5 ducats
Blessed Icon	15 ducats
Holy Relic	2 Glory Points

Troop Flag	(ELITE only) 1 Glory Point (LIMIT: 1)
Medi-Kit	10 ducats
Musician's instrument	15 Ducats (LIMIT: 1, Non-ELITE only)
Incendiary Bullets	15 ducats (Consumable)
Martyrdom Pills	30 ducats (Consumable)



## Elites: God's Chosen

### 1 War Prophet

(Cost: 80 Ducats)

*A charismatic leader and powerful fighter of the Pilgrim group. They are driven by visions of Armageddon, and their preaching and prophecies drive the pilgrimage from one battlefield to the next, as they seek to thwart the forces of Satan and find martyrdom in combat.*

Name	Movement	Ranged	Melee	Armour	Base
War Prophet	6"/Infantry	+2 Dice	+2 Dice	0	32mm

#### Equipment

Loudspeakers (see below). The War Prophet can be equipped with any weapons, armour or equipment from the Trench Pilgrims Equipment List.

▣ **Loudspeakers:** The War Prophet blares out holy sermons and dire prophecies at 100 decibels to inspire the faithful. The Prophet can take a **RISKY ACTION** with **+2 DICE** once during each Activation. If the action is successful, all friendly models (Including the Prophet) within 8" of the Prophet can immediately move up to 3" towards the closest enemy model they can see. This move allows them to enter combat as if they charged the enemy.

#### Abilities

▣ **Memento Mori:** The War Prophet is touched by Heaven and the revealed truth allows them a degree of protection against premature death. Once per battle, when the War Prophet is taken Out of Action for any reason, ignore the result as if nothing had happened.

▣ **Laying on Hands:** With a successful **ACTION**, you may remove **D3 BLOOD MARKERS** from any friendly model within 6" (including the Prophet).

#### Keywords

ELITE, PILGRIM



### 0-1 Castigator

(Cost: 50 Ducats)

*Tasked with instilling the Fear of God in the troops, this orthodoxy officer keeps the soldiers on the path of righteousness and punishes those who transgress. They are protected by their unwavering faith as well as by the saints they revere.*

Name	Movement	Ranged	Melee	Armour	Base
Castigator	6"/Infantry	+1 Dice	+1 Dice	0	32mm

#### Equipment

The Castigator can be equipped with any weapon, armour and equipment from the Trench Pilgrims Equipment List.

#### Abilities

▣ **Enforced Orthodoxy:** During its Activation, a Castigator may take a **RISKY ACTION** with **+1 DICE**. If successful, all friendly models that are *Down* and within 8" of the Castigator may immediately stand up at no penalty or cost.

▣ **Whip of God:** Unlike other models, Castigator is allowed to attack friendly models within 1", and can do this without declaring a charge. If the Castigator



takes out a friendly model with such an attack, add +1 DICE per model taken Out of Action by the Castigator to the next Morale check your Warband takes, as such an act of Piety inspires the troops.

#### Keywords

PILGRIM, ELITE

## 0-1 Communicant

(Cost: 100 Ducats)

*Communicants are devotees who consumed the flesh and blood of a Meta-Christ. Strengthened by the divine essence, they grow to enormous size and wounds they suffer close themselves miraculously. They see clearer blind, so blessed crosses are nailed through their eyes.*

*On the battlefield they act as line-breakers and bodyguards for Prophets and Castigators, heedlessly walking through enemy fire and mauling their enemies with enormous weapons that a normal man can barely even lift.*

Name	Movement	Ranged	Melee	Armour	Base
Communicant	6"/Infantry	-3 Dice	+2 Dice	0	40mm

#### Equipment

The Communicant can be equipped with any weapon, armour and equipment from the Trench Pilgrim Equipment List. They always carry a *Communicant Cross* (see below).

☑ **The Communicant Cross:** A sacred cross is nailed on the face of the Communicant. This counts as an Iron Capirote, Combat Helmet and a Gas Mask.

#### Abilities

- ☑ **Strong:** A Communicant ignores the penalties of weapons with the Keyword HEAVY
- ☑ **Tough:** Communicants are subject to the rules for TOUGH Creatures.
- ☑ **Miracle of Regeneration:** At the start of each of their Activations, the Communicant may remove 1 BLOOD MARKER from themselves, if they have any.
- ☑ **Bodyguard:** If any model with the PILGRIM Keyword within 1" of the Communicant is hit, you can choose to redirect the hit against the Communicant instead. Determine the effects of the Attack or Ranged Attack as if it had targeted this model.

#### Keywords

PILGRIM, ELITE, STRONG, TOUGH

**“And in the hour of wrath, the heavens wept blood, for the swords of the wicked descended upon the innocent, their cries unheard and their souls lost in the abyss.”**

- Book of Lamentations 3:16





## Troops: The Faithful

### Trench Pilgrim

(Cost: 30 Ducats)

*A holy warrior of the trenches. Considers it his religious duty to make pilgrimage to the sacred battlefields to fight the heretic legions. Pilgrims wear the iron capirote to insulate their minds from the horrors of war.*

Name	Movement	Ranged	Melee	Armour	Base
Trench Pilgrim	6"/Infantry	+0 Dice	+0 Dice	0	25mm
Martyr Penitent	6"/Infantry	+0 Dice	+1 Dice	0	25mm

#### Equipment

Trench Pilgrim can be equipped with any weapon, armour and equipment from the Trench Pilgrim Equipment List.

#### Abilities

☒ **Resurrection:** When a Trench Pilgrim dies, you may elect to re-buy them as a *Martyr-Penitent* resurrected by a Meta-Christ for a cost of 45 Gold Ducats after battle. When hit, any attacks against a Martyr-Penitent add **-1 DICE** when rolling on the Injury Table. Their Melee bonus is increased to **+1 DICE** (reflected on the profile above).

#### Keywords

PILGRIM



### Ecclesiastic Prisoners

(Cost: 20 Ducats +35 ducats for Martyrdom Device)

*Bound in chains, their minds consumed by a desperate resolve, Prisoners surge forward, driven by the hope that their sacrificial charge will somehow cleanse their tarnished souls.*

Name	Movement	Ranged	Melee	Armour	Base
Prisoner	6"/Infantry	N/A	-1 Dice	0	25mm

#### Equipment

Iron Capirote. You cannot buy any additional equipment, weapons or armour for Ecclesiastic Prisoners with the exception that up to four may be equipped with a Martyrdom Device (see below) for 35 ducats each. Prisoners fight unarmed in Melee, flailing feebly with their manacled arms. The -1D penalty to Melee combat is included in the profile above.

☒ **Martyrdom Device:** Each prisoner is strapped with an explosive which can be triggered one time at any point during their Activation. This counts as a ranged attack against every model (friend or foe) within 3" of the Prisoner. Everyone, including the Prisoner, is automatically hit and rolls on the Injury Chart to see what happens. Any model within 1" rolls **+1 DICE** on the Injury chart. Other models within 3" roll 2D6 as normal. The Prisoner rolls 4D6 and adds the results together to determine their Injury roll! If the explosive goes off and the Prisoner survives the battle, you can buy them a new Martyrdom Device for 35 ducats as normal, or field them without an Explosive.





## Abilities

- ☑ **Mad Dash:** Ecclesiastic Prisoner can add +1 DICE to their Dash ACTION.

## Keywords

PILGRIM

**0-4 Stigmatic Nuns**

(Cost: 50 Ducats)

*Blessed with stigmata and unshakeable faith, these swordmaster nuns are the vanguard of any assault by the holy armies.*

*“From henceforth let no man trouble me: for I bear in my body the marks of our Lord and Saviour.” - Galatians 6:17*

Name	Movement	Ranged	Melee	Armour	Base
Nun	8"/Infantry	+1 Dice	+1 Dice	0	25mm

## Equipment

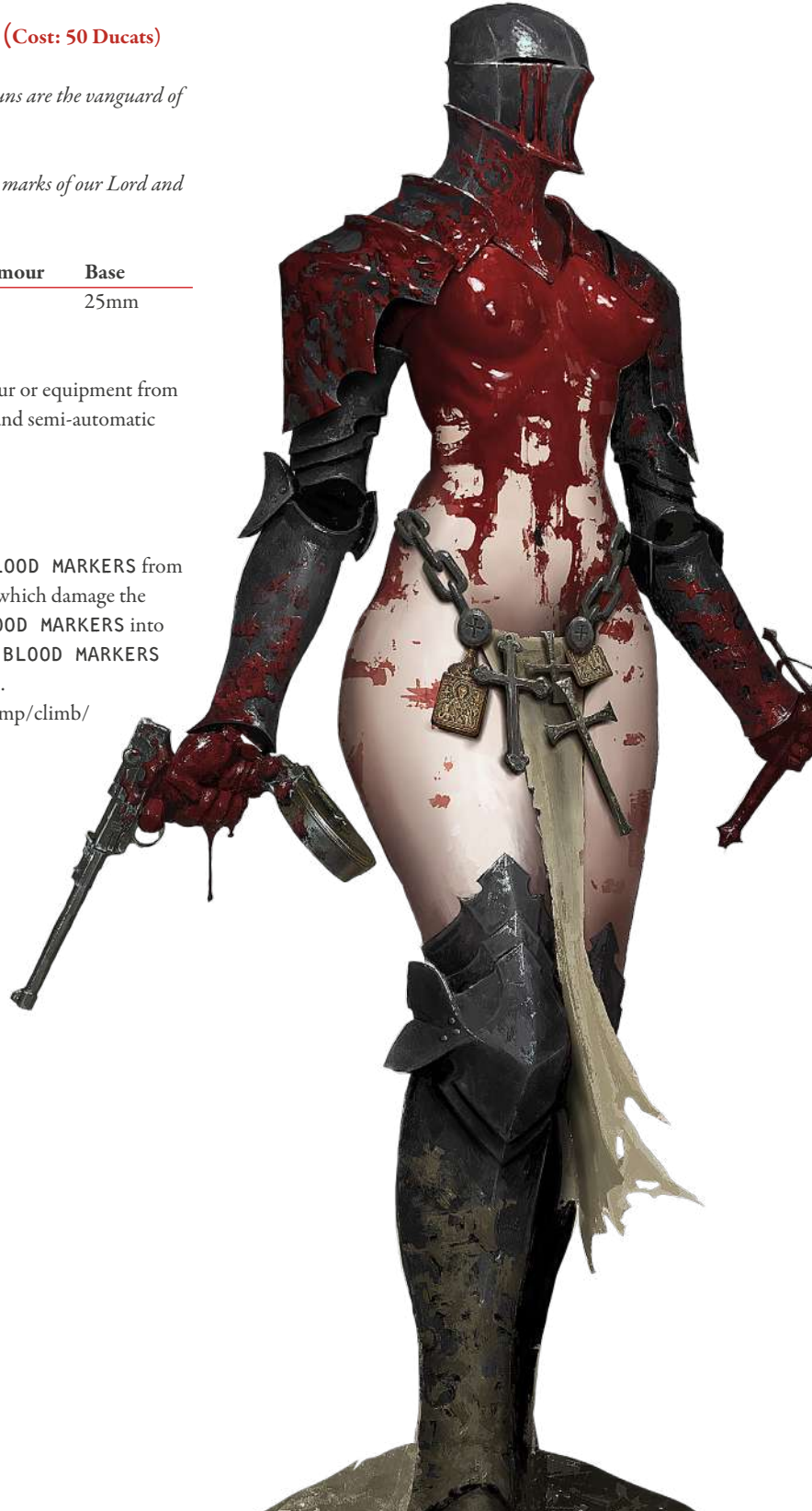
Stigmatic Nuns can be equipped with any melee weapons, armour or equipment from the Trench Pilgrim Equipment List. Nuns may only use pistols and semi-automatic pistols as Ranged Weapons.

## Abilities

- ☑ **Blessed Stigmata:** When a Stigmatic Nun suffers any BLOOD MARKERS from any source (except attacks with the Keyword GAS or FIRE which damage the nuns normally), you may immediately convert any such BLOOD MARKERS into BLESSING MARKERS. **Note:** This must be done when the BLOOD MARKERS are received and may not be done at a later point in the turn.
- ☑ **Agile:** Stigmatic Nuns may take any Dash ACTION or jump/climb/Diving Charge ACTION with +1 DICE.

## Keywords

PILGRIM



**“Let the trumpets sound and let the banners unfurl, for it is in the violence of war that salvation is gained.”**

- Divinations 17:13

## 0-1 Anchorite Shrine

(Cost: 140 Ducats)

*A colossal suit of machine armour fuelled by diesel and faith, the Shrine Anchorite stands as a grim symbol of humanity's despair. Within its spiked, blood-stained interior, the pilot-monk endures a terrible form of penance, his anguished prayers and chants echoing across the battlefield. This grotesque amalgamation of suffering and devotion instils fear in the heart of the heretic, as the anchorite, a malevolent weapon draped in holy iconography and weeping gore, emerges to unleash a symphony of slaughter, where the wretched union of man and machine heralds the demise of all who oppose the Almighty.*

Name	Movement	Ranged	Melee	Armour	Base
Anchorite	6"/Infantry	N/A	+3/+1 dice	-3	50mm

### Equipment

You cannot buy additional equipment, weapons or armour for Shrine Anchorites. Each Anchorite is equipped with Heavy Armour, Combat Helmet and a Catherine Wheel and Bonebreaker Mace (see below). The Anchorite may make one attack **ACT ION** with each of these weapons in Melee (So it can make two attacks per Activation).

☐ **Catherine Wheel:** The Anchorite can take a **RISKY ACT ION** with +3 **DICE** with its Catherine Wheel in Melee combat as an attack. Due to the enormous weight and the skill of the Shrine Anchorite in inflicting maximum pain, the Catherine Wheel rolls on the Injury table with 3D6 (instead of usual 2D6), adding the all three dice together!

☐ **Bonebreaker Mace:** The Anchorite may use the Bonebreaker Mace in Melee. This attack is a **RISKY ACT ION** and has +1 **DICE** for rolling to hit, as well as for any Injury rolls it causes.

### Abilities

☐ **Tough:** The Shrine Anchorite is a huge, hulking mound of metal and is subject to the rules for **TOUGH** Creatures

☐ **Fear:** The Anchorite causes **FEAR**.

☐ **Broken on the Wheel:** Before the start of the battle, one Trench Pilgrim or Ecclesiastic Prisoner may voluntarily be broken on the wheel to show their piety and devotion (Remove all weapons, armour and equipment from the victim and use/store them as you wish). The Shrine Anchorite will then shatter the bones of the volunteer and carry the broken victim to the battle on its Wheel. Any attacks against the Anchorite are then taken by the volunteer instead of the Anchorite (using the Armour of the volunteer) until the volunteer has been taken Out of Action. Down result against the volunteer does not affect the Anchorite movement. Note that they are otherwise treated as a single model and share any **BLOOD MARKERS** from any source. A volunteer cannot make any **ACT IONs** or move -for obvious reasons. At the end of the battle, even if the Volunteer would have survived, the model dies and is removed from your Warband.

### Keywords

PILGRIM, FEAR, TOUGH

*“And lo, in the chambers of the Synod, ancient tomes whisper secrets of the future, their pages imbued with the knowledge of wars yet to be waged. Blessed are the seers, for they shall guide us with their visions.”*

- Divinations 1:7





## Warband Variant: Procession of the Sacred Affliction

Trench Pilgrims of the Procession of the Sacred Affliction are known for their zeal in close quarter combat, their armour decorated with icons and shields adorned with the depictions of the Saints, which despite appearances can withstand machine gun bullets. The millstones they carry upon their backs are used to tie about the necks of sinners before drowning them in the mud and blood of No Man's Land.

They spurn the use of the Iron Capirotes, believing firmly that faith alone is enough to withstand the horrors of Hell.

### Special Rules

- ▣ **Face thy Fears:** No model in the Procession of the Sacred Affliction can wear Iron Capirotes. Those troops with Capirotes in their base profile will not have them, though their cost remains the same.
- ▣ **Reliquary Armoury:** All models of this Warband (save for Anchorite) can buy Holy Icon Shields for 20 ducats, not just **ELITE** models. In addition, the Warband models with the **ELITE** Keyword may acquire Holy Icon Armour (see below)
- ▣ **Punishing Millstones:** All models in the Procession of the Sacred Affliction add extra +1 **DICE** to Injury rolls with melee attacks against enemies who are *Down*.
- ▣ **Melee-focused:** This Warband may not have any Machine Guns.

#### Holy Icon Armour 30 ducats

This suit of Armour is made of blessed icons and scripture scrolls written with the blood of saints. This Armour confers a -1 modifier to any Injury Rolls. This modifier applies even against attacks that ignore Armour. Can be combined with a shield, including *Holy Icon Shield*.

## Warband Variant: Cavalcade of the Tenth Plague

This Trench Pilgrim Procession traditionally sacrifices lambs before battle, anointing themselves in its blood to ward off the wrath of God. The Pilgrims then draw holy symbols with the blood of the sacrifice upon their bodies, clothing and armour, and then march to battle singing hymns, in certain belief that the blood of the Lamb shields them from any harm.

Firm believers in traditional reading of the Holy Texts, they reject the new doctrines of the Meta-Christ by the Church. They steal Communicants from other Processions and force them to fight for them in penance for being born from Sin.

### Special Rules

- ▣ **Blood Sacrifice:** Any model (except Ecclesiastic Prisoners who are not worthy) in the Warband can purchase a Sacrificial Lamb (see below).
- ▣ **Heaven Awaits:** The Cavalcade rejects the doctrine of the Meta-Christ. Their dead Pilgrims cannot be resurrected as Martyr-Penitents.
- ▣ **The Unclean:** The Cavalcade detests using the unclean Ecclesiastic Prisoners and may have only up to two of them.
- ▣ **Day of his Wrath:** The War Prophet of this warband cannot use *Laying on Hands*, but can call upon the Wrath of God instead. This is a **RISKY ACTION**. If successful, Roll on an Injury Chart against one enemy model within 3" of the Prophet. Armour offers no protection.
- ▣ **Stolen Communicants:** Communicants cost extra 20 ducats for this warband due the difficulty of acquiring and indoctrinating them.

#### Sacrificial Lamb 10 ducats

Before the battle, this lamb is sacrificed to God's glory, and the pilgrim then anoints themselves with its blood, averting the wrath of Yahweh while fighting for His cause. The model ignores the first **BLOOD MARKER** or **INFECTION MARKER** it suffers in combat.

**Keywords**  
CONSUMABLE





# The Iron Sultanate

When the Infidels opened the thrice-cursed Gate to Jahannam, releasing Gog and Magog upon those who believe, it seemed that all was lost and Shaytan would emerge victorious over Dunya. But the Creator of the Universe came to the aid of the Faithful, and as had been written, the great Iron Wall of Dhu al-Qarnayn manifested itself in the lands ruled by the Sultan of Rûm. A call was sent to those who believe righteously and, over the coming decades, the migration of the Faithful took place across Europa, Asia and Africa. Millions perished on the road and at sea, for the Heretics and their Shaytan lords swarmed them as locusts swarm fields of ripe sesame, devouring them and building vile monuments from their limbs and heads, so they could not be buried as is decreed in the Holy texts. But once all those who survived the journey had come, the mighty Gates of al-Qarnayn were closed and the Great Sultanate of the Invincible Iron Wall of the Two Horns That Pierce the Sky was formed.

The assaults of the slaves of Jahannam against the Sultanate have never ceased since that day, and each day new martyrs are mourned as they defend the Wall and confront the heretics who have overcome its defences. But within the walls, the lost knowledge flourishes and from mosques of white marble and gold the muezzin call the faithful to pray for the success of the Sultan's army as it struggles to protect their lands and defend the caravan trails that provide the Sultanate with vital trade goods.

The Iron Wall is the greatest defensive work in the world, a mighty bulwark festooned with the famed artillery of the Sultan. Azeb sharpshooters stand at ready, ever watchful for surprise attacks, and the elite Janissary regiments have barracks at set intervals near the wall so they can react to any attack at speed. During a more serious incursion a full muster of Azebs is called, the House of Wisdom unleashes its terrifying *takwin* creations upon the foe, and if the need is desperate, the Sultan himself comes forth and his

Janissaries march with him to do battle, carrying their green flag before them.

Thus the protection of the Iron Wall has had an extensive influence on the Sultanate Way of war. The conscripted Azebs are experts at feigned flight and skirmish, while the loping Lions of Jabir harass the enemy's flanks. All the while the superb artillery of the Sultan bombards the enemy as they make their tortuous journey across the battlefield littered with traps set by skilled Sappers. When they reach the ranks of the faithful, the Janissaries, Sultan's elite household troops, close in and finish the enemy with their devastating counter-charge led by their iron-willed officers. Dreaded Assassins from Alamut prowl in the winds of time, striking the enemy elites and leaders, while the Alchemists of the House of Wisdom unleash devastating weapons made deadly by their elemental mastery, capable of overcoming the defences of virtually any foe.

Beyond the Iron Wall forces of the Sultan operate in small, mobile companies, each with a particular mission to accomplish. They hunt down apostates that have gone to serve Shaytans, look for the relics from the time of the Prophets, or seek to recover lost treasures and books of knowledge from the ruins of the fallen Caliphates. Though an understanding between the Church and the Sultanate on being co-belligerents against Jahannam exists, the commanders of these expeditions will tolerate no interference and do not hesitate to crush those who would hinder their mission. Resentment against the infidels who unleashed Gog and Magog runs deep in the Sultanate, and matters of honour are swiftly resolved with duels to the death. Woe to those who dare to hinder the mission of Those Who Believe.

*In the name of Allah, the Compassionating, the Compassionate! Praise be to Allah, The Beneficent King, The Creator of the Universe, Lord of the Three Worlds, Who set up The Firmament without Pillars in its Stead and Who stretched out the Earth even as a Bed; and Grace, and Prayer-Blessing be upon Our Lord Mohammed, Lord of Apostolic Men, and upon His Family and Companion-Train; Prayer and Blessings Enduring and Grace Which unto The Day of Doom shall Remain!*

- Scheherazade

*Glory to the Great Sultan, the Padishah of Rûm, Commander of the Faithful, and Successor to the Prophet of the Lord of the Universe, Custodian of the Invincible Iron Wall of the Two Horns that pierce the Sky which protects us from the ravages of Gog and Magog!*

## Warband Creation

You have 700 ducats to recruit your initial force for the Campaign. For one-off battles, agree with your opponent on the Ducat and Glory Point value beforehand.

## Iron Sultanate Equipment List

Iron Sultanate forces can be equipped with the following weapons, armour and equipment. All exceptions are clearly listed here on the entries for each warrior or in the list below. If any item is marked as **LIMIT**, you can only have as many of these weapons at any point during the campaign as indicated in the brackets. Armaments marked as **ELITE** only are limited to the models with that Keyword.

### Ranged Weapons

Jezzail	7 ducats
Siege Jezzail	30 ducats
Musket	5 ducats
Pistol	10 ducats
Shotgun	15 ducats
Sniper Rifle	35 ducats ( <b>ELITE</b> and Janissaries only)
Grenades	5 ducats
Machine Gun	60 ducats ( <b>LIMIT: 1</b> )
Flamethrower	40 ducats ( <b>LIMIT: 3</b> )
MURAD Bombard	50 ducats ( <b>LIMIT: 1</b> , Brazen Bull only)
Flame Cannon	65 ducats ( <b>LIMIT: 1</b> , Brazen Bull only)

### Melee Weapons

Trench Knife	1 ducat
Bayonet	2 ducats
Trench Club	3 ducats
Sword/Axe	4 ducats
Polearm	7 ducats
Halberd-Gun	20 ducats ( <b>ELITE</b> only)
Great Hammer	12 ducats
Great Sword or Axe	15 ducats
Titan Zulfiqar	35 ducats (Brazen Bull only)
Assassin's Dagger	10 ducats (Assassin only)

### Armour

Standard Armour	20 ducats
Heavy Armour	40 ducats ( <b>ELITE</b> & Janissaries only)
Alchemist Armour	50 ducats ( <b>ELITE</b> only)
Trench Shield	15 ducats

### Equipment

Combat Helmet	5 ducats
Gas Mask	5 ducats
Shovel	5 ducats
Medi-Kit	5 ducats
Alchemical Ammunition	3 ducats (any model armed with a Jezzail or Siege Jezzail)
Musician's instrument	15 ducats ( <b>LIMIT: 1</b> , Non- <b>ELITE</b> only)
Cloak of Alamut	25 ducats ( <b>LIMIT: 1</b> , <b>ELITE</b> only)
Wind Amulet	10 ducats ( <b>LIMIT: 2</b> )
Troop Flag	1 Glory Point ( <b>LIMIT: 1</b> )
Binoculars	10 ducats ( <b>ELITE</b> only)
Holy Relic	2 Glory Points ( <b>ELITE</b> only)

## Sultanate Special Weapons, Armour & Equipment

The following weapons, armour and equipment are exclusively available to the Iron Sultanate Warband.

### MURAD Bombard

*Named after the great Sultan who commissioned the first of these weapons to defend the Iron Wall, this mighty bombard is used to disrupt advancing enemy formations. The echo of its blast recites the 99 names of Allah, throwing even the greatest of warriors to ground like chaff.*

Name	Type	Range	Modifiers	Keywords
MURAD Bombard	1-handed	36"	-	HEAVY

**Rules:** Choose a point on the battlefield that is visible to the model and within 36" and make a Ranged Attack ACTION. If the roll is unsuccessful, the bomb is off-target and will deviate 1" from your nominated target point for each degree of failure of the Ranged Attack ACTION in a direction determined by your opponent (for example, if you rolled 5, the bomb lands 2" away, as 7-5=2). The direction is decided by your opponent. Once the landing site of the bomb has been determined, it will detonate. Roll once on the Injury Chart for each model that is within 3" of where the bomb landed. No to hit roll is needed. If the bomb lands directly on top of any model, roll with 3D6 on the Injury Chart and add the dice together to see what happens! Other models hit by the Bomb suffer a *Down* result due the booming shockwave, but do not take any BLOOD MARKERS or other effects from this attack.

### Flame Cannon

*A great cannon that shoots a stream of alchemical fire with tremendous force. It has a tendency to overheat and ignite the skin of its artillery crew, but the mighty Brazen Bulls use them as mere handguns. The secret formula used for the fuel of the Flame Cannons was gleaned from the lost Byzantine ruins, and is commonly known as Greek Fire.*

Name	Type	Range	Modifiers	Keywords
Flame Cannon	1-handed	12"	-	HEAVY, FIRE

**Rules:** When this weapon is fired, draw an imaginary straight line 1mm wide and 12" long from the Brazen Bull. Every model along the path of the line is hit automatically by this attack – roll for their injuries intermediately. Armour does not protect against the Flame Cannon. Due to the Keyword FIRE, its hits cause an additional +1 BLOOD MARKER. This is applied after rolling for injuries.

### Titan Zulfiqar

*This twin-tongued greatsword can weigh up to 300 pounds – only the mighty Brazen Bulls can even lift this monstrous blade, let alone wield it in combat. Its sheer weight and mono-molecule sharpness cuts through even the thickest armour when swung by the superhuman strength of the takwin monstrosity.*

Name	Type	Range	Modifiers	Keywords
Zulfiqar	1-handed	Melee	+2 to Injury rolls	HEAVY, CRITICAL

**Rules:** Add +2 to the result of all injuries caused by this weapon (i.e. a roll of 7 on the Injury Chart becomes 9).

### Assassin's Dagger

*The blades of the Assassins are imbued with the Supreme Poison. In chambers deep below the surface, generations of young assassins are raised in the dark; fed a diet of scorpions, frogs, deadly mushrooms and even stranger, more noxious things, and generation by generation their tolerance grows. The poisonous blood of these willing vessels is drawn and smelted into a poisonous iron. The iron is forged into blades and deadly spells of slaying layered into each fold of the envenomed metal. Thus the blood of the first generation of Assassins lives to this day, growing more potent with each generation.*

Name	Type	Range	Modifiers	Keywords
Assassin's Dagger	1-handed	Melee	+1 to Injury	CRITICAL

**Rules:** Adds +1 to injury rolls (i.e. a roll of 7 on the Injury Chart becomes 8). If the Assassin hits an enemy and



causes at least one **BLOOD MARKER**, the Assassin can move away from combat with the model the Assassin wounded during this Activation without giving the opponent a chance to attack them, as the poison paralyses their enemy momentarily. Assassins can use both normal and Dash moves to do this, though this may not be used for charging.

### Halberd-Gun

*Invention of the House of Wisdom, this weapon acts both as a symbol of high rank and an excellent weapon in combat.*

Name	Type	Range	Modifiers	Keywords
Halberd-Gun	2-handed	Melee/24"	-	ASSAULT

**Rules:** Enemies charging a model equipped with a Halberd-gun add -1 **DICE** in Melee combat when rolling to hit. This only applies when a model attacks after a charge, not on subsequent rounds of Melee.

### Siege Jezzail

*Heavier version of the standard Jezzail. It is a large, cumbersome weapon with a shot of lead or iron weighing as much as four pounds, designed to take out even the most powerful enemies with a single shot. Azebs armed with these weapons use tripod stakes when firing them, but the mighty Janissaries often use them as their standard service gun.*

Name	Type	Range	Modifiers	Keywords
Siege Jezzail	2-handed	30"	+1D to Injuries	HEAVY

**Rules:** Roll all injuries with +1 **DICE**.

### Alchemist Armour

*Suit of armour which protects against almost all harm. This is an essential tool of Alchemists' craft, festooned with the Seals of Solomon which enables them to bend the elements of Creation to their will and shields them even from the devices of Hell.*

**Rules:** Counts as Heavy Armour and therefore grants a -2 modifier to all injury rolls made against the model wearing it. In addition it makes the Alchemist immune to all damage with the Keywords **FIRE** and/or **GAS**.

### Alchemical Ammunition

*Jabirean Alchemists craft these Jezzail bullets from the slivers of the Iron Wall. Each such shot is carved the Seal of Solomon, guiding them during their path through the air.*

**Rules:** Adds +1 **DICE** to Ranged Attack rolls on the Action Success Chart. Can only be used with Jezzails and Siege Jezzails.

### Cloak of Alamut

*Created by the secret arts of the Assassin's sect aeons ago, this cloak bends the light so that its wearer looks almost indistinguishable against any surface when they are still. It is this masterwork of Alamut that has led to the tales of the fabled Cloak of Invisibility in the legends of the Sultanate.*

**Rules:** All ranged attacks against a model that is in cover suffer -2 **DICE** penalty instead of -1 **DICE**. All the normal rules for cover apply otherwise.

### Wind Amulet

*Amulet created by the Jabirean Alchemists, capturing the essence of the Element of Wind within it.*

**Rules:** After the deployment, a model with the Wind Amulet may move up to 3" in any direction, though this move may not take them into melee combat or from the battlefield.

## Sultan's Elite

### 1 Yüzbaşı Captain

(Cost: 70 Ducats)

Your Warband must contain a Yüzbaşı Captain. Military expeditions over the Great Iron Wall into No Man's Land carry many risks, and their commanders are field officers known as Yüzbaşı. They are expected to lead from the front and their selection is solely on merit, with no consideration given to family pedigree or wealth.

Name	Movement	Ranged	Melee	Armour	Base
Yüzbaşı	6"/Infantry	+2 Dice	+2 Dice	0	32mm

#### Equipment

Yüzbaşı can be equipped with any weapon, armour and equipment from the Iron Sultanate Equipment List.

#### Abilities

- Tough:** Yüzbaşı captains are selected amongst the very best soldiers of the Sultanate, and their bodies are hardened against injury by the Jabirean arts. They are subject to the rules for TOUGH creatures.
- Mubarizun:** Yüzbaşı is expected to face the mightiest of their enemies in personal combat, inspiring the troops to victory with their personal prowess. Yüzbaşı are immune to the effects of the Keyword FEAR and add +1 DICE to injury rolls against TOUGH opponents.

#### Keywords

ELITE, SULTANATE, TOUGH



### 0-1 Jabirean Alchemist

(Cost: 55 Ducats)

The Jabirean Alchemist is a master of esoteric powers, able to control fire and ice, metal and liquid; capable of creating intricate mechanical devices and artificial life as well as weapons of calamitous potency. In exchange for the freedom to practise their arts, the Alchemists supply the Sultanate with the peerless Jabirean battle lions, and serve on the front lines where their devastating alchemical compounds melt the flesh from the bones of the Unbelievers, or dissolve through even the toughest enemy armour.

Name	Movement	Ranged	Melee	Armour	Base
Alchemist	6"/Infantry	+2 Dice	+1 Dice	0	32mm

#### Equipment

The Alchemist can be equipped with any weapon, armour and equipment from the Iron Sultanate Equipment List.

#### Abilities

- Mastery of the Elements:** At the beginning of a battle, all ranged and melee weapons that an Alchemist has been equipped with may be assigned one of the following Keywords: SHRAPNEL, FIRE or GAS. All the weapons the Alchemist has will share the same Keyword. With a RISKY ACTION with +1 DICE, the Alchemist can change this Keyword into one of the others.

#### Keywords

ELITE, SULTANATE



## 0-1 Sultanate Assassin

(Cost: 85 Ducats)

*Assassins are a legendary order of mystic warriors, whispered about the world over for their secrecy and ruthlessness. Assassins are able to bend space and time using the sacred rituals and powerful hallucinogens discovered by magi of the order. With this esoteric power they prowl behind enemy lines, hunting their targets with merciless efficiency. They can seemingly appear in two places simultaneously, strike a foe with startling speed and then travel back into time to a moment a few heartbeats before, safe from any retaliation.*

Name	Movement	Ranged	Melee	Armour	Base
Assassin	6"/Infantry	+1 Dice	+2 Dice	0	32mm

### Equipment

The Assassin can be equipped with any weapon, armour or equipment from the Iron Sultanate Equipment List.

### Abilities

- ▣ **Time Slip:** If any type of attack (melee, ranged, mine etc.) misses an Assassin, the Assassin may slip into a moment in the future. The Assassin can move into any unoccupied space within 6", though the Assassin cannot be moved within 1" of any enemy model or leave the battlefield. If moving out of Melee, enemies do not get free attacks.
- ▣ **Temporal Assassin:** When the Assassin charges an enemy and you've rolled to see if their charge reaches them, check if there are any other enemies within Assassin's charge distance. If there is more than one eligible target, you may move the Assassin in base contact with up to two enemy models one after the other, and resolve the Assassin attacking both of the models separately, including any injuries. You can attack each model with only one of the Melee Attacks available to the Assassin. After resolving both attacks, you can decide which of the two positions the Assassin ends up in after making the melee attacks.
- ▣ **Infiltrator:** An Assassin can be deployed anywhere on the table that is not in line of sight of any enemy model **and** is at least 8" away from the nearest enemy model. Deployed after all other models without the Keyword INFILTRATOR.

### Keywords

ELITE, SULTANATE, INFILTRATOR



## Those Who Believe

### Azebs

(Cost: 25 Ducats)

*Azebs are soldiers recruited from the multitude of provinces of the sultanate, where every house in twenty is required to equip and provide a warrior to serve the Prince of Those Who Believe. They are often used by their superiors as light skirmishers to harass and tie down the enemies while the heavier troops close in for the kill.*

Name	Movement	Ranged	Melee	Armour	Base
Azeb	6"/Infantry	0 Dice	-1 Dice	0	25mm

#### Equipment

Azebs can be equipped with any weapon, armour and equipment from the Iron Sultanate Equipment List. Any Azebs can be converted to SKIRMISHERS at the cost of +5 ducats per model. Unless engaged in melee, when an enemy model declares a charge against any Skirmisher Azeb, they can immediately move D3" in any direction they wish (except within 1" of any enemy or out of the battlefield). After this manoeuvre, the charging model is moved as normal. This may lead to the charger being unable to enter into Melee. This move cannot be taken by a model that is *Down*.

#### Keywords

SULTANATE



### 0-2 Sultanate Sappers

(Cost: 50 Ducats)

*The Sultan's Sappers are highly respected and valued specialists in the Sultan's army. They are expected to man the great cannons of the Iron Wall no matter what the enemies throw at them, and since their mighty artillery is prone to overheating, they are easily identified by the terrible burns all over their bodies. Many has lost their lives firing their guns until the heat and smoke overcomes them.*

Name	Movement	Ranged	Melee	Armour	Base
Sapper	6"/Infantry	+0 Dice	+0 Dice	0	25mm

#### Equipment

Shovel and *Tufenjieff* anti-personnel mines. Sapper can be equipped with any weapon, armour and equipment from the Iron Sultanate Equipment List.

#### Abilities

- ☐ **Mine-setting:** As an ACTION with +2 DICE, the Sapper can mine a piece of terrain they alone are touching, no bigger than 8" x 8" (an 8" section of trench, a wall, a tree, a building etc). If successful, the terrain piece is now mined. Any model (except the Sapper who set the mine) who moves into contact with the terrain piece will trigger the mine. Roll on the Injury Chart to see what happens to the model. The mine has the Keyword SHRAPNEL. After this, the terrain piece is no longer mined.
- ☐ **De-mine:** As a RISKY ACTION the Sapper can disable any mine they move in contact with. If they fail, the mine blows and causes damage as specified in the rules.
- ☐ **Dig In:** During their Activation, an Sapper can take a RISKY ACTION with +1 DICE. If successful, the Sapper is considered to be in Cover until the model moves. This can only be done on the ground.

#### Keywords

SULTANATE



## 0-2 Lions of Jabir

(Cost: 60 Ducats)

Named after the deadly hunters of the plains, the Lions of Jabir can take many forms, not all of them leonine. Each one is a unique masterwork, and they are grown according to the skills and artistry of the Jabirean scientist that created them. The speed and ferocity of the Lions is nearly unmatched, and some even have strange powers granted by their alchemical birth.

Name	Movement	Ranged	Melee	Armour	Base
Lion of Jabir	8"/Infantry	NA	+1 Dice	0	30x60mm oval base

### Equipment

The Lions never carry any type of weapons but can wear armour (though no shields!) and can be equipped with Wind Amulets. They do not suffer penalties for fighting unarmed.

### Abilities

- ☑ **Artificial Body:** Created through the Jabirean alchemy, the Lions have no vital organs and they must be dismembered in order to kill them. All injury rolls against the Lion are made with -1 DICE.
- ☑ **Mauling:** A *Downed* opponent cannot stand up if it is in melee combat with a Lion of Jabir, unless it is on a 40mm or larger base.
- ☑ **Lion's Grace:** Lions of Jabir may take any Dash ACTION or jump/climb/Diving Charge ACTION with bonus +1 DICE.

### Keywords

SULTANATE



## 0-6 Janissaries

(Cost: 55 Ducats)

The janissaries are the Sultanate's elite warriors, raised from childhood in the arts of war. Captured during raids upon the desolate northern and eastern marches beyond the Iron Wall, they are subjected to rigorous martial training and indoctrination from an early age. On the battlefield, Janissaries excel at devastating counter-charges, crushing the enemy elite formations and acting as the bodyguard for high-ranking individuals.

Name	Movement	Ranged	Melee	Armour	Base
Janissary	6"/Infantry	+1 Dice	+1 Dice	0	32mm

### Equipment

Janissaries can be equipped with any weapon, armour and equipment from the Iron Sultanate Equipment List.

### Abilities

- ☑ **Strong:** Janissaries ignore the effect of the Keyword HEAVY on any weapon they wield.
- ☑ **Counter-Charge:** If the first ACTION a Janissary makes during their Activation is a Charge, they can add +1 DICE to their subsequent Melee Attack ACTIONS during this Activation.

### Keywords

SULTANATE, STRONG



## 0-1 Brazen Bull

(Cost: 100 Gold Ducats)

*The Brazen Bull is a monstrous being of immense power and vitality, capable of tearing even the bastard child of a devil clean in half. The Sultan's armourers equip the Bulls with heavy artillery that even the superhuman Janissaries cannot lift, let alone use in battle: flame cannons, volley guns and holy blades blessed by the Word of the Great Protector.*

Name	Movement	Ranged	Melee	Armour	Base
Brazen Bull	6"/Infantry	+0 Dice	+2 Dice	0	60mm

### Equipment

A Brazen Bull can be equipped with any weapon, armour and equipment from the Iron Sultanate Equipment List. Due to its vast strength and size it can only use Weapons with the Keyword **HEAVY** – it will simply crush weapons of normal size by accident.

### Abilities

- ▣ **Tough:** Brazen Bulls are almost impervious to pain. They are subject to the rules for **TOUGH** creatures.
- ▣ **Strong:** The Brazen Bull ignores the effect of the Keyword **HEAVY** on any weapon they wield.
- ▣ **Artificial Body:** Created through the Jabirean alchemy, the Brazen Bulls have no vital organs and they have to be hacked apart to kill them. All attacks against the Brazen Bull roll injuries with -1 **DICE**.
- ▣ **Trample:** Whenever the Brazen Bull is fighting any enemy model on a 32mm or smaller base in melee that is *Down*, it can make a single additional **Melee Attack ACTION** any time during its Activation against one Downed opponent. Resolve the attack as if the Brazen Bull was armed with a Trench Club. This attack **Ignores** armour as the Brazen Bull stomps their enemies into pulp.
- ▣ **Terrifying:** The Brazen Bull is a monstrous, gigantic creature that causes **FEAR**.

### Keywords

SULTANATE, FEAR, TOUGH, STRONG



## Warband Variant: Fida'i of Alamut – The Cabal of Assassins

The pact between the Iron Sultanate and the Assassin fortress of Alamut ensures that the Sultan is served by the exquisitely skilled killers of the Old Man of the Mountain in exchange for independence of the Assassin's domain.

But though most outsiders know the Assassins through their service to the forces of the Iron Wall, sometimes during the dark of night small, deadly bands move silently into the hellscape of No Man's Land. In deepest secrecy Rashid al-Din Sinan, the undisputed ruler of Alamut dispatches his hand-picked disciples on Missions of his own, communicating their orders with no spoken words, signs nor written messages, but talking directly to them in their dreams. What the purpose of such operations is no-one knows, and not even the most sadistic Heretic torturer-priest has been able to make them divulge the secrets of Alamut from captured Assassins. These warbands are known as *Fida'i* (which means 'Sacrifice'), dedicated to completing their mission and returning to Alamut to receive rewards said to be able to match those of Paradise itself. They are led by a Master Assassin: one of the deadly Hands of Alamut, with two fully-trained members of the Order. A number of trainee acolytes will serve them during the mission, eager to prove their mettle and be initiated into the Order of Assassins.

Alamut is also a home to a renegade sect of Ismaili Dervishes, warrior monks sworn to poverty and a lethal way of fighting. They accompany the Assassins on their secret missions as an act of piety and payment for their shelter, and their whirling dance of death has been the end of many a disbeliever.

### Rules

The Fida'i of Alamut Warband has the following special rules:

- ▣ **Flock of Assassins:** The Fida'i of Alamut Warband can have up to three Assassins. The Warband must include a Master Assassin that counts as one of the three (see below).
- ▣ **Master Assassin:** A Master Assassin has the Keyword **TOUGH**. The Master Assassin costs 95 ducats.
- ▣ **Assassin Acolytes:** Up to three Azebes of the Warband can have the Keyword **INFILTRATOR** at the cost of +10 ducats per model.
- ▣ **Alamut Alone:** The Warband may not include Yüzbaşı, Alchemist, Janissaries, Lions of Jabir or Brazen Bulls.
- ▣ **Killing Squad:** Any two models in the Warband may form a **FIRETEAM**. You may have up to two **FIRETEAMS** in the Warband.
- ▣ **Dervishes:** The Warband may include up to four Dervishes. Dervishes use the same profile as Iron Sultanate Janissaries, but replace the Keyword **STRONG** with the Whirling Dervishes special rule:
  - ▣ **Whirling Dervishes:** The ritual Dance of the Dervishes is hypnotic to witness, and it is as graceful as it is deadly. All Ranged attacks against Dervishes suffer -1 **DICE** penalty. Dervishes do not suffer the normal -1 **DICE** to hit for fighting with a second melee weapon in off-hand.

### Art of Assassination

Each Assassin included in the Warband may purchase any of the following abilities. You may purchase the same ability for more than one Assassin if you wish, but you cannot purchase the same ability more than once for the same Assassin.

**Hallucinogen Disguise** 15 ducats  
An **INFILTRATOR** with this ability can be deployed anywhere on the battlefield including the enemy deployment Zone as long as the model is at least 8" away from any enemy models. The model does not have to be out of Line of Sight. Binoculars or Guard Dogs have no effect on this ability.

**Thunderbolt of Alamut** 20 ducats  
The model has +2" movement and +1 **DICE** on its Dash **ACTIONS**.

**Mirage of Time** 20 ducats  
Both Ranged and Melee attacks against the Assassin suffer -1 **DICE** penalty when determining if they hit.

## Fida'i of Alamut Special Weapons and Equipment

The following weapons, armour and equipment are exclusively available to the Fida'i of Alamut Warband.

### Golden Khanjar

20 ducats

*Placed on a hand of an especially favoured killer by the Old Man of the Mountain himself, these wickedly curved daggers gleam as if they were made of gold, but instead they are crystallised poison, and allow their wielder to attack twice in the same instance of time. Only the Master of Alamut himself knows the secret of making these blades.*

Name	Type	Range	Modifiers	Keywords
Golden Khanjar	1-handed	Melee	+1 Injury,	2 ATTACKS

**Rules:** Add +1 to the result of all injuries caused by this weapon (i.e. a roll of 7 on the Injury Chart becomes 8). A model armed with a Golden Khanjar can make two Attacks instead of one in melee per Melee Attack ACTION. This effect also applies to a Golden Khanjar wielded off-hand. Thus a model armed with Khanjar and additional 1-handed melee weapon can make a total of three Melee attacks during a single Activation.

*Assassin Only, LIMIT: 2*

### Bow of Alamut

50 ducats

*This terrifying double-stringed bow shoots its deadly barbs through both time and space. Its arrows can reach impossible distances and pass through armour by flickering through time. It leaves behind a temporal slipstream that the Assassin can travel through in an eyeblink.*

*Made from wood taken from trees planted in the skulls of ancient assassins in the Garden of Alamut so that they might absorb mystic powers of their former owners, these bows are some of the greatest treasures of the Old Man of the Mountain for it is said that only six now remain in his secret armouries.*

Name	Type	Range	Modifiers	Keywords
Bow of Alamut	2-handed	60"	Ignore Armour	CRITICAL

**Rules:** Ignores Armour. If the Assassin hits a model and causes at least one BLOOD MARKER, the Assassin can instantly move into Melee range with the target as if the Assassin just charged the model, and can therefore use Melee ACTIONS as if they charged the enemy. Note that if the bow takes the target Out of Action, no BLOOD MARKERS are caused and the move cannot be made. Temporal Assassin ability cannot be used with the Bow of Alamut.

*Assassin Only, LIMIT: 1*

### Hashashin Leaf

5 ducats

*These leaves from the secret Garden of Alamut enhance the strength of anyone who eats them threefold. Once the effect wears off the subject will suffer from agonising muscle tears and ripping of ligaments, but many of the Order of Assassins feel that this is a small price to pay for being able to use deadlier weapons.*

**Rules:** Gives the model consuming the potion Keyword STRONG for the duration of a single battle. CONSUMABLE.





# The Principality of New Antioch

For three hundred years the Principality of New Antioch has stood defiantly as the focal point of the Church and the Faithful at the very edge of the shadow cast by the Gate of Hell. It is the Home of All Our Hopes, the bulwark against Heretic forces and the first line of defence against the devil's might. Should New Antioch fall, the Levant will be lost and the path to heartlands of the Church will be wide open.

War has never left this corner of the world. The ancient city of Antioch was destroyed by a mysterious demonic weapon in the year 1545, but the Faithful never gave up their positions in the ruins. Despite the lethal demonic essence emanating from the crater that was left behind, the garrison held on, even as mighty Constantinople fell to the legions of Kimaris, Marquis of Hell.

Before it was destroyed, the ancient city of Antioch was always the first line of defence to be put to test. Thus it is no wonder that in the year 1559 the Sword Congress of Vienna agreed to rebuild and fortify the city, and that a yearly tithe is to be sent to New Antioch by all the Faithful nations, though this levy is rarely in form of coin. Instead, endless supply trains of foodstuffs, tools, ammunition, weaponry, machinery and skilled workers and engineers come from across Europa and the Mediterranean Sea, as well as the African dominions.

Since those days New Antioch has grown to be the most important fortress-city in the world, the Sword and the Shield of Europa and Africa. All the princes of the Church and heads of the various states and domains who oppose Hell understand that it is better to fight their battles against the Heretics as far away from their heartlands as possible. To this day New Antioch has withstood eight great sieges and its famed walls, with their seventy-seven mighty towers, have never been breached. This is partly due to hundreds of anchorites, metallic battle shrines with devotees entombed within them, that are embedded into the walls, keeping a vigilant watch over the walls day and night.

More than anything else, it is the volunteers who come to serve under the Banner of Christ that ensure

the continuous existence of the Principality. Thus in the streets of the city one can hear hundreds of languages and dialects. One might observe hussars of the Polish-Lithuanian commonwealth brushing shoulders with the last remnants of the Varangian Guard, or hear the sermons of a street preacher from Eire extolling the soldiery of Ethiopia to lay down their lives for the holy cause. Perhaps they might even witness the Church Engineers procession taking their latest invention to be tested in the front lines.

As the nominal supreme commander of all the Faithful armed forces, the Duke of New Antioch is a title of unrivalled prestige and honour. But despite swearing fealty to the Duke, in reality most of the troops from across all of Christendom who come to do battle against Hell operate in units of their own, taking commands from their leaders and making their own strategic decisions.

Still, some soldiers do indeed renounce their citizenship and take up the cross, and come to serve under Duke Constantine alone. Thus the standing army of the Principality is the greatest single fighting force the Faithful can muster, and those who serve on the walls of the Home of Hopes are rightfully proud of their livery.

In recent years the Duke has despatched small forces into No Man's Land to gather intelligence, look for artefacts of power, conduct raids on Heretic forces, secure strategic strongpoints and loot the battlefields for the wealth of coin and weaponry scattered across the tortured landscape that stretches between New Antioch and the Heretic domains over the centuries. These warbands are simply given commission by the Duke, and have to raise their own coin and muster their own forces. However, holy relics, great wealth and fame across all the Christendom ensures that there is a steady supply of ambitious leaders who are willing to risk all in the crucible of war. Competition for loot, supplies, artefacts and information is fierce, and these warbands often come to blows, not just with Heretical forces, but with competing rivals and crazed Trench Pilgrims.

## OATH OF NEW ANTIOCH

*"I swear to serve faithfully, loyally and honourably the reigning Duke and Duchess of New Antioch, and their legitimate successors, to devote myself to them with all my strength, sacrificing even my life in their defence.*

*I assume the same duties towards the Princes of the Church and the city of New Antioch itself, for she is the Home of All Our Hopes. I shall make war against the Heretics without cessation and without mercy.*

*I also promise my Commander and the other Superiors respect, fidelity and obedience. Thus I swear, may God and our Holy Patrons assist me."*

Response of the guards to the Flag of New Antioch;

*"I swear to faithfully, loyally and honourably observe all that is read to me at this time. May God and our Holy Patrons assist me!"*

## Warband Creation

You have 700 ducats to recruit your initial Force.

## New Antioch Equipment List

New Antioch forces can be equipped with the following weapons, armour and equipment. All exceptions are clearly listed here on the entries for each warrior.

### Ranged Weapons

Bolt Action Rifle	10 ducats
Semi-automatic Rifle	20 ducats
Automatic Rifle	40 ducats (LIMIT: 1)
Pistol	10 ducats
Automatic Pistol	20 ducats (ELITE only, LIMIT: 3)
Submachine gun	30 ducats (LIMIT: 2)
Shotgun	15 ducats
Automatic Shotgun	20 ducats (LIMIT: 2)
Sniper Rifle	35 ducats (ELITE only)
Grenade Launcher	40 ducats
Grenades	5 ducats
Incendiary Grenades	10 ducats
Machine Gun	60 ducats (LIMIT: 2)
Flamethrower	40 ducats
Heavy Flamethrower	55 ducats (LIMIT: 1)
Satchel Charge	15 ducats (LIMIT: 3) One per model

### Melee Weapons

Trench Knife	1 ducat
Bayonet	2 ducats
Trench Club	3 ducats
Sword/Axe	4 ducats
Polearm	7 ducats
Great Maul	12 ducats
Great Sword/Axe	15 ducats

### Armour

Standard Armour	20 ducats
Heavy Armour	40 ducats (ELITE & Mechanised Heavy Infantry only)
Machine Armour	55 ducats (ELITE only, LIMIT: 1 excluding Mechanised Heavy Infantry)
Trench Shield	15 ducats

### Equipment

Combat Helmet	5 ducats
Gas Mask	5 ducats
Shovel	5 ducats
Medi-Kit	5 ducats
Musician's instrument	15 ducats (LIMIT: 1, Non-ELITE only)
Martyrdom Pills	2 Glory Points (Consumable, ELITE Only)
Troop Flag	1 Glory Point (LIMIT: 1)
Binoculars	10 ducats (ELITE only)

## New Antioch Fireteams

You can form up to two Fire Teams from models in the warband (not Allies or Mercenaries). Each Fireteam consists of two models. These models gain the Keyword **FIRETEAM**:

- ▣ **FIRETEAM:** This model is part of a Fireteam. Each Fireteam consists of two models. All models that are part of the same Fireteam can be activated at the same time without the opponent getting their turn in between. Note that if either member of the Fireteam fails in a **RISKY ACTION**, it ends both Activations.



## Elite: The officer corps

### 1 Lieutenant

(Cost: 70 Ducats)

Lieutenants are leaders of small squads or platoons of New Antioch's soldiers, playing a fundamental role on the distant frontlines of the Trench Crusade, displaying unwavering resolve in preserving the unity and morale of their troops. Lieutenants might be the favoured son or daughter of a noble family or gained their rank by impressing their superiors with their exceptional strategic acumen and audacious bravery.

In addition to their command role, they are also responsible for acquiring new weapons, arms, equipment and food for their troops. All too often this requires looting the battlefields of No Man's Land or even raiding settlements, since resupply can be sporadic at best.

Having rightfully earned their position, Lieutenants enjoy the privilege of selecting their preferred arms and armour, often with the pick of the rarest battlefield finds. It is not uncommon for a Lieutenant to wield a distinctive weapon, perhaps a family heirloom, an idiosyncratic affectation or an ostentatious piece providing some much-needed swagger.

Name	Movement	Ranged	Melee	Armour	Base
Lieutenant	6"/Infantry	+2 Dice	+2 Dice	0	32mm

#### Equipment

The Lieutenant can be equipped with any weapon, armour and equipment from the New Antioch Equipment List.

#### Abilities

- ☑ **Tough:** To survive for any length in the Trenches, any officer of the New Antioch is chosen from amongst the toughest soldiers. They are subject to the rules for TOUGH creatures.
- ☑ **On my command!:** Once per Turn immediately after they are Activated, as an ACTION the Lieutenant can instead force the opponent to activate one of their models that the Lieutenant can select from amongst the models they can see. The Lieutenant can then be Activated later in the same Turn as normal.

#### Keywords

ELITE, NEW ANTIOCH, TOUGH





## 0-1 Trench Cleric

(Cost: 60 Ducats)

A holy warrior who looks after the souls of the soldiers in the company. The cleric chants inspiring battle prayers, can perform various miracles such as healing or even smiting the enemy. Cleric often carries a portable shrine on his back to denote his faith in the company's Patron, be that one of the Saints of their homeland, a mighty Arch-Angel or the Lord himself.

Name	Movement	Ranged	Melee	Armour	Base
Trench Cleric	6"/Infantry	+1 Dice	+1 Dice	0	32mm

### Equipment

A Cleric can be equipped with any weapon, armour and equipment from the New Antioch Equipment List.

### Abilities

- ☒ **Onwards, Christian Soldiers!:** If the Cleric makes a successful ACTION roll, all friendly models that are within 8" of the Trench Cleric are not affected by FEAR.

### Keywords

ELITE, NEW ANTIOCH



## 0-2 Sniper Priests

(Cost: 50 Ducats)

These devotees of the Church blind themselves ritually as a devotion to God and use only their faith to strike the enemies of the Church. During the Siege of St. Lux stories were told of a sniper priest killing a target 3 miles away.

Name	Movement	Ranged	Melee	Armour	Base
Sniper Priest	6"/Infantry	+2 Dice	-1 Dice	0	25mm

### Equipment

A Sniper Priest can be equipped with any weapon, armour and equipment from the New Antioch Equipment List.

### Abilities

- ☒ **Aim:** A Sniper Priest may take a RISKY ACTION to aim. If successful then the Priest may add +2 DICE to any Ranged attack rolls during this same Activation.
- ☒ **Absolute Faith:** Sniper Priests do not use their eyesight to aim at their enemies. The opponent cannot apply any BLOOD MARKERS when they use a Ranged weapon. They still suffer penalties for Range and Cover as standard.

### Keywords

ELITE, NEW ANTIOCH



## Troopers: The Soldiery of New Antioch

### Yeoman

(Cost: 30 ducats +10 ducats for mandatory Bolt Action Rifle)

A basic trooper of New Antioch. Brave men and women who have received standard training and sworn an oath to the Duke of New Antioch. What they lack in combat skills compared to more elite troops they more than make up with their numbers and wide selection of weapons available to them.

Name	Movement	Ranged	Melee	Armour	Base
Yeoman	6"/Infantry	0 Dice	0 Dice	0	25mm
Trench Mole	6"/Infantry	0 Dice	0 Dice	0	25mm

#### Equipment

Each Yeoman is equipped with a Bolt Action Rifle. You can swap the Bolt Action Rifle for another ranged weapon of lower, equal or greater cost. If the cost is greater, you must pay the difference in ducats.

Yeomen can be equipped with any weapon, armour and equipment from the New Antioch Equipment List.

At the cost of +10 Gold Ducats per model, up to two Yeoman can be upgraded into **Trench Moles**, scouts who make use of tunnels that criss-cross the No Man's Land. They gain the Keyword **INFILTRATOR**.

#### Keywords

NEW ANTIOCH, INFILTRATOR (Trench Moles only)



### 0-5 Shocktroopers

(Cost: 45 Ducats)

Assault Troops that specialise in attacking enemy defensive positions. They are masters of rapid assault and melee combat. Experts at combined arms and Fireteam tactics.

Name	Movement	Ranged	Melee	Armour	Base
Shocktrooper	6"/Infantry	+0 Dice	+1 Dice	0	25mm

#### Equipment

A Shocktrooper can be equipped with any weapon, armour and equipment from the New Antioch Equipment List.

#### Abilities

- ☒ **Shock Charge:** When a Shocktrooper charges, roll 2D6 instead of 1D6 and then add the highest of the two dice to their charge move.

#### Keywords

NEW ANTIOCH



## 0-2 Combat Engineers

(Cost: 75 Ducats)

*The combat engineers specialise in destroying bunkers, discovering minefields, and building battlefield emplacements. Equipped with close combat weaponry, and steel body armour. Casualties are extremely high in the combat engineer units, but they consider it an honour to fight and die for New Antioch and the Church.*

Name	Movement	Ranged	Melee	Armour	Base
Engineer	6"/Infantry	+1 Dice	+0 Dice	-2	25mm

### Equipment

Shovel and Engineer Body Armour (Reflected in cost and profile above). Combat Engineer can be equipped with any weapon or equipment from the New Antioch Equipment List.

### Abilities

- ☑ **Engineer Body Armour:** All weapons with keyword SHRAPNEL suffer -1 DICE on all Injury rolls against the Combat Engineer, and the SHRAPNEL attacks do not cause the extra BLOOD MARKERS on a model wearing this suit. These effects work even against attacks that ignore armour.
- ☑ **Battlefield Demolition:** The Engineer ignores the HEAVY rules for a Satchel Charges.
- ☑ **Dig In:** During their Activation, an Engineer can take a RISKY ACTION with +1 DICE. If successful, the engineer is considered to be in Cover until the model moves. This ACTION cannot be used if the model is in Melee combat
- ☑ **De-mine:** As a RISKY ACTION the Engineer can disable any mine or trapped terrain they move in contact with. If they fail, the mine blows up as described in each Scenario.

### Keywords

NEW ANTIOCH



## 0-3 Mechanised Heavy Infantry

(Cost: 85 Ducats)

*Well-armoured, large soldiers who wield the heavy weaponry of the company. They are selected from amongst the best and given heavy chemical enhancements.*

Name	Movement	Ranged	Melee	Armour	Base
Heavy Infantry	6"/Infantry	+1 Dice	+0 Dice	-2	32 mm

### Equipment

Mechanised Heavy Infantry always wear Light Machine Armour which counts as Heavy Armour. This is reflected in the cost and profile above. This can be upgraded into Machine Armour (despite not being ELITE and LIMIT: 1) for +15 Gold Ducats.

Mechanised Heavy Infantry can be equipped with any weapon, armour and equipment from the New Antioch Equipment List.

### Abilities

- ☑ **Strong:** The Mechanised Heavy Infantry ignores the effect of the Keyword HEAVY on any weapon they wield.

### Keywords

NEW ANTIOCH, STRONG





## 0-1 Combat Medic

(Cost: 65 Gold Ducats)

*The Sisters of St. Cosmas are a highly trained elite medical corps, specialising in battlefield first aid and surgeries on the front lines of the Great War.*

*The Sisters take a modified Hippocratic Oath that compels them to help any wounded soldiers of the Faith, no matter how dire the circumstance, as well as dispatching heretics and other enemies they find on the battlefield without pity or mercy.*

*Armed with a combat surgical knife that doubles as a Misericordia, they are as equally adept at saving lives as taking them from those they find lying wounded in No Man's Land. They carry medical kits with a plethora of battlefield drugs that are especially useful for nullifying the pain of even the ghastliest wounds, and getting soldiers back on their feet and back into the fray, even if just for a few moments so they can accomplish their mission or die trying.*

Name	Movement	Ranged	Melee	Armour	Base
Medic	6"/Infantry	+0 Dice	+0 Dice	-1	25mm

### Equipment

The Medic carries a Misericordia and a Medi-kit. They wear a gas mask and suit of standard armour (reflected on the profile above).

You cannot modify the equipment, armour and weapons of the Medic in any way.

### Abilities

- ☑ **Finish the Fallen:** Due their knowledge of anatomy and physiology, medics are experts at inflicting debilitating injuries and excruciating pain. Unless the target has the Keyword **DEMONIC** or **BLACK GRAIL**, add +1 **BONUS DICE** to any injury rolls the medic makes in melee against opponents who are *Down*.
- ☑ **Expert Medic:** Medic adds +1 **BONUS DICE** whenever they use their Medi-Kit to aid friendly models.

### Keywords

NEW ANTIOCH





## Warband Variant: Papal States Intervention Force

The Papal states who all operate under the command of the Supreme Pontiff of Rome rather than the Duke of New Antioch are sometimes dispatched to the front lines to perform a specific duty such as hunting down and eliminating dangerous Heretic leaders or recovering artefacts of great spiritual importance.

These Warbands are typically quite small but have access to extremely elite soldiers and specialist equipment. They are led by utterly devoted warrior-monks and priests hand-picked by the Pope.

### Rules

The Papal States Intervention Force has the following special rules:

- ▣ **Specialist Force:** Papal States Warband is recruited with 500 Ducats and 11 Glory Points.
- ▣ **Swiss Guard:** Up to 4 non-Elite troopers can be upgraded into Swiss Guards at the cost of 5 Ducats each. They are immune to FEAR.
- ▣ **Supreme Blessing:** One model in the Warband may carry the crucifix given by the Supreme Pontiff. This model can take further ACTIONS if it fails in an attempted RISKY ACTION. Note that the action fails, but you are allowed to try any other Actions on your profile without losing the Activation.
- ▣ **Far from home:** The Papal Intervention Force may have no Trench Moles.
- ▣ **Vatican's representative:** Papal States Warband must include a Trench Cleric but does not have to include a Lieutenant.

## Warband Variant: Eire Rangers

Eire is a stronghold of the Church and an ancient centre of learning. Due to the constant and devastating raids of the Heretic Navy, they are bitter enemies of the Infernal forces. The Emerald Isle has endured hunger and ravaged by the Black Grail, as well as a full-fledged invasion aimed at destroying the famed House of Manuscripts where many of the holiest of texts are kept. After this century of ruthless battles and brutal guerrilla warfare against the invaders, the warriors of Eire are now masters of skirmish fighting, hit-and-run tactics and ambushes.

Elite Fianna warrior-hunters are especially adept at these guerrilla tactics: they uphold the ancient tradition of a band of roving warriors living off the land. While seen as trouble-makers and godless hellraisers, they are nevertheless expert skirmishers, and easily find employment in the warbands who take the Cross and

travel to New Antioch to strike back at the enemy. These warriors adorn themselves with grisly trophies in the manner of their pagan ancestors, carrying skulls of the vanquished – much to the irritation of the Church.

Due to the ravages of the wars, the island nation has few resources for heavy armour or most intricate automatic weapons, but they more than make up for this with their skilled light infantry and knowledge of the lay of the land. So when the Poet-King Tadhg O'Connor dispatches his famed Rangers to aid the Principality of New Antioch instead of paying the yearly tithe of Vienna, the Duke is more than happy to accept these fierce warriors instead.

A rare latent Berserker trait runs in a few warrior bloodlines of Eire. It can be made to manifest with the Chemical Communion of the blood of the Meta-Christ. Such fighters enter a state of battle-rage, where no bullet or blade seems to cause them any harm.

### Rules

The Eire Rangers has the following special rules:

- ▣ **Fianna:** Any Shocktroopers in an Eire Warband can be made a member of *Fianna*, the famed warrior-hunters. They cost 60 Ducats each and have the Keywords SKIRMISHER and INFILTRATOR.
- ▣ **Carnyx:** One model in the warband (including ELITES) can be made into a musician by buying Carnyx at the cost of +15 Ducats. In addition to the normal Musical Instrument rules, the musician causes FEAR.
- ▣ **Hit-and-run tactics:** if a model of this Warband moves away from Combat, enemies have a -1 DICE penalty to hit rolls with their free attack instead of +1 DICE bonus.
- ▣ **Berserker:** A single model in the Warband can be made a *Berserker*. This model is immune to FEAR and disregards any BLOOD MARKERS from any source. Berserkers never wear armour, though they can carry a Trench Shield. Add +15 Ducats to the cost of this model.
- ▣ **Strong in faith:** Eire is a bastion of the Church, with many famed warrior-priests who travel to war. The Warband may have up to 2 Trench Clerics, and they can choose either or instead of their standard Ability "*Onward, Christian Soldiers!*".
- ▣ **Loose organisation:** Eire Warband may have only a single Fireteam, and their Lieutenant has the SKIRMISHER Keyword instead of the *On my Command* Ability.
- ▣ **Light Infantry:** The Warband is allowed to field only one Heavy Infantry Trooper. No model (save for the single Mechanised Heavy Infantry) may carry a HEAVY weapon or wear Heavy or Machine Armour. This does not apply to allies, or Combat Engineers' Satchel Charges.
- ▣ **Followers of St. Patrick:** If playing a Campaign, the patron of the Warband is automatically Saint Patrick.

### Eire Trench Cleric Abilities

- ▣ **Away, Serpents!** Select any enemy within 12" of the Priest and take a RISKY ACTION (Targeting models on 40mm or larger bases incur -1 DICE penalty to this roll).

If successful, the enemy model goes *Down* immediately, slithering on its belly like a snake.

☑ **Arise and be Healed!** Select one friendly model within 3" of the Priest and take a **RISKY ACTION**. If successful, the warrior immediately stands up if *Down*, and loses up to **D3 BLOOD MARKERS** or **INFECTION MARKERS** (or any combination) of your choice.

## Warband Variant: Stoßtruppen of the Free State of Prussia

When the need to take out an enemy strongpoint or assault an especially powerful defensive line of trenches or redoubts arises, the Duke of Antioch often calls upon the famed Stoßtruppen forces of the Free State of Prussia. These elite units often operate in deep forward positions, and quite often they carry secret orders or specific missions from the Princes of the Church or the New Antioch High Command.

The Free State Shocktroopers are selected and trained specifically to perform lightning assaults, master the firearms of close assault, and operate in Fireteams that are perfectly synchronised in their combined arms tactics.

Admittance to this elite group is strictly by merit. All members must be decorated athletes, under 25 years of age, unmarried and must have demonstrated a high level of aggression on the battlefield. Of all the soldiers serving Prussia, Stoßtruppen have by far the highest casualty rate.

When inducted into the ranks, all swear an oath at the Königsber Cathedral: *"To each, his own, to me, death"*.

### Rules

The Stoßtrupp of the Free State of Prussia warband has the following special rules:

- ☑ **Expert Fireteams:** You may have up to three **FIRETEAMS** in this Warband.
- ☑ **Masters of the Grenade:** Models of the Stoßtruppen Warband add 4" range to all of their **GRENADE** weapons.
- ☑ **Forward Positions:** Up to two Shocktroops can have the Keyword **INFILTRATOR** at the cost of +10 ducats.
- ☑ **Rapid Assault:** At the cost of +5 ducats per model, any Shocktroopers and Lieutenants of this Warband may add +1 **DICE** to all their **Dash ACTIONS**.
- ☑ **Specialised Equipment:** This warband has **LIMIT: 4** for Submachine guns. Automatic Shotguns and Automatic Pistols are not limited to **ELITE**. The Warband may have no Grenade Launchers and only one Machine Gun.
- ☑ **Troop Selection:** The Warband must have at least two Shocktroops, and can have up to eight. The warband can have only one Mechanised Heavy Infantry, one Sniper Priest and no Trench Moles.

☑ **Lightly-armoured:** Apart from Mechanised Heavy Infantry, no model in the Warband can be equipped with Heavy or Machine Armour. This does not apply to Allies & Mercenaries.

## Warband Variant: Kingdom of Alba Assault Detachment

Hailing from the Scottish Highlands where the Church is strong, these men (and a few fierce women!) come to New Antioch in search of both glory, forgiveness of their sins, as well as dreams of acquiring valuable loot to send back to their island home, but above all to get their hands on some Devil-worshippers up-close and personal combat!

The Heretic submarine fleet harries the shores of the Kingdom constantly, carrying off their young in chains to be sacrificed in the dark altars of the Arch-devils, and their hatred towards the Hell's forces runs deep. The fleet of Britain and their famed moving fortress are reserved in guarding their own shores, causing friction and resentment among their northern neighbours whose coastal defences are far less comprehensive.

As is the tradition in Alba, these warbands favour close quarters combat and fierce charges over defence and long-range attacks.

### Rules

The Kingdom of Alba Assault Detachment has the following special rules:

- ☑ **Rampant Charge:** All models in the Warband ignore the penalty for Defended Obstacles.
- ☑ **Melee-focused:** Mechanised Heavy Infantry of this Warband have +1 **DICE** in melee instead of Ranged Attacks.
- ☑ **Miserly Quartermasters:** This Warband has **LIMIT: 1** for Grenade Launchers, Submachine Guns, Machine Guns, Automatic Shotguns and Sniper Rifles.
- ☑ **Bagpipes:** One non-**ELITE** trooper can be made into a musician by buying a bagpipe at the cost of +15 Ducats. In addition to the normal Musical Instrument rules, any member of the Warband within 8" of the Musician is not affected by the rules of **FEAR**.
- ☑ **Brave:** The warband adds +1 **DICE** to all Morale Tests.
- ☑ **Lightly-armoured:** Apart from Mechanised Heavy Infantry, no model in the Warband can be equipped with Heavy or Machine Armour. This does not apply to Allies.



# The Cult of the Black Grail

**E**pidemics of typhus, malaria, typhoid, smallpox, yellow-fever, pneumonia, trench fever, Markisian disease and countless others ravage the trenches and battlefields of the Great War, but they all pale in comparison to the most dreaded of them all: the Black Grail.

Beelzebub, Lord of the Flies, stands apart from the other lords of Hell, who act mainly through their mortal followers. Instead, when he periodically gains supremacy in the bitter power struggles of the archfiends, he sends forth his deadliest curse.

Infused with demonic essence from the bowels of the seventh layer of Hell, where the putrid fortress of Beelzebub stands, spews forth a torrent of demonic hell-flies, scorpions, locusts and other infernal insects. The Hellgate opens and a veritable tidal wave of foulness emerges, flowing across the land at startling speed, consuming everything and leaving indescribable horror in its wake. After nine days the insect swarm exhausts itself, devouring its own in its insatiable hunger.

The Black Grail is indiscriminate in its hatred of all living things: its infections can spread to virtually any living biological matter, which bursts forth with tumours, boils and weeping pustules. Puddles and ponds of melted flesh are left in its wake, endless mouths left screaming in their agony, for the Black Grail destroys the body but leaves the mind intact to suffer. The Scientist-Priests of the Church and the Alchemists of the Sultanate fervently look for a way to inoculate their people against this foulest of diseases, but thus far they are without success. The only answer is to burn the infected settlements with specially-constructed flamethrower tanks that use holy anointing oil as the fuel for their weapons.

But if this is not done, or the countermeasures are too late, what happens next is even worse: bodies of men, horses, dogs, insects and other animals of every kind that are infected by the Black Grail lurch to their feet, driven by a demonic will. Not living, not dead, they become vessels to spread the corruption of their master ever

further, forming warbands that strive to find and infect life of any kind. They also gather things that mortals value and bring this loot as well as grisly trophies to the feet of the idols of Beelzebub they erect. Thus the Cult of the Black Grail mocks the devotions of the Faithful and their prayers.

At the head of such warbands stand the knights of the Order of the Fly: those most depraved men and women who willingly embrace the Black Grail and whose devotion Beelzebub finds sufficient. They are granted weapons, armour and equipment corrupted by the hand of the Archfiend in exchange for sacrifices brought to the altars of Beelzebub, which these warbands build wherever they go, objects of grisly horror constructed from the remains of their victims shaped into the form of monstrous flies.





## Black Grail Special Rules

**Infection Markers:** Some attacks by the weaponry of the Black Grail causes their opponents to suffer **INFECTION MARKERS**. These work exactly like **BLOOD MARKERS**, except if a model has one or more **INFECTION MARKERS** when activated, it gains +1 **INFECTION MARKER**.

**INFECTION MARKERS** can be used to modify dice rolls exactly like **BLOOD MARKERS**. Use a different coloured dice (the more disgusting the better!) to indicate these markers and place them next to the infected model. A model may have up to six **INFECTION MARKERS** and six **BLOOD MARKERS** at the same time. If a model had any **INFECTION MARKERS** before, but has none when it is Activated, no new ones are added to the model - though it can still be re-infected by further attacks!

**Morale:** Fighting against the Black Grail is a terrifying prospect. All Morale Tests taken when fighting against any Black Grail Warband are done with -1 **DICE**, unless the opposing warband is Black Grail or a Demonic Warband.

## Black Grail Equipment List

The Cult of the Black Grail can be equipped with the following weapons, armour and equipment. All exceptions are clearly listed here on the entries for each warrior or in the list below. If any item is marked as **LIMIT**, you can only have as many of these weapons at any point during the campaign as indicated in the brackets. Armaments marked as **ELITE** only are limited to the models with that Keyword.

### Ranged Weapons

Bolt Action Rifle	10 ducats
Pistol	10 ducats
Musket	5 ducats
Infested Rifle	15 ducats
Corruption Belcher	40 ducats <b>LIMIT: (2)</b> ( <b>ELITE</b> Only)
Putrid Shotgun	35 ducats <b>LIMIT: (2)</b>
Gas Grenades	10 ducats
Parasite Grenades	15 ducats
Viscera Cannon	60 ducats <b>LIMIT: (1)</b> ( <b>ELITE</b> Only)

### Melee Weapons

Trench Knife	1 ducat
Bayonet	2 ducats
Trench Club	3 ducats
Sword/Axe	4 ducats
Polearm	7 ducats (Plague Knight only)
Great Maul	12 Ducats
Great Sword/Axe	15 Ducats
Plague Blade	25 ducats <b>LIMIT:</b> (2) ( <b>ELITE</b> Only)
Beelzebub's Axe	30 ducats <b>LIMIT:</b> (1) ( <b>ELITE</b> Only)

### Armour

Standard Armour	20 ducats
Heavy Armour	40 ducats
Trench Shield	15 ducats
Black Grail Shield	20 ducats ( <b>ELITE</b> only)

### Equipment

Combat Helmet	5 ducats
Unholy Trinket	15 ducats <b>CONSUMABLE</b>
Unholy Relic	30 ducats ( <b>ELITE</b> only)
Troop Standard	10 ducats <b>LIMIT: (1)</b>
Field Shrine	2 Glory Points



## Black Grail Special Weapons & Equipment

The following weapons, armour and equipment are exclusively available to the Iron Sultanate Warband.

### Infested Rifle

*Armour offers little protection against the horrid, tainted bullets of this rifle, polluted by the power of Beelzebub himself. The bullets are semi-sentient, flying through the tiniest of chink in any armour.*

Name	Type	Range	Modifiers	Keywords
Infested Rifle	2-handed	12"	-	-

**Rules:** When resolving hits from an Infested Rifle, the modifier to injury rolls offered by a model's armour is reduced by 1. Thus Heavy armour would only offer a -1 modifier to injury rolls, Standard Armour would offer no modifier and so on.

### Corruption Belcher

*Corruption Belchers spew forth noxious gas and corrosive fumes captured from the Bolgias of the putrid swamps of the seventh layer of Hell.*

Name	Type	Range	Modifiers	Keywords
Corruption Belcher	2-handed	8"	-1D Injuries	GAS

**Rules:** A Corruption Belcher hits one model within range automatically with its ranged attack ACTION. It ignores Armour. Injuries caused by a Corruption Belcher are rolled with an additional -1 DICE. It also has the Keyword GAS, so it inflicts an additional +1 BLOOD MARKER on enemies it hits.

### Putrid Shotgun

*Loaded with corroded demon-possessed winged shot filled with infected parasite larvae, the rounds of the Putrid Shotguns are almost impossible to avoid. This repulsive weapon is nicknamed 'blunderpus' by the New Antioch troops.*

Name	Type	Range	Modifiers	Keywords
Putrid Shotgun	2-handed	12"	+1D to hit, -1D Injury	ASSAULT

**Rules:** Whenever a model suffers a BLOOD MARKER as a result of an injury caused by a hit from a Putrid Shotgun, they will gain an INFECTION MARKER instead. The Putrid Shotgun adds +1 DICE to hit on Ranged Attacks. However, injuries are rolled with -1 DICE due the low penetration power at long range.

### Viscera Cannon

*This heavy firearm is the most loathsome and repulsive of all the weapons in the arsenal of the Black Grail - and that is saying something, considering the stiff competition it has. A warrior armed with this pride of Beelzebub inserts its tubes into their own abdomen and then shoots the corrosive contents of their own innards at the enemy. It is operated by a hand crank that first builds pressure inside the user until they are at the point of bursting, and then releases the spray of viscera at their foe. The greater the amount of their own flesh the user releases, the more horrific the damage.*

Name	Type	Range	Modifiers	Keywords
Viscera Cannon	2-handed	18"	+2D to hit	HEAVY

**Rules:** The Viscera Cannon has additional +2 DICE on Ranged Attack rolls as even the slightest splash can kill. If it hits the enemy, roll to injure as normal. After rolling for injuries, you can boost the damage by up to three additional BLOOD MARKERS per hit by taking the same number of BLOOD MARKERS on the shooter itself.

## Plague Blade

25 ducats

*Carrying the viral strain of Beelzebub himself, these weapons are the terror of all mortals. Even the tiniest nick or scratch usually leads to an agonising death and eternal servitude to the Lord of Flies as a ghastly walking corpse.*

Name	Type	Range	Modifiers	Keywords
Plague Blade	1-handed	Melee	-	-

**Rules:** Whenever a model suffers a **BLOOD MARKER** as a result of an injury caused by a hit from a Plague Blade, they will gain an **INFECTION MARKER** instead.

## Beelzebub's Axe

*Carrying the viral strain of Beelzebub himself, these weapons are the terror of all mortals. Even the tiniest nick or scratch usually leads to an agonising death and eternal servitude to the Lord of Flies as a ghastly walking corpse.*

Name	Type	Range	Modifiers	Keywords
Beelzebub's Axe	2-handed	Melee	+1D to Injury rolls	HEAVY

**Rules:** Whenever a model suffers a **BLOOD MARKER** as a result of an injury caused by a hit from Beelzebub's Axe, they will gain an **INFECTION MARKER** instead. Injury rolls by this weapon are made with +1 **DICE**.

## Black Grail Shield

*The Device of the Black Grail carries the blessing of the Lord of Flies. It has a will of its own, moving to intercept any bullets or other projectiles that might impede the work of Beelzebub.*

**Rules:** Works exactly as a standard shield. In addition, if a model carrying a Black Grail Shield is targeted by a ranged attack, before rolling to hit it can immediately take an **ACTION** without an Activation. If successful, the missile attack suffers -2 **DICE** to the roll determining whether the attack hits, as the power of the Black Grail disturbs the flow of reality. If the roll is a Critical, the attack misses automatically.

## Parasite Grenades

*Gift from the Lord of the Flies, these grenades are filled with parasitic mind worms whose bites cause fever dreams and terrifying hallucinations. They are used to force the mortals away from the safety of defended bunkers and trenches.*

Name	Type	Range	Modifiers	Keywords
Grenade	GRENADE	8"	-	ASSAULT

**Rules:** If a Parasite Grenade hits a model, the Black Grail player can move this model up 3" into any direction they wish. This can be used to move the model out of cover, to fall from a high position, or even into Melee with their enemies. This additional effect does not work on models with the Keyword **FEAR**.

## The Order of the Fly

### 1 Lord of Tumours

(Cost: 130 ducats)

*A high-ranking noble officiant in the Cult of the Black Grail, the Lord of Tumours spreads filth and corruption amongst friend and foe alike. They commune with the Lord of the Flies through a trance-like ecstasy and can channel the very power of the seventh circle of Hell which Beelzebub rules.*

Name	Movement	Ranged	Melee	Armour	Base
Lord of Tumours	6"/Infantry	+1 Dice	+4 Dice	0	40mm

#### Equipment

A Lord of Tumours can be equipped with any weapon, armour and equipment from the Black Grail Equipment List.

#### Abilities

- ☑ **Beelzebub's Touch:** As long as the Lord of Tumours has one free hand (which carries no weapons or a shield), it can make a **RISKY ACTION** against any non-**BLACK GRAIL** model it is fighting in melee combat. If successful, the target model gains **+D3 INFECTION MARKERS**. It can still fight with the other hand as normal.
- ☑ **Undead Fortitude:** All injury rolls against the Lord of Tumours are made with **-1 DICE**, unless the attack has the Keyword **FIRE**, in which case it works normally. Attacks with the Keyword **GAS** have no effect on it.
- ☑ **Tough:** The Lord of Tumours is extremely difficult to bring down with conventional weapons. It is subject to the rules for **TOUGH** Creatures.
- ☑ **Fear:** The Lord of Tumours is unspeakably terrifying in its putrid and bubonic glory and therefore causes **FEAR**.
- ☑ **Strong:** The Lord of Tumours ignores the effect of the Keyword **HEAVY** on any weapon they wield.

#### Keywords

**BLACK GRAIL, ELITE, TOUGH, STRONG, FEAR**





## 0-1 Plague Knight

(Cost: 60 Ducats)

Ranking lowliest in the nobility of the Black Grail, these armoured great warriors were once truly depraved worshippers Beelzebub. When the Black Grail came for them, they willingly submitted themselves to the authority of the Lord of Flies. As a result they retain a semblance of sentience and the ability to wield weapons as they did in life. They aspire to win favour in the eyes of Beelzebub and one day be promoted in the hierarchy of the Order of the Fly.

Name	Movement	Ranged	Melee	Armour	Base
Plague Knight	6"/Infantry	+0	+2 Dice	0	32mm

### Equipment

Plague Knight *must* always be equipped with a suit of armour (either standard or heavy). In addition, can be equipped with any weapon, armour and equipment from the Black Grail Equipment List.

### Abilities

- ☑ **Undead Fortitude:** All injury rolls against the Plague Knight are made with -1 DICE, unless the attack has the Keyword FIRE, in which case it works normally. Attacks with the Keyword GAS have no effect on the model.
- ☑ **Fear:** Plague Knights are unnatural and horrifying creatures and therefore cause FEAR.
- ☑ **Strong:** The Plague Knight ignores the effect of the Keyword HEAVY on any weapon they wield.

### Keywords

BLACK GRAIL, ELITE, FEAR



## 0-2 Corpse Guard

(Cost: 55 Ducats)

Only the strongest human devotees can survive the compounding blessings of the Black Grail. The ones that do are inducted into the ranks of the Corpse Guard, bodyguards to the nobility of the Black Grail. If they serve with distinction, they may one day join the ranks of the Infernal Nobility.

Name	Movement	Ranged	Melee	Armour	Base
Corpse Guard	6"/Infantry	+0	+1 Dice	0	32mm

### Equipment

Corpse Guard can be equipped with any weapon, armour and equipment from the Black Grail Equipment List.

### Abilities

- ☑ **Parasitic Tick:** If a Corpse Guard attack causes a BLOOD MARKER on a creature without the Keyword BLACK GRAIL in melee combat, the Corpse Guard can remove one of their own BLOOD MARKERS.
- ☑ **Bodyguard:** If any BLACK GRAIL model within 1" of the Corpse Guard is hit, you can choose to redirect the hit against the Corpse Guard instead. Determine the injuries exactly as if the weapon just hit the Corpse Guard.
- ☑ **Undead Fortitude:** All injury rolls against the Corpse Guard are made with -1 DICE, unless the attack has the Keyword FIRE, in which case it works normally. Attacks with the Keyword GAS have no effect on the model.
- ☑ **Fear:** The Corpse Guard is an unnatural and horrifying creature and therefore causes FEAR.

### Keywords

BLACK GRAIL, ELITE, FEAR



## Servants of the Black Grail

### 0-3 Hounds of the Black Grail (Cost: 65 ducats)

*Parasitic carcasses of canines infested with maggots and flies spawned from the body of Beelzebub himself. Their unholy mission is to prowl No Man's Land and spread diseases and pestilence in the name of their dark master.*

Name	Movement	Ranged	Melee	Armour	Base
Hound	8"/Infantry	N/A	+1 Dice	0	30X60mm

#### Equipment

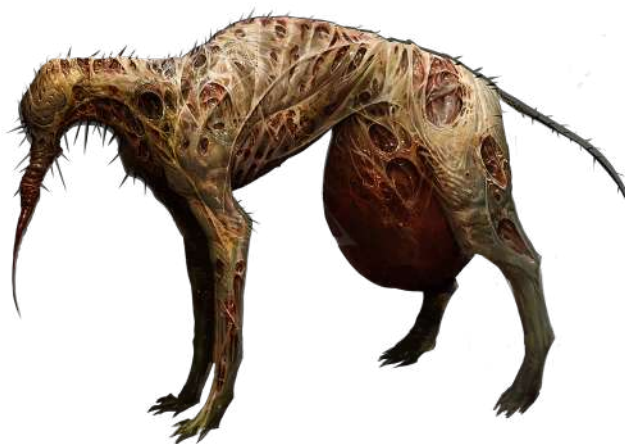
The Hounds never carry any type of weapons, armour or equipment. They do not suffer penalties for fighting unarmed.

#### Abilities

- ☑ **Undead Fortitude:** All injury rolls against the Hound are made with -1 DICE, unless the attack has the Keyword FIRE, in which case it works normally. Attacks with the Keyword GAS have no effect on the model.
- ☑ **Frightening Speed:** The hounds take Dash actions with +1 DICE. In addition, they can get up from being Down without any movement penalty.
- ☑ **Fear:** Hounds are unnatural and horrifying creatures and therefore cause FEAR.

#### Keywords

BLACK GRAIL, FEAR



### Grail Thrall (Cost: 30 ducats)

*The boons of the Black Grail lead slowly but surely down the path of utter corruption. Only very few of the chosen can withstand the blessings of the Lord of the Flies. Most are turned into Grail Thralls, and join the endless legions of empty, hollowed-out and diseased husks who must obey the whims of the Black Grail nobles for all eternity, while suffering the torment of their countless supernatural infections.*

Name	Movement	Ranged	Melee	Armour	Base
Thrall	4"/Infantry	N/A	-1 Dice	0	25mm

#### Equipment

The Thrall never carries any type of weapons, armour or equipment. They suffer no penalties to their combat ability for being unarmed.

#### Abilities

- ☑ **Overwhelming Horde:** For each BLACK GRAIL model within 3" of the Thrall, it gains +1 DICE to its Melee attack rolls, up to maximum +4 DICE.
- ☑ **Undead Fortitude:** All injury rolls against the Grail Thrall are made with -1 DICE, unless the attack has the Keyword FIRE, in which case it works normally. Attacks with the Keyword GAS have no effect on the model.
- ☑ **Fear:** Thralls are unnatural and horrifying creatures and therefore cause FEAR.

#### Keywords

BLACK GRAIL, FEAR



## 0-4 Heralds of Beelzebub

(Cost: 55 Ducats)

*Some victims of the Black Grail suffer a far worse fate than becoming a Thrall. They are bestowed with the black honour by being melded with hell-flies, growing into a grotesque winged insect made of bloated flesh. After this torturous metamorphosis they take to air as Heralds of Beelzebub, the winged squires and scouts of the Order of the Fly. Their vestigial human bodies are still conscious as they are slowly eaten from within to be used as fuel by the Herald, all the while their warped bodies fight for the glory of Hell against their will.*

*The Heralds are the vanguard in any assault of the Black Grail, and the ear-numbing otherworldly drone of their wings strikes terror in any defender, breaking their focus and sapping their willpower. Heralds wield discarded weapons, contaminated with horrible worms that churn through them, which in turn infect their victims. Each diseased bullet has sentience of its own, finding even the smallest chink in any armour, burrowing into the nervous system and liquefying the internal organs from within.*

Name	Movement	Ranged	Melee	Armour	Base
Herald	10"/Fly	+0 Dice	+0 Dice	0	40mm

### Equipment

Each Herald may purchase ranged weapons from the Black Grail list but may not wear armour or carry any equipment. They can only attack in melee combat with its proboscis as detailed below.

### Abilities

- ☑ **Infected Proboscis:** In melee, the Heralds attack with their proboscis and suffer no penalties for being unarmed. If this attack causes a **BLOOD MARKER** on any enemy without the Keyword **BLACK GRAIL**, the Herald can remove one of their own **BLOOD MARKERS**.
- ☑ **Maddening Buzz:** Every **ACTION** taken by an enemy within 8" of a Herald is considered a **RISKY ACTION**.
- ☑ Attacks with Keyword **GAS** have no effect on the Herald.
- ☑ **Skirmisher:** Heralds are fast and elusive, and thus have the Keyword **SKIRMISHER**. Unless engaged in melee, when an enemy model declares a charge against a Herald, it can immediately move D3" in any direction (except within 1" of any enemy). After this manoeuvre, the charging model is moved as normal. This may lead to the charger being unable to enter into Melee.
- ☑ **Fear:** Heralds are unnatural and repulsive creatures and therefore cause **FEAR**.

### Keywords

**BLACK GRAIL, FEAR, SKIRMISHER**





## 0-1 Amalgam

(Cost: 150 Ducats)

*An Amalgam is a huge, shambling mass of dozens of bodies of infected fallen enemy warriors, insects, mammals and any other living creatures that had the misfortune of succumbing to the agonising blessings of the Black Grail together. These shoggoths shamble across the battlefield like walking mountains of corpulent, diseased flesh, its flailing arms still wielding weapons its victims used in life. Anyone or anything unfortunate enough to be in its path is crushed into a disgusting pulp beneath its elephantine feet.*

Name	Movement	Ranged	Melee	Armour	Base
Amalgam	6"/Infantry	+0 Dice	+0 Dice	0	60mm

### Equipment

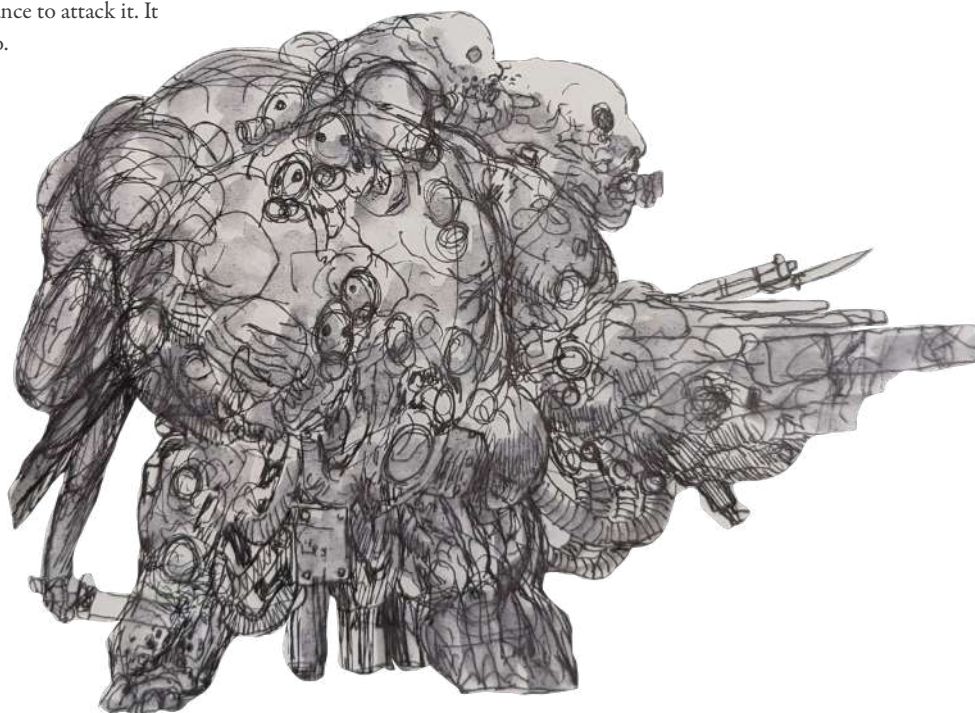
The Amalgam has six functional arms. They can carry six one-handed weapons, or three double-handed weapons, or any combination thereof, as long as the six arms can carry them. The Amalgam uses the Black Grail Equipment list for weapons – it never carries any other gear except weapons, though one of its arms may carry a single Trench Shield. It may not carry Grenades. It can execute any ranged and melee attacks with each of the weapons it carries during its Activation. Each counts as a separate ACTION.

### Abilities

- ▣ **Corpulent:** An Amalgam is a vast bulk of diseased flesh and is extraordinarily difficult to kill. All Injury rolls from any source against an Amalgam suffer a **-3 DICE** penalty.
- ▣ **Tough:** The Amalgam is extremely difficult to bring down with conventional weapons. It is subject to the rules for **TOUGH** Creatures.
- ▣ **Toxic:** Attacks with Keyword **GAS** have no effect on the Amalgam.
- ▣ **Trample:** Whenever the Amalgam is fighting any enemy model on a 32mm or smaller base in melee that is *Down*, it can make a single additional **Melee Attack ACTION** any time during its Activation against one *Downed* opponent. Resolve the attack as if the Amalgam was armed with a Trench Club. This attack **Ignores** armour as the Amalgam stomps their enemies into pulp.
- ▣ **Unstoppable:** An Amalgam can always move out of melee combat with any enemy without the enemy having a chance to attack it. It can use **Dash**, **Move** or **Charge** to do so.
- ▣ **Fear:** Amalgam is a mountain of morbid, murderous flesh and therefore causes **FEAR**.

### Keywords

BLACK GRAIL, FEAR, TOUGH







# Weapons, Armour & Equipment

Unless otherwise stated in the rules, each warrior may carry the following:

- ▣ One firearm and one pistol OR
- ▣ Two pistols.

In addition, they may carry:

- ▣ One two-handed melee weapon OR
- ▣ One single-handed melee weapon and a trench shield OR
- ▣ Two single-handed melee weapons.

All weapon entries clearly indicate if you need one or two hands to effectively use the given weapon. Unless clearly stated in the Range characteristic, a ranged weapon cannot be used in Melee combat. As such they do not use either hand in melee (leaving both hands free for melee weapons).

- ▣ Each model can wear a single suit of armour and wear one type of headgear/helmet.
- ▣ Each model can carry one type of grenade.
- ▣ A model can have any number of Equipment items, but only one of each type per model.

## Ranged Weapons

The weapons on the following pages can be used to perform a Ranged Attack Action. Use the **Action Success Chart** to see if the attack hits as explained in the Combat Rules. Add the number of +/- DICE as indicated by the ranged characteristics entry for the model in the relevant Warband List.

**Note:** Missile Weapons cannot be used in melee unless specifically noted by having Range marked as "Melee".



## Pistol/revolver

*Pistols come in a staggering variety, ranging from revolvers to semi-automatic pistols. Heretic forges produce their own, often highly elaborate sidearms. They see extensive use in close-quarter combat.*

Name	Type	Range	Modifiers	Keywords
Pistol	1-handed	12"/Melee	-	

## Automatic Pistol

*Automatic pistols are symbols of prestige owing to their rarity and cost. They are excellent weapons when storming trenches or fighting in hand-to-hand combat. They boast a high rate of fire, though they can be hard to control even for the best sharpshooters since they usually lack a stock.*

Name	Type	Range	Modifiers	Keywords
Auto-Pistol	1-handed	12"/Melee	-1D to Injury	ASSAULT

**Rules:** A model armed with an automatic pistol can use it in melee as well as ranged combat, including as an off-hand weapon to execute an additional melee attack. You can make two Attack **ACTIONS** with the automatic pistol instead of one if used as a ranged weapon. They can be against the same target or two different ones.

## Bolt Action Rifle

*The workhorse of the Great War. Sturdy, highly reliable and reasonably accurate, it is no surprise that most of the infantry of the Great War carry this battlefield classic.*

Name	Type	Range	Modifiers	Keywords
Bolt Action Rifle	2-handed	24"	-	-

## Semi-Automatic Rifle

*Semi-automatic rifles are said to be an invention of Marbas, the Devil who holds great wisdom and knowledge in mechanical arts. They are excellent both at long range and in assault, combining accuracy and high rate of fire, though they are prone to jamming.*

Name	Type	Range	Modifiers	Keywords
Semi-Auto Rifle	2-handed	24"	-	ASSAULT

## Automatic Rifle

*A marvel of modern engineering, only a few prototypes of this weapon exist. It has a high rate of fire and can be quickly re-loaded.*

Name	Type	Range	Modifiers	Keywords
Automatic Rifle	2-handed	24"	-	ASSAULT

**Rules:** A model armed with an Automatic Rifle can make two attack **ACTIONS** instead of one. Both attacks must be against the same target.

## Jezzail

*These long arms are by far the most common weapons carried by the soldiers of the Sultanate of the Great Iron Wall. Their barrels are smoothbore which limits their accurate range, but this is more than made up by the fact that this allows them to be loaded with different types of Alchemical ammunition made by the Jabirean Alchemists.*

Name	Type	Range	Modifiers	Keywords
Jezzail	2-handed	18"	-	-

## Shotgun

Short-barrelled pump action shotgun loaded with six rounds containing antimony hardened 00 buckshot, the combat shotgun is ideal for short-range engagements, clearing trenches and taking out lightly-armoured infantry. Often featuring stocks made of walnut or other rare wood, it is a custom of the troops to decorate these arms with carvings and inscriptions.

Name	Type	Range	Modifiers	Keywords
Shotgun	2-handed	12"	+1D Hit	-

**Rules:** Owing to its high accuracy, add +1 DICE to all rolls to hit. However, injuries are rolled with -1 DICE at long range due to its low penetration power.

## Automatic Shotgun

This shotgun is equipped with an auto-loader, a recent invention by the Prussian engineering corps of Königsberg. It is ideal for close quarter combat thanks to its high rate of power and accuracy. The technology has not been perfected, however, and sometimes leads to misfeeds and jams.

Name	Type	Range	Modifiers	Keywords
Auto Shotgun	2-handed	12"	+1D Hit	ASSAULT

**Rules:** Owing to its high accuracy, add +1 DICE to all rolls to hit. However, injuries are rolled with -1 DICE at long range due to its low penetration power.

## Submachine Gun

The submachine gun (or SMG) is a fully automatic firearm, trading lower penetration power and range for a much higher rate of fire. Ideal for short-range engagements, it is much sought-after by warbands despite its scarcity and high cost.

Name	Type	Range	Modifiers	Keywords
SMG	2-handed	16"	2 Attacks	ASSAULT

**Rules:** Can make two attack ACTIONS instead of one. These can be against a single target or two separate ones.

## Musket

A primitive weapon from a bygone age, the musket is a smooth bore long rifle that shoots lead balls. It still sees widespread use due to its simple construction and low price.

Name	Type	Range	Modifiers	Keywords
Musket	2-handed	18"	-1D Injury	RISKY

**Rules:** Due to its low power, add -1 DICE for all Injury Chart rolls with the musket.

## Silenced Pistol

A sophisticated sidearm made of Orichalcum or other holy metals, or from Infernal iron taken from the very prisons of Hell to muffle the wails of the damned. It is virtually silent and is excellent for ambushes or for shooting from behind cover.

Name	Type	Range	Modifiers	Keywords
Silenced Pistol	1-handed	12"/Melee	+1D to Hit in Cover	ASSAULT

**Rules:** A model armed with a silenced pistol can use it in melee as well as ranged combat, including as an off-hand weapon to execute an additional melee attack. Add +1 DICE to hit rolls if shot from behind any terrain obstacles.





## Sniper Rifle

A sniper rifle is a high-precision, long-range rifle, widely used in the trenches to pick off high value targets such as officers, sappers and artillery crews. Expensive and rare, they are commonly given to the best marksmen and sharpshooters of the warband.

*"From the depths of despair, a crusade shall rise, unyielding and relentless. The trenches shall become our cathedral and the fallen shall be our congregation."*

- Book of Martyrs 4:16

Name	Type	Range	Modifiers	Keywords
Sniper Rifle	2-handed	48"	+1D to Hit	RISKY, CRITICAL

**Rules:** Add +1 DICE when making a Ranged Attack roll with a Sniper Rifle. If equipped with a Scope (see Equipment), the Sniper Rifle also ignores the penalty for Long Range.

## Grenades

Grenades or hand bombs are a staple of trench warfare. Grenades can kill the enemy underground or behind cover. They can also force the enemy into the open, providing targets for rifle and machine gun fire.

Name	Type	Range	Modifiers	Keywords
Grenade	GRENADE	8"	-	ASSAULT, SHRAPNEL

**Rules:** Grenades have a blast radius of 2" – all models within this blast radius are hit.

## Incendiary Grenades

Incendiary grenades can set their target alight with sulphur, phosphorous or flammable gas captured from the Lake of Fire in the 7th Circle of Hell.

Name	Type	Range	Modifiers	Keywords
Incendiary grenade	GRENADE	8"	-	ASSAULT, FIRE

**Rules:** Incendiary Grenades ignore all penalties for terrain/cover.

## Gas Grenades

Gas Grenades are insidious weapons, attacking the lungs and other internal organs with noxious fumes. Devil Alchemists of the 5th Circle are especially clever in creating these fiendish and hated weapons.

Name	Type	Range	Modifiers	Keywords
Gas Grenade	GRENADE	8"	-1D Injury	ASSAULT, GAS

**Rules:** Gas Grenades ignore all penalties for cover and armour but roll injuries with -1 DICE. Gas Grenades hit all enemies within 3" of a target they hit.

## Grenade Launcher

Modifications of great siege rifles designed to lob grenades over long distances.

Name	Type	Range	Modifiers	Keywords
Grenade Launcher	2-handed	36"	Ignore Cover	SHRAPNEL, HEAVY

**Rules:** Ignores all penalties for cover. This weapon has a blast radius of 3" – all enemies within this range are hit.

## Satchel Charge

*Battlefield explosives designed to break apart enemy fortifications and to crack even the toughest of armour.*

Name	Type	Range	Modifiers	Keywords
Satchel Charge	GRENADE	6"	+1D Injury	HEAVY, CONSUMABLE

*"Behold the abominable engines of war, spewing fire and fury upon the damned. Their deafening roar shall herald the demise of the unboly, reducing their cities to rubble and their souls to dust."*

- Cataclysms 5:17

**Rules:** You can aim the Satchel Charge at any point on the ground as well as against an enemy model within range. Next, take a Ranged Attack ACTION. If the roll fails (i.e. you roll 6 or less), the bomb lands 1" away from its intended location, multiplied by the number representing the degree of failure (for example, if you rolled 5, the satchel charge lands 2" away, as 7-5=2). The direction is decided by your opponent. The Satchel Charge adds +1 DICE to injury rolls and has a blast radius of 3" hitting all models within this range.

## Molotov Cocktail

*Developed on the desperate Finnish battle frontier against Ice Demons, this improvised weapon consists of a glass bottle containing a flammable substance such as gasoline, alcohol or a napalm-like mixture plus a source of ignition.*

Name	Type	Range	Modifiers	Keywords
Molotov	Grenade	6"	-1D to Injury	FIRE, ASSAULT

**Rules:** -1 DICE on injury rolls. Molotov Cocktails ignore all penalties for terrain/cover, as well as ignoring all armour on a Critical Attack roll.

## Anti-Materiel Rifle

*Enormous long rifles designed to take out heavily armoured targets, vehicles and strongpoints. With the powerful armour available to the armies of the Great war, these terrifying weapons are much in demand. A downside is their enormous weight and terrifying recoil, and thus they are most often used by Communicants or Anointed who possess the supernatural strength to wield such weapons.*

Name	Type	Range	Modifiers	Keywords
Anti-Materiel rifle	2-handed	36"	+1D to Injury	HEAVY, CRITICAL

**Rules:** Ignores armour. Add +1 DICE when rolling on the Injury Chart.

## Machine Gun

*Machine Guns are lethal fully-automatic firearms, capable of mowing down entire ranks of infantry from afar. The firing rate depends on the lock assembly used but averages 500 rounds per minute.*

Name	Type	Range	Modifiers	Keywords
Machine Gun	2-handed	36"	3 Attacks	HEAVY

**Rules:** Machine Guns can make three Attack Actions instead of one. They can target separate models with each attack, as long as all targets are within 6" of each other. After taking all three attacks the Activation of the model is over regardless of any remaining ACTIONS the model might have.

## Flamethrower

*A flamethrower is a terrifying weapon capable of projecting great streams of fire and flammable liquids at a distance. It is ideal for clearing bunkers, trenches and other fortifications, killing in a most horrific way. Consequently, it is greatly favoured by the Heretic forces.*

Name	Type	Range	Modifiers	Keywords
Flame Thrower	2-handed	8"	-1D Injuries	FIRE

**Rules:** A Flamethrower hits one model within range automatically with its attack ACTION, ignoring armour. Injuries caused by a Flamethrower are rolled with an additional -1 DICE. It also has the Keyword FIRE, so it causes an

additional +1 BLOOD MARKER on enemies it hits.

## Heavy Flamethrower

*These massive flamethrowers are normally mounted on armoured vehicles, but those possessing uncanny strength may use them as infantry weapons.*

Name	Type	Range	Modifiers	Keywords
Heavy flamethrower	2-handed	10"	-	HEAVY, FIRE

**Rules:** Hits up to two models within range automatically with an Attack Action as long as they are within 6" of each other. Ignores armour. It also has the Keyword FIRE, so it causes an additional +1 BLOOD MARKER on enemies it hits, even if no other damage is caused.



## Melee Weapons

All these weapons can be used by a model carrying them to perform a **Melee Attack ACTION**. Use the **Action Success Chart** to see if the attack hits. Add the number of **+/- DICE** as indicated by the **Melee** characteristics entry for the model in the relevant Warband List.

### Unarmed

*Fighting unarmed in the Great War is nigh-suicidal, but some troops carry no melee weapons or their weapons have been lost in the heat of the battle. In such cases, a warrior is forced to defend themselves with fists, kicks and their bare teeth.*

Name	Type	Range	Modifiers	Keywords
Unarmed	Special	Melee	-1D to Hit/Injuries	-

**Rules:** Unarmed models suffer -1 **DICE** every time you fight unarmed in combat, both to see if the attack hits and when rolling on the Injury Chart. Note that you can never use Unarmed Strike as a second melee attack. These rules simply cover all instances where the model fights unarmed and has no other **Melee Actions** in their profile.

### Knife/Dagger

*Virtually all soldiers carry a trench knife, dagger or other kind of blade for close quarter engagements. It may lack the devastating power of a great maul or other heavier melee weapons, but this humble weapon has taken countless lives during the Great War.*

Name	Type	Range	Modifiers	Keywords
Knife/Dagger	1-Handed	Melee	-1D to Hit	-

**Rules:** Add -1 **DICE** every time you use a knife to see if the attack hits.

### Trench Club

*Trench Clubs are one of the most common weapons of the Great War, as melee combat is frequent and brutal. Usually made of wood with a metal tip from iron, lead or steel, trench clubs often feature spikes and hobnails. Most designs have some form of cord or leather strap at the end to wrap around the user's wrist.*

Name	Type	Range	Modifiers	Keywords
Trench Club	1-handed	Melee	-	-

### Sword/Axe

*Because of the martial traditions of many proud nations and due to the advances in armour technology, swords and axes are extremely popular, especially amongst elite units and officers. They are supremely useful for finishing off downed opponents and causing profusely bleeding wounds.*

Name	Type	Range	Modifiers	Keywords
Sword/Axe	1-handed	Melee	-	CRITICAL

### Bayonet

*Bayonets are blades in the form of spikes or daggers that can be fixed to the tip of a firearm and used in melee combat.*

Name	Type	Range	Modifiers	Keywords
Bayonet	2-handed	Melee	-	-

**Rules:** Bayonets can only be attached to a Bolt Action Rifle, Automatic Rifle, Musket, Shotgun, Automatic Shotgun and Submachine Gun, and does not count towards the maximum **Melee weapons** a model can carry. Requires two hands to use in **Melee**.

*"Within, a wretched symphony of decay unfolds. Walls ooze with filth, dripping with stagnant fluids. Piles of decomposing flesh adorn the floor, as swarms of ravenous insects feast upon the wailing devotees."*

- Novae Revelations 56:10





## Sacrificial Knife

Terrifying blades blessed by the hand of a greater devil, these knives are used in Heretic rituals to sacrifice captives to the dark powers of Hell. They simply need to touch their opponents to cause indescribable pain and even the slightest wound often proves fatal from the agony alone. They are risky even to their wielders, as the merest scratch wounds friend and a foe alike.

Name	Type	Range	Modifiers	Keywords
Sacrificial Knife	1-handed	Melee	+2 on Injury results	RISKY

**Rules:** The Sacrificial Knife adds +2 to all rolls on the Injury Chart. For example, a roll of 7 on the Injury Chart becomes 9 when using the Sacrificial Knife.

## Blasphemous Staff

Made in mockery of the rod carried by the Prophet Aaron, the slightest touch from this evil staff causes unimaginable agony due to the hellfire that it produces.

Name	Type	Range	Modifiers	Keywords
Blasphemous Staff	1-handed	Melee	-	FIRE, CRITICAL

## Hellblade

Crafted from iron ore from the mines of Dis in Inferno, this weapon burns with the unquenchable fires of Hell.

Name	Type	Range	Modifiers	Keywords
Hellblade	2-handed	Melee	+1D Injuries	FIRE

**Rules:** The Hellblade has +1 DICE when rolling for injuries. It also has the Keyword FIRE, so it causes an additional +1 BLOOD MARKER on enemies it hits.

## Tartarus Claws

Made from severed hands of Malebranche, the Tartarus Claws are granted by Arch-Devils only to those whose hearts are blackened with the sin of Wrath.

Name	Type	Range	Modifiers	Keywords
Tartarus Claws	2-handed	Melee	-	-

**Rules:** Tartarus Claws always come as a pair and do not allow the use of any other melee weapons. You can make two Attack ACTIONS with the Claws without the usual -1 DICE for the second attack. If the opponent is taken Down or Out of Action with the Claws you may immediately move the model up to 3". If the move takes you into contact with another enemy model, this counts as a charge and you can make a second Melee Attack ACTION with the claws. You can only do this follow-up move once per Activation.

## Anti-Tank Hammer

A polearm with a directional explosive mounted on its head. It is exceedingly good at taking out armoured targets but puts its user in grave danger.

Name	Type	Range	Modifiers	Keywords
Anti-Tank Hammer	2-handed	Melee	+1D to Injuries	RISKY, CRITICAL

**Rules:** Ignores armour modifiers and rolls injuries with +1 DICE. If it hits the enemy, the wielder suffers +1 BLOOD MARKER as well.

*"And behold, the skies shall darken with the malevolent wings of flying leviathans. Their monstrous forms blot out the sun, casting a shadow of imminent doom. From above they descend, unleashing terror and death upon the world."*

- Novae Revelations 66:3



## Trench Polearm

*Trench pikes, billhooks, spears and other long polearms are excellent defensive weapons, but are cumbersome and heavy. They are often used to deal with barbed wire.*

Name	Type	Range	Modifiers	Keywords
Trench Pole	2-handed	Melee	-1D to hit for Chargers	-

**Rules:** Polearms take two hands to use and the model armed with it cannot use any shield. Models equipped with a Trench Polearm give any charging opponent -1 DICE in Melee combat when rolling to hit. This only applies when a charging model attacks, not on subsequent rounds of Melee.

## Scourge/Battle Whip/Flail

*The metal whips of the Church are supremely good at both instilling discipline in the ranks of the faithful and tormenting the heretics. Many devils also enjoy using these weapons due to the excruciating pain they inflict. These weapons are extremely difficult to dodge.*

Name	Type	Range	Modifiers	Keywords
Scourge	1-handed	Melee	+1D to Hit	-

**Rules:** Add +1 DICE to their Hit Rolls.

## Double-Handed Blunt Weapon

*Mauls, clubs, maces... these are large, cumbersome weapons, often made from sturdy wood with a metal tip of steel, lead or Iron of Tartarus. It takes great strength to fight with it for any length of time. They are especially suited for attacking armoured targets.*

Name	Type	Range	Modifiers	Keywords
2-handed Hammer	2-handed	Melee	+1 to Injury rolls	HEAVY

**Rules:** Takes two hands to use in melee. Rolls injuries with +1 to all Injury Rolls.

## Great Sword/Axe

*Claymore, Zweihanders and even huge battle axes are used in the trenches when bullets fail to stop quick or well-armoured targets. The strikes from these weapons can easily lop off limbs and heads.*

Name	Type	Range	Modifiers	Keywords
Greatsword/axe	2-handed	Melee	+1D to Injuries	HEAVY, CRITICAL

**Rules:** Rolls all injuries with +1 DICE.

## Misericordia

*The misericordia dagger is designed to put enemies out of their misery by finding chinks in the armour: eye slits, neck joints and so forth.*

Name	Type	Range	Modifiers	Keywords
Misericordia	1-handed	Melee	Ignores armour	-

**Rules:** Ignores the armour of opponents that are Down.



## Armour

---

A model can wear only one suit of armour at a time. Shields can be combined with any Armour unless otherwise indicated.

### Trench Shield

*Shields used in trench warfare are made of either steel reinforced with Orichalcum to allow them to withstand even high-calibre bullets, or from metal mined from Infernal bedrock and shaped in the armouries of Pandemonium, the Capital of Hell.*

**Rules:** Takes one hand to use in both melee and in ranged combat. Grants -1 DICE to all injury rolls against the model. This bonus stacks with any armour the model wears, unless otherwise indicated.

### Standard Armour

*With the advancements in metallurgy and technology, both Faithful and Heretic armies are well-equipped with suits of alloy armour that can withstand an impact from a bullet or turn aside the sharpest of blades. Standard armour is usually mass-produced, but highly effective even against high-calibre weapons.*

**Rules:** -1 to all Injury Chart rolls against the model. Can be combined with any shield.

### Heavy Armour

*Heavy armour is a master-crafted suit made individually for the most important and elite troops. Each one is richly decorated and often carries the personal device of the warrior who wears it.*

**Rules:** Grants a -2 modifier to all injury rolls against the model wearing this armour.

### Machine Armour

*Combining the rarest of divine metal alloys and the latest technology of New Antioch, Machine Armour makes its wearer a virtual mobile tank.*

**Rules:** Grants a -3 modifier to all injury rolls against the model wearing this armour. Due to its bulk the wearer cannot DASH. Machine armour cannot be combined with any shield.

### Holy Icon Shield

*These shields are made from icons that have performed miracles. Mounted on blessed wood, they are harder than any steel and virtually indestructible. Only the most revered fighters in the service of the Church ever carry one.*

**Rules:** Takes one hand to use in both melee and in ranged combat. Grants -1 to all injury rolls against the model. This shield is effective even against weapons and attacks that would normally ignore armour.

### Holy Icon Armour

*Only a few of these suits of armour exist in all of Christendom. Covered with miraculous icons this suit of armour is protected by the very hand of Heaven and its wearer can withstand even direct hits from artillery.*

**Rules:** Grants -1 to all Injury Chart rolls against the model wearing this armour. This armour is effective even against weapons and attacks that would normally ignore armour.

## Equipment

---

Unless otherwise noted a model can only carry one piece equipment of the same type. Models may carry multiple different types of equipment, however.

### Combat Helmet

*A combat helmet has proven its value on the battlefield time and again. Since the use of grenades and other explosives became widespread, the humble combat helmet has saved many lives.*

**Rules:** Ignores additional BLOOD MARKERS caused by weapons with Keyword SHRAPNEL.

### Iron Capirote

*A conical helmet reminiscent of the headgear of the penitents. Blessed by the Church and often containing a fragment of a relic. Iron Capirotes shield their wearers from the psychological horror of war and allow them to face creatures from the pits of Hell unflinchingly.*

**Rules:** Negates the additional BLOOD MARKERS from weapons with SHRAPNEL Keyword. Makes the model immune to the effects of FEAR.

### Medi-kit

*Battlefield first aid has brought many soldiers back from the brink of death. Blessed ointments can seal fatal wounds completely, while the black blood of demons used by twisted heretic medics allows troops with huge gaping wounds to ignore the pain and return to the fray.*

**Rules:** Models with a Medi-kit can take a RISKY ACTION to remove one BLOOD MARKER from any one friendly model (including themselves) within 1" or allow one friendly model (including themselves) who is Down to regain their footing. The model who recovered from Down this way can move at full speed during its next Activation.

### Gas Mask

*Mustard Gas, phosgene, chlorine as well as noxious fumes from the bolgias of Hell plague the battlefield. The Gas Mask allows soldiers to withstand such attacks.*

**Rules:** Models with Gas Masks ignore all damage from weapons and other sources that have the keyword GAS.

### Holy Relic

*Due to the threat to all Creation, the churches, cathedrals and basilicas have emptied their reliquaries and distributed their relics to the frontline troops to aid them in their battle against the damned.*

**Rules:** This model starts each game with +1 BLESSING MARKER.

### Armour-Piercing Bullets

*Advanced armour technology has forced the armouries of the Great War to forge new types of bullets. Expensive and labour-intensive to produce, these hardened tungsten rounds are more effective against battlefield armour.*

**Rules:** Only usable in rifles and pistols (i.e. weapons which have the word pistol or rifle in their name). Attacks by a weapon equipped with Armour-Piercing Bullets reduce the injury roll penalty from Armour and Shields by 1. Keyword: CONSUMABLE.

### Dum-Dum Bullets

*These hollow-point bullets are far more likely to cause fatal wounds than standard ammunition.*



**Rules:** Only usable in rifles and pistols (i.e. weapons which have the Keyword pistol or rifle in their name). Attacks by a weapon equipped with Dum-Dum Bullets have the keyword **CRITICAL**. Keyword: **CONSUMABLE, CRITICAL**.

### Incendiary Bullets

*Developed by Aym, the Great Duke of Hell, these bullets set any target they hit on fire.*

**Rules:** Only usable in rifles and pistols (i.e. weapons which have the Keyword pistol or rifle in their name). Adds the Keyword **FIRE** to the weapon that uses the Incendiary ammunition. Keywords: **FIRE, CONSUMABLE**.

### Tracer Bullets

*Tracer bullets allow soldiers to adjust their aim efficiently.*

**Rules:** Can be used with any rifle or pistol. Models using Tracer Bullets gain +1 **DICE** to hit enemies with Ranged Attacks. Keywords: **CONSUMABLE**.

### Sniper Scope

*These optical aiming devices are favoured by Snipers to aid in their aiming at long distances.*

**Rules:** Negates the penalty for Long Range if the model has not moved during this Activation. Only usable with rifles (i.e. weapons which have the Keyword rifle in their name).

### Shovel

*Battlefield shovel allows troops to dig in and fight from cover in virtually any battlefield.*

**Rules:** A model equipped with a Shovel always starts the game in Cover, even if placed in open terrain. As soon as the model moves, it is no longer in Cover. It also acts exactly as a Trench Club in Melee, except it requires two hands to use.

### Troop Flag

*Most warbands and units carry banners, flags, standards, pennants or other symbols to rally the troops. Heretic Legions are infamous for their gruesome battle standards, often made of impaled torsos kept alive by unholy magic.*

**Rules:** Grants +1 **DICE** for all Morale tests as long as the model with the flag is not Down or Out of Action. Requires one hand to use.

### Martyrdom Pills

*Martyrdom pills are a potent mixture of mind-altering drugs and chemicals that inure a soldier against all pain and injury. However, it takes a tremendous toll on the body.*

**Rules:** Add -1 **DICE** for all injury rolls against this model. The model is immune to **FEAR**. If taken Out of Action, roll twice on the Permanent Injury Chart and your opponent gets to choose the result.

### Unholy Trinket

**Rules:** When a model fails in a **RISKY ACTION**, this does not end the Activation. Keyword: **CONSUMABLE**.

### Unholy Relic

*An artefact bestowed with unholy power. Examples include Nephilim heads, desecrated splinters of the True Cross or mummified body parts of fallen saints and bishops.*

**Rules:** A model equipped with an Unholy relic radiates a truly malignant aura and causes **FEAR**.

### Blessed Icon

*Small icons of saints, great angels and holy warriors are a common sight amongst the Trench Pilgrims. They are hung on rosaries, belts, or attached to portable shrines carried on the Pilgrims' backs.*

**Rules:** When a model equipped with the Blessed Icon fails in a **RISKY ACTION**, this does not end the Activation.  
**CONSUMABLE.**

### Infernal Brand Mark

*A Heretic who has made a Holy Pilgrimage into Hell itself is branded by their patron devil with an ever-burning mark. Mortal fire no longer has the power to harm them.*

**Rules:** This model suffers no damage from attacks with the Keyword **FIRE**.

### Field Shrine

*Holy reliquaries, blessed artefacts and sacred crosses are often carried to the battlefield to encourage the troops, while the Heretics bring idols of the Golden Calf, tortured captives or other wicked totems to bear.*

**Rules:** Can be placed on the battlefield in your deployment zone. Can be destroyed if any type of attack hits it. Acts as three models for Morale Tests. It has a base size of 40mm.

### Hellbound Soul Contract

*An infernal contract signed by a Heretic and the devil who will come to collect the damned soul when death is close. The mortal signatory bursts into infernal flames when seriously wounded.*

**Rules:** When this model is taken Out of Action, any model in melee combat with them immediately suffers +1 **BLOOD MARKER** unless the model ignores damage from sources with the Keyword **FIRE**.

### Binoculars

*It is quite common for officers to carry finely-crafted battlefield binoculars with them on the battlefield to survey the land ahead, spot hidden enemy troops and observe any sign of movement.*

**Rules:** Any enemy Infiltrator cannot be placed closer than 16" of this model.

### Musical Instrument

*Horns, drums, trumpets, whistles, bagpipes and many other types of instruments are used extensively in the battles of the Great War. They can bolster the hearts of those facing the horrors of Hell – or they can recite terrifying hymns praising the lords of the Inferno!*

**Rules:** Any friendly models within 8" of the musician who is not Down can add +1 **DICE** to their Dash **ACTIONS**. Musical Instruments take one hand to use at all times as if it were a weapon.



# Scenarios

## Table Size

Battles are fought on a table with 4' x 4' dimensions. The scenario will always indicate clearly if the table size differs from this.

## Setting up Terrain

Unless the Scenario states otherwise, use the following rules to set up the scenarios. The player with the lower number of models in their force can place one of the following terrain pieces on the table:

- ▣ One Building (a tower, house etc.)
- ▣ One Piece of Dangerous Terrain (swamp, barbed wire etc.)
- ▣ One Piece of Difficult Terrain (forest, rocky ground)
- ▣ One Piece of Impassable terrain (12" river with a bridge or ford, sheer cliffs etc.) Maximum two pieces per battle
- ▣ One Hill
- ▣ One Fence/wall/other defensible terrain piece (max one per player)
- ▣ 6" Section of a Trench

Each building must be placed at least 8" away from any table edge and at least 6" away from the nearest building terrain piece.

In addition, both players should add six smaller terrain pieces like boxes, sandbags, bomb craters, wells, fountains etc. anywhere on the table to create cover.

## Objective Markers

Some Scenarios use **Objective Markers**. You can use flags, coins, banners, beads or other suitable pieces for these markers.

## Victory Points

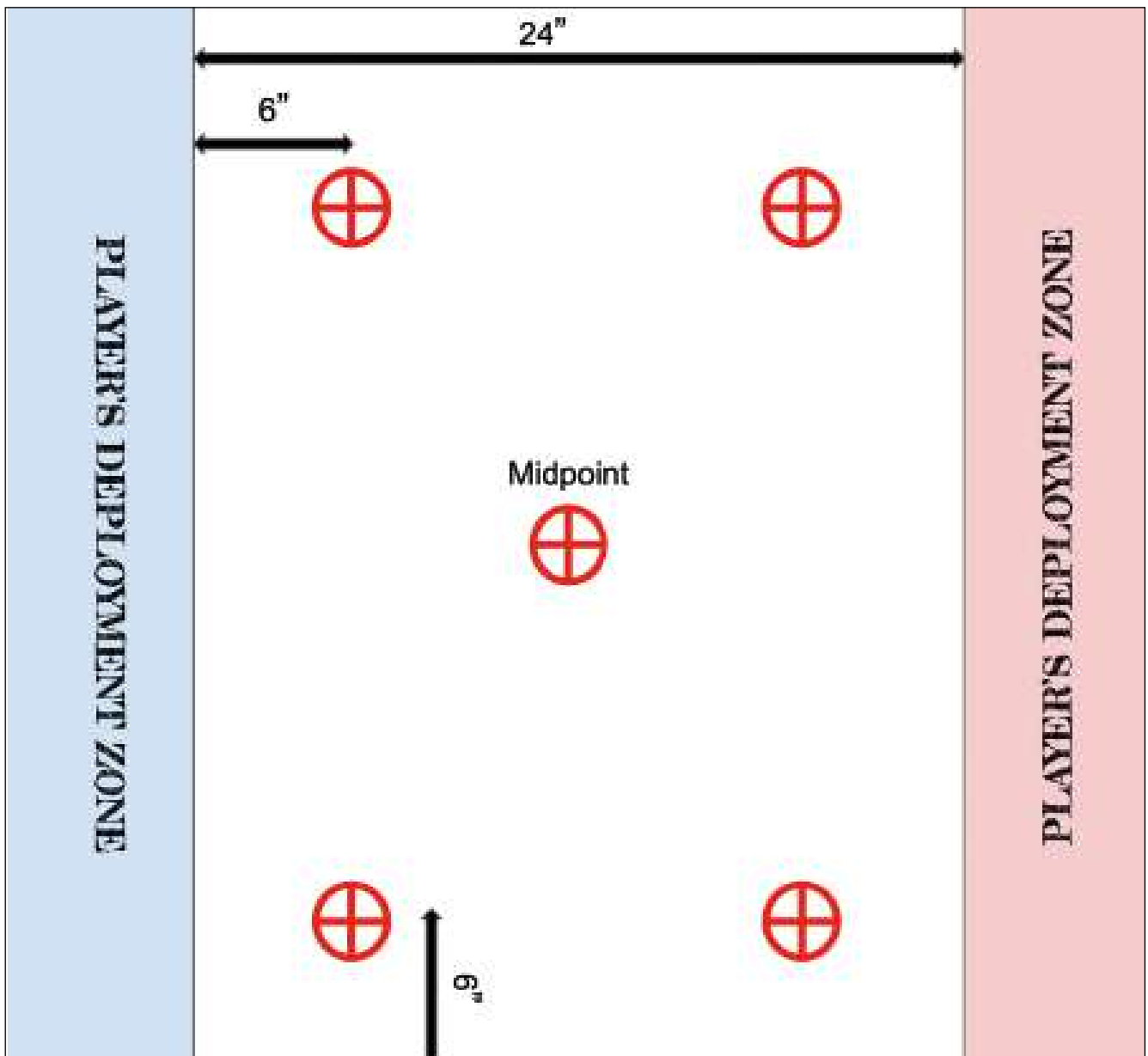
**Victory Points** are used to determine who wins and loses a battle in most scenarios. Victory points are often awarded for objectives specific to the scenario you are playing and this is clearly explained in the scenario itself.

## Duration of the Game

A typical game lasts for six Game Turns. Some scenarios have a different duration. These cases are always clearly indicated in the rules for the Scenario.



# Scenario 1: Claim No Man's Land





## Forces

---

Use your full Campaign Warband in this battle.

## The Battlefield

---

The game is played on a standard-sized battlefield (we suggest 4' x 4').

The Table must contain five buildings such as ruined houses, bunkers, chapels etc. At least part of each building must be in the location indicated on the map with a Red Marker. These buildings are the Objectives of the scenario and score Victory Points (VPs).

Fill the rest of the battlefield in the usual way.

## Infiltrators

---

Infiltrators cannot be used in this Scenario.

## Deployment

---

The players roll-off. The loser of the roll-off chooses which deployment zone will be theirs. The other deployment zone will be their opponent's.

The players then take it in turns to deploy one model at a time, starting with the player who has more models in their warband (roll-off if both have the same number of models).

Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, the other player sets up all their models afterwards. Once the players have set up their models, deployment ends and the battle begins.

## Battle Length

---

The battle lasts for four turns.

## Victory Conditions

---

Keep a running tally of Victory Points for both sides. The players accumulate VPs as follows:

- ▣ At the end of each Turn, a player scores one victory point if they have models within 1" of any of the Objective buildings or two VPs if they control the Objective at the end of the Turn.
- ▣ A player controls an Objective if the total number of models from their kill team that are wholly within that building is higher than the total number of enemy models within 1" of the Objective building. A model is considered wholly within a building if it is wholly within the edges of the building's footprint, as agreed by the players.
- ▣ Calculate VPs for both players and the end of the round and add them together. The player with the higher number of VPs wins, otherwise the game is a draw.

## Glorious Deeds

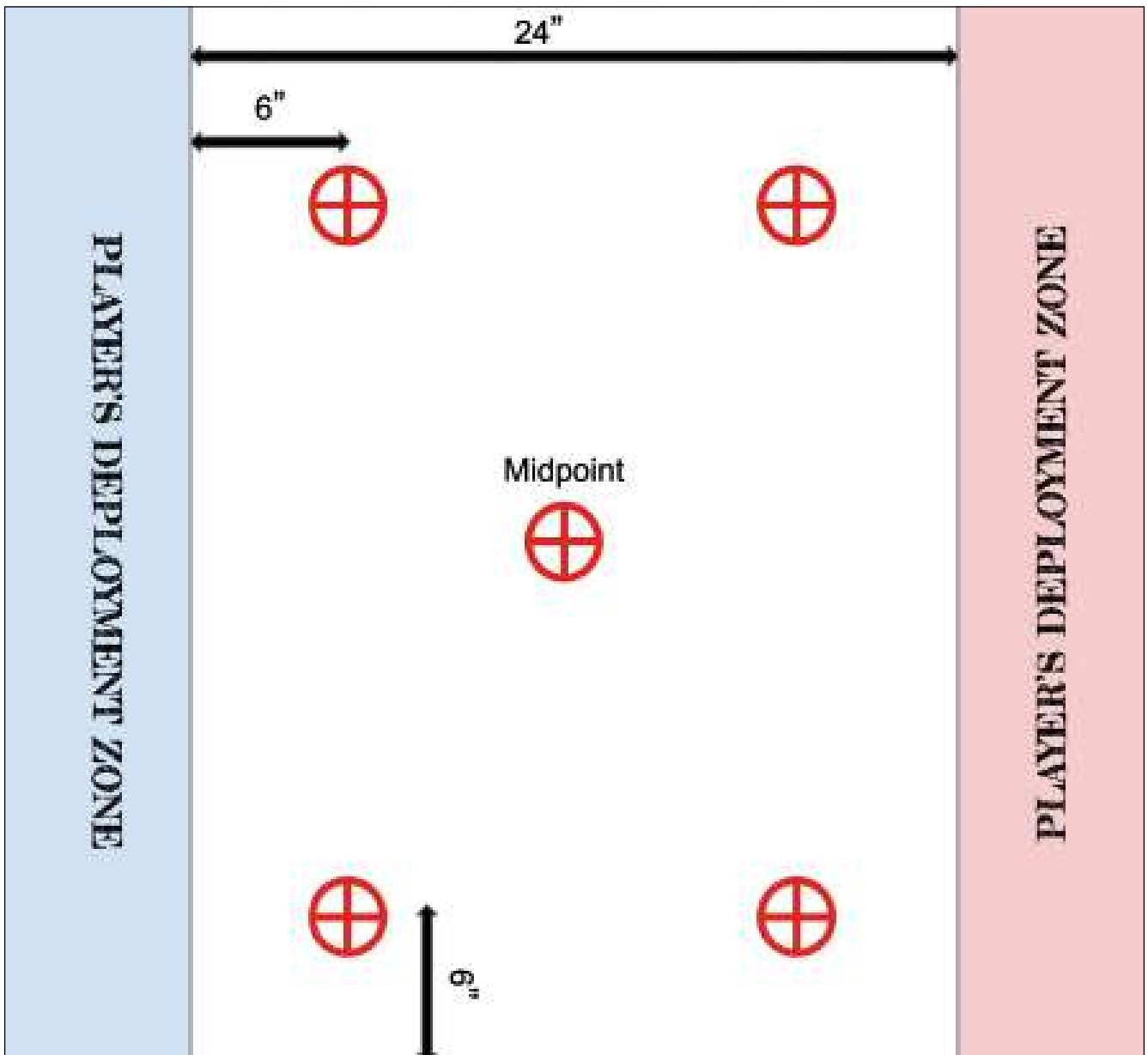
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Players score one Glory Point for every model that completes any of the following Glorious Deeds. Victory Points for these can only be gained once – whichever player completes them first gets the Glory!

- ▣ **Sniper:** Take out an enemy Elite with a shooting Attack.
- ▣ **Lord of War:** Take 2+ enemy models Out of Action in a single turn with Melee attacks with one of your own models.
- ▣ **Cast them Down:** Make an enemy fall from a height of 3"+ thanks to your action (shooting, melee, Supernatural Power etc.).
- ▣ **Lead the Charge:** Charge an enemy model with two or more models this Turn and take that model Out of Action at the same Turn.
- ▣ **Hold your Ground:** Pass a Morale Test.
- ▣ **Suicidal Bravery:** Charge two enemy models with one of yours during a single Activation.
- ▣ **Sharpshooter:** Take out an enemy in Cover while shooting from Long Range.

# Scenario 2: Relic Hunt

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## Forces

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Both players select up to six models from their warband. No models on 40mm+ sized bases can be included.

At the start of turn two, both players receive D3 randomly selected models from their warband as reinforcements. These reinforcements are placed anywhere along the player's own table edge but at least 8" away from any enemy models.

## The Battlefield

---

The game is played on a standard-sized Battlefield (we suggest 4' x 4').

Place six markers representing Reliquaries on the table as indicated on the map above, numbered one to six.

Fill the rest of the battlefield with terrain in the usual way.

## Infiltrators

---

Infiltrators can be used in this Scenario.

## Deployment

---

The players roll-off. The loser of the roll-off chooses which deployment zone will be theirs. The other deployment zone will be their opponent's.

The players then take it in turns to deploy one model at a time, starting with the player who has more models in their warband (roll-off if both have the same number of models).

Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, the other player sets up all their models afterwards. Once the players have set up their models, deployment ends and the battle begins.

## Battle Length

---

The battle lasts for four turns.

## Victory Conditions

---

Keep a running tally of Victory Points for both sides. The players accumulate VPs as follows:

- ❑ No Moral tests are taken during this Scenario.
- ❑ A player scores one VP if they have models touch one of the Reliquary Markers and makes a successful **ACT ION** roll. Once the VP is claimed, flip the marker over to show it has been claimed this Turn. It can no longer generate VPs this turn for you or your opponent.
- ❑ Maximum VPs that can be claimed per turn is 4.
- ❑ After Turn 1 is over, remove Reliquary Markers 1 and 2 from the table. Flip any claimed Reliquary Markers over to indicate they can be claimed again this Turn.
- ❑ After Turn 2 is over, remove Reliquary Markers 3 and 4 from the table. Flip any claimed Reliquary Markers over to indicate they can be claimed again this Turn.
- ❑ On Turn 4 the final two Reliquary Markers (5 and 6) are worth 2 VPs each when claimed successfully.
- ❑ Calculate VPs for both players and the end of each Turn and add them together. The player with the higher number of VPs wins, otherwise the game is a draw.

## Glorious Deeds

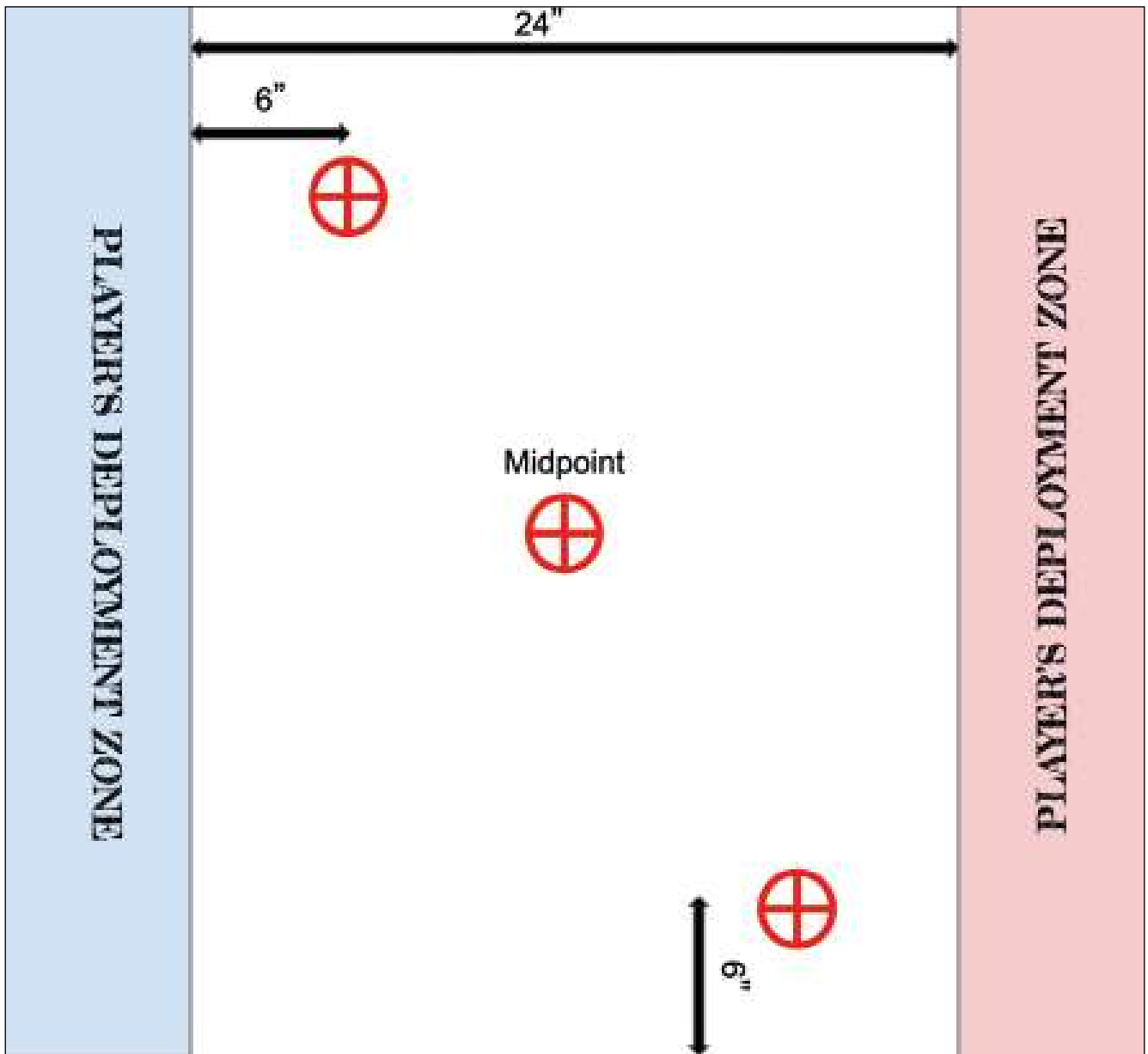
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Players score one Glory Point for every model that completes any of the following Glorious Deeds. Victory Points for these can only be gained once – whichever player completes them first gets the Glory!

- ❑ **Sniper:** Take out an enemy Elite with a shooting Attack.
- ❑ **Cast them Down:** Make an enemy fall from a height of 3"+ thanks to your action (shooting, melee, Supernatural Power etc.).
- ❑ **Blood Sacrifice:** One of your models takes out of action at least three enemies during the Battle.
- ❑ **Hold your Ground:** Pass a Morale Test.
- ❑ **Relic Hunter:** One of your models claims at least two Reliquary Markers during the game.
- ❑ **Protect the Relic:** Take out an enemy that is touching one of the Reliquary Markers.

# Scenario 3: Hunt for Heroes

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## Forces

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Both warbands can use up to 20 models from their warband. Each player must deploy all their **ELITE** models if they are able.

## The Battlefield

---

The game is played on a standard-sized battlefield (we suggest 4' x 4').

Place three markers representing Objectives on the table as indicated on the map above, numbered one to six.

Fill the rest of the battlefield with terrain in the usual way.

## Infiltrators

---

Infiltrators can be used in this Scenario.

## Deployment

---

The players roll-off. The loser of the roll-off chooses which deployment zone will be theirs. The other deployment zone will be their opponent's.

The players then take it in turns to deploy one model at a time, starting with the player who has more models in their warband (roll-off if both have the same number of models).

Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, the other player sets up all their models afterwards. Once the players have set up their models, deployment ends and the battle begins.

## Battle Length

---

The battle lasts for four turns unless a failed Morale test ends it sooner.

## Special Objectives

---

After the deployment, in secret, both players nominate three enemy **ELITE** models as targets to be eliminated (unless the opponent has a smaller number of **ELITES**

in which case nominate all of them). Each player also nominates one of their own **ELITE** models that must be kept alive until the end of the game. These score additional Victory Points at the end of the game as follows.

## Victory Conditions

---

Keep a running tally of Victory Points for both sides. The players accumulate VPs as follows:

- ▣ At the end of each Turn, a player scores one VP if they have models within 1" of any of the Objective buildings or two VPs if they control the Objective at the end of the Turn.
- ▣ A player controls an Objective if the total number of models from their kill team that are wholly within that building is higher than the total number of enemy models within 1" of the Objective building. A model is considered wholly within a building if it is wholly within the edges of the building as agreed by the players.
- ▣ When the game ends, both players reveal the hidden target models.
- ▣ For each enemy **ELITE** on their list that was taken Out of Action, the player scores 2 VPs.
- ▣ If the **ELITE** model they indicated as the friendly model to be kept alive has not been taken Out of Action at the end of the game, the controlling player scores 3 VPs.
- ▣ Calculate VPs for both players and the end of the game and add them together. The player with the higher number of VPs wins, otherwise the game is a draw.

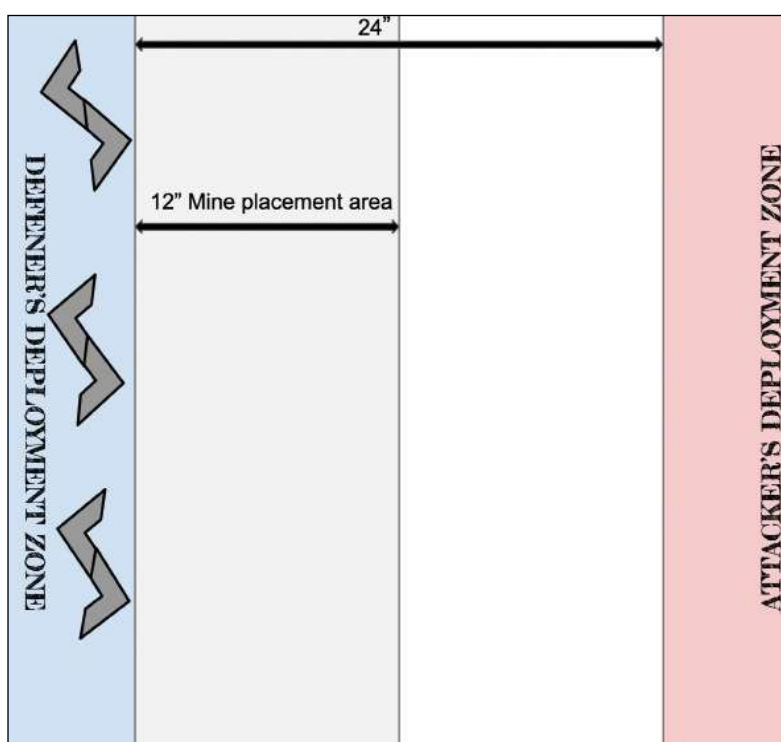
## Glorious Deeds

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Players score one Glory Point for every model that completes any of the following Glorious Deeds. Victory Points for these can only be gained once – whichever player completes them first gets the Glory!

- ▣ **Kill their leaders:** Take out all the **ELITES** you nominated as targets.
- ▣ **Bodyguard:** The model you nominated as the one to be kept alive is not taken out.
- ▣ **King of the Hill:** Control all three Objectives at the same time.
- ▣ **Hold your Ground:** Pass a Morale Test.
- ▣ **High risk, High Reward:** Your nominated model to be kept alive takes out one of the target enemy **ELITES**.

# Scenario 4: Trench Warfare



## Forces

The larger warband is the Attacker, and they use their entire Warband. The smaller warband is the defender, and they can have up to half of the number of models the Attacker has. If both warbands have the same number of models, roll a dice to see who is the attacker and who is the defender.

## The Battlefield

The game is played on a standard-sized Battlefield (we suggest 4' x 4').

## Trenches

The Defender places three 8"-long Trench sections in their Deployment Zone. They can be placed as the Defender wishes, and can be continuous, but each section always counts separately for Victory Points (see below).

Fill the rest of the battlefield with terrain in the usual way.

## Mines

The Defender then places 12 mine markers on the battlefield, four which will be duds – the defender marks

the duds on the side of the marker that is hidden from the view. The Defender can place the mines anywhere within the battlefield up to 12" away from their own Deployment Zone as shown, though not inside their own deployment zone. When any model comes within 2" of a centre of a mine counter (players can measure this distance beforehand), flip the counter over to see if it is a dud or not. If the mine is a dud, discard it immediately. If the mine is not a dud, every model within 3" must immediately roll on the *Injury Chart* to see what happens to near-by models as a result of an exploding mine. The mines have the Keyword **SHRAPNEL**, so the models hit by the mine blast suffer an additional **BLOOD MARKER** unless they have protection against this. Afterwards, remove the mine marker. It is possible to trigger more than one mine at the time.

Some models, such as New Antioch Combat Engineers can remove a mine counter by moving in base contact with it and passing a **RISKY ACTION** as indicated in their Warband Entry. Note that when a model attempts this, the mine does not explode until the result of the roll is determined.

## Infiltrators

Infiltrators can be used in this Scenario. However, the Attacker cannot place their Infiltrators closer than 12" from their own deployment zone.

## Deployment

The players then take turns to deploy one model at a time, starting with the attacker.

Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, the other player sets up all their models afterwards. Once the players have set up their models, deployment ends and the battle begins.

## Battle Length

The battle lasts for four turns unless a failed Morale test ends it sooner.

## Victory Conditions

If one Warband is wiped out completely or one Warband loses their Morale test, the game ends and the opposing Warband Wins.

Otherwise, keep a running tally of Victory Points for both sides. The players accumulate Victory Points as follows:

- ▣ At the end of each Turn, the defender scores 2 victory points for each Trench section that has one of the defender's models and no enemies in it. The defender scores 1 victory point for each Trench section that has one of their models, but also has 1 or more enemy models.
- ▣ At the end of each Turn the Attacker scores 2 victory points for each Trench section that has one or more of their models, but also has 1 or more enemy models.
- ▣ At the end of each Turn the Attacker scores 3 victory points for each Trench section that has one or more of their models but no enemy models. Calculate Victory Points at the end each Turn for both players and the end of the game and add them together. The player with the higher number of Victory Points wins, otherwise the game is a draw.

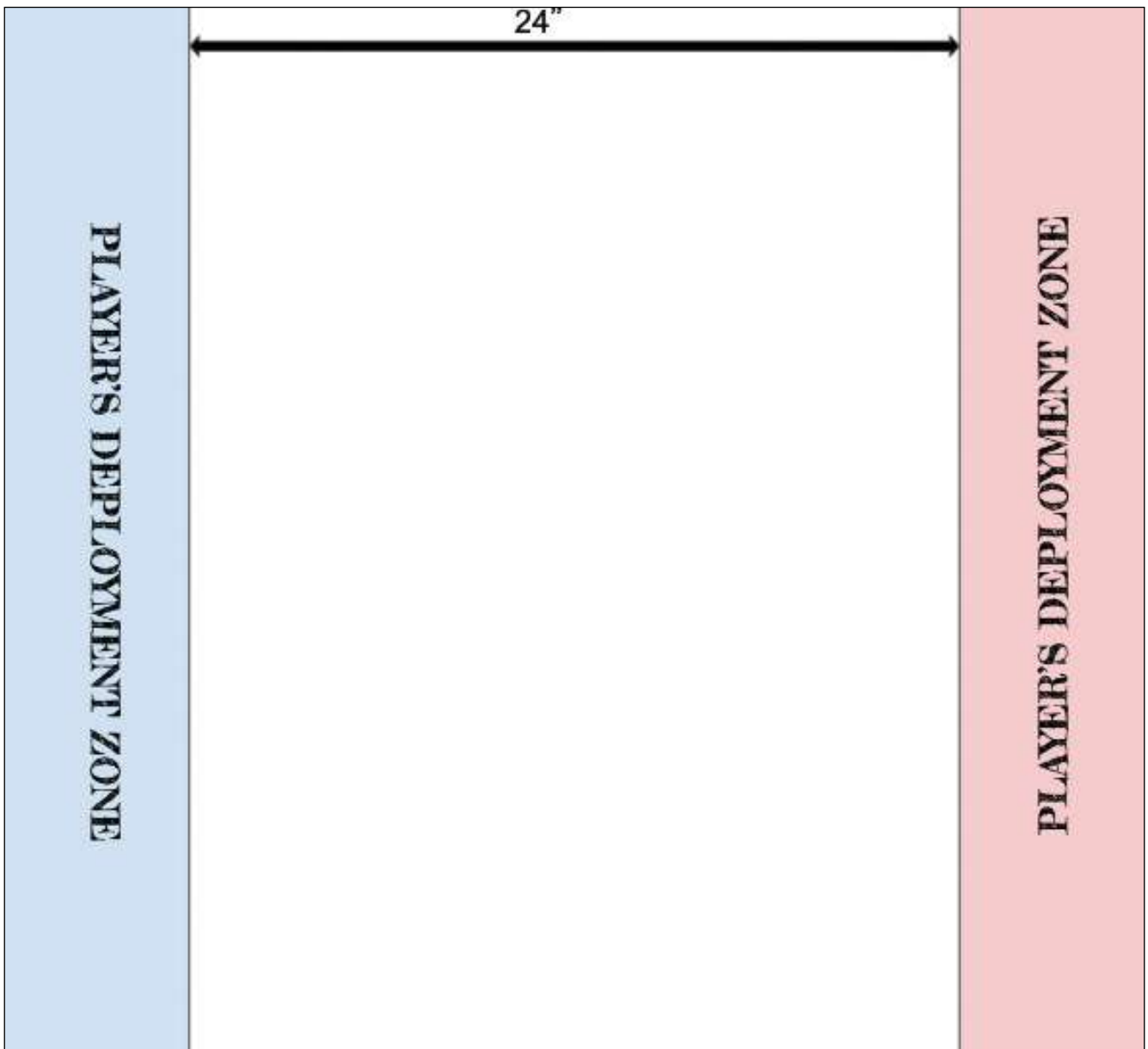
## Glorious Deeds

Players score one Glory Point for every model that completes any of the following Glorious Deeds. Glory Points for these can only be gained once - whichever player completes them first gets the Glory Points!

- ▣ **Survive to tell the tale:** A model is hit by 2 mines the game mines and is not taken Out of Action.
- ▣ **Into the Trenches!:** Charge an enemy model in a Trench and take that model *Out of Action* at the same Turn.
- ▣ **Good Hunting:** Take out an enemy in a Trench with a ranged attack at Long Range.
- ▣ **Throw them Back:** As a Defender, take an enemy in a Trench Out of Action when there were no defenders in the Trench before you activated the model that takes the enemy out.
- ▣ **Hold the Line:** Pass a Morale Test.

# Scenario 5: Great War

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## Forces

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Both sides use their entire forces.

## The Battlefield

---

The game is played on a standard-sized Battlefield (we suggest 4' x 4').

Fill the battlefield with terrain in the usual way.

## Infiltrators

---

Infiltrators can be used in this Scenario.

## Deployment

---

The players then take turns to deploy one model at a time, starting with the attacker.

Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, the other player sets up all their models afterwards. Once the players have set up their models, deployment ends and the battle begins.

## Battle Length

---

The battle lasts for five turns unless one Warband is wiped out completely before that.

## Morale

---

This is the fight to the finish, so a failed Morale Test will not end the Battle. Instead, any Warband that fails their Morale Test will be *shaken* instead. Members of a *shaken* warband cannot Charge for one Turn. It is possible for both warbands to be shaken.

## Victory Conditions

---

If one warband is wiped out completely the opposing warband wins.

Otherwise, keep a running tally of Victory Points for both sides. The players accumulate Victory Points as

follows:

- ▣ By taking out enemies you earn Victory Points equal to the ducat value of the model (including any equipment) divided 10, rounding any fractions up to a nearest full number.
- ▣ Mercenaries & Allies are worth 3 times their Glory Points cost as Victory Points.
- ▣ Glorious equipment is worth 3 times the Glory Points cost of the equipment as Victory Points

## Glorious Deeds

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Since this scenario ends the Campaign, there is no further need to acquire Glory Points.