

TRENCH ✚ CRUSADE

Playtest rules

v1.4.1

by **Factory Fortress INC.**

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

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

This draft covers the basic rules, most common weapons, armour and equipment, 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**

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

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Playtest rules

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

▣ **Move:** When a model takes this **ACTION** during its activation, choose one of the three options below. The Move **ACTION** does not require a roll on the **Action Success Chart**.

Standard Move: The model moves up to its Movement characteristic.

Charge: Choose an enemy model the charger can see within 12" as the target. The charging model then moves directly toward that target via the shortest and most effective route possible, determined by distance, with a d6" bonus to its Movement characteristic. This movement can allow the charging model to move within 1" of the target, putting the two models in Melee Combat with each other. A model cannot Charge if they have taken the *Make a Ranged Attack ACTION* during this Activation, unless they made a single ranged attack with a weapon that has the Keyword **ASSAULT**.

Retreat: The model moves up to its Movement characteristic and it may leave Melee Combat during this movement. Each enemy model in Melee Combat with the retreating model may immediately take a Melee Attack **ACTION** with a single melee weapon that it has. Resolve the effects of this attack before moving the retreating model.

▣ **Dash:** The model must succeed at a **RISKY ACTION**. If successful, the model takes the Standard Move **ACTION** as described above. This can be done in addition to any other **ACTION**.

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

Action Success Chart

When you take an **ACTION** (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 **ACTION** succeeded:

2-6	Failure
7-11	Success
12+	Critical success: 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 **ACTION** as described in the rules. If you fail, you can still move or take any other **ACTIONS** the model may have access to. If the **ACTION** is classed as a **RISKY ACTION** and you fail, the activation of the model is over and your opponent can now activate one of their models!

▣ **Make a Ranged Attack:** The model may shoot with a ranged weapon that it is equipped with. A model engaged in Melee Combat cannot shoot. A model cannot Make a Ranged Attack during an Activation in which they have Charged, unless they made a single ranged attack with a weapon that has the Keyword **ASSAULT**.

▣ **Make a Melee Attack:** If the model is engaged in Melee combat, it may attack as detailed in the Melee Weapon's entry in the rules. The attacker must be able to see at least part of the target – no Melee attacks through walls!

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

Risky Actions: If you fail a **RISKY ACTION**, 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

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.

Climbing & Jumping

During any movement that a model has, it can climb surfaces and jump across gaps and down ledges to navigate the battlefield. Climbing up and down surfaces or jumping across gaps costs movement as normal. Jumping down doesn't cost movement, but might be dangerous based on the height of the jump (see page 7 for detailed rules).

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 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**.

BLOODBATH

You can roll an additional D6 on injury rolls at the cost of six **BLOOD MARKERS** on any model, or at the cost of three **BLOOD MARKERS** if the target is Down. This means that instead of rolling 2D6 with your typical weapon, you roll 3D6 on your injury roll and add the numbers together. Weapons such as the Artillery Witch's Infernal Bomb would therefore roll 4D6 and add the results together (3D6+1D6).

***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. Additionally, whenever the opponent makes an injury roll against a model, that model may spend a **BLESSING MARKER** to apply a **-1 DICE** penalty to that injury roll. 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.

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. On the other hand, if a model with a Movement characteristic of 9" had its movement halved, that could become 4.5" without needing to round to a whole number.

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.

- ▣ 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.

▣ **Charging:** Select an enemy model that is within 12" of the charging mode to be the target. If the charging model does not have line of sight to its target, it must succeed with a **RISKY ACTION** before proceeding. Roll a D6, the charge roll, and add it to the charging model's Movement characteristic (with a maximum distance of 12"). The charging model must move this distance toward the target by the shortest and most effective route possible by distance. Jumping, Climbing or moving through Dangerous Terrain is always optional during a Charge, even if it is the shortest route, though the new route avoiding such obstacles must still be as short as possible. If after completing this movement the charging model is within 1" of the target, the charging model is considered to have successfully charged the target and is now in Melee Combat. If the charging model does not reach its target, the Charge is considered to have failed, but it remains where it is after the movement.

▣ **Charging Multiple Enemies:** A model may target multiple enemies with a single Charge if there is a space that the charging model could occupy within 12" that would place it in Melee Combat with every target of its Charge. It still only makes a single Charge.

▣ **Interposing Models during a Charge:** If a charging model would pass within 1" of an enemy model that is not a target of its Charge, its Charge immediately ends and it is considered to have charged the interposing model instead.

▣ **Diving Charge:** If a charging model jumps down as part of a Charge, it landed within 2" of its target and it jumped from a ledge that was at least 3" (measured from the target's base) and no more than 6" (measured from the charging model's landing space), it may convert its Charge into a Diving Charge. Place the charging model in any space within 1" of the target and take a **RISKY ACTION**. If successful, the charging model gains a +1 **DICE** bonus to hit and to injure the target. The charging model ignores the target's Defended Obstacle bonus

(if it has one) for the remainder of its Activation. If the **RISKY ACTION** fails, the model is Downed and is injured as per the rules for Falling (see below).

▣ **Climbing:** A model can move up or down ladders, ramps, ropes, stairs and other devices meant for climbing as a normal part of any movement it takes. This costs movement as normal. As a **RISKY ACTION**, a model may also attempt to climb up or down sheer surfaces, such as walls, but it must have enough remaining movement to clear the entire height. If this **RISKY ACTION** fails, the model remains where it is.

▣ **Jumping Over Gaps:** As a **RISKY ACTION**, a model can jump across a gap of up to half their Movement characteristic (measured horizontally). This costs movement as normal and can be taken as any kind of movement that the model has. A model cannot attempt to jump a gap if it does not have enough movement to clear it. If this **RISKY ACTION** fails, the model Falls as if it fell from a ledge on either side of the gap of the opponent's choice.

▣ **Jumping Between Ledges of Unequal Heights:** If the ledge that the model is jumping to is lower than the ledge that it is jumping from, apply the rules for Jumping Down after the model jumps the gap. If the ledge that the model is jumping to is higher than the ledge that it is jumping from, it can only be up to 1" higher and, if that ledge is at least ½" higher, the jump costs an extra 1" of movement.

▣ **Jumping down:** A model can voluntarily Fall from a ledge that it is in base contact with. This never costs movement and can be done as part of any movement that the model has. Additionally, when Falling from heights of up to 3" in this way, it does not take an injury roll.

Falling

When a model falls, it is moved from its current position onto the first space that it could occupy directly beneath it or the ledge that it fell from. If it fell from a height greater than 2", it must roll on the Injury Chart. For every 3" fallen, add +1 **DICE** to this injury roll (for example, a fall of 3" would be rolled with +1 **DICE** and a fall of 6" with +2 **DICE**). A model can fall through its own action, such as when it fails a **RISKY ACTION** when Jumping Over Gaps or when Jumping Down a distance greater than 3". A model in an elevated position may also fall when it is Downed while within 1" of a ledge. When this happens, the model takes an **ACTION**. If it succeeds, the model remains Downed where it is. If it fails, the model falls from the nearest ledge.

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".



Terrain

There are four types of terrain in Trench Crusade: **Open**, **Difficult**, **Dangerous** and **Impassable**.

▣ **Open:** Open terrain is the most common terrain in Trench Crusade. Models can move freely through Open terrain. This includes crossing obstacles of up to 1" high, which does not cost movement.

▣ **Difficult:** This includes rock beds, swamps, barbed wire, and so on. Moving through Difficult Terrain costs double as much movement as normal.

▣ **Dangerous:** This 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 an **ACTION**. On a failure, make an Injury roll for the model. If the model moved into the Dangerous Terrain, this **ACTION** is **RISKY**.

▣ **Impassable:** Models cannot pass through Impassable terrain.

Terrain can be both Difficult and Dangerous.

Movement types

There exist two movement types currently in Trench Crusade: Infantry and Flying. A model can only have one movement type. If it gains a movement of another type, it must choose which movement it keeps.

▣ **Infantry:** This movement type covers every model that walks, crawls or gallops along the ground. Models with this movement type obey all the typical rules for movement.

▣ **Flying:** This movement type covers every model that flies with wings, floats with magic or otherwise hovers above the ground. Flying models treat Difficult and/or Dangerous Terrain as Open Terrain and they do not trigger mines and similar devices. Flying models can climb up and down and they can jump over gaps of up to their Movement characteristic without taking **ACTIONS**.

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.
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 in cover whenever it is in contact with a piece of scenery that is at least as long as its base. If an attacker can see a model in its entirety, this penalty does not apply. A model cannot gain cover merely from being obscured due to angles, distant scenery or the surface that they are standing on (such as when standing on top of a building).

▣ **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**

Shooting into Melee

If you shoot at any models engaged in melee, roll a D6 for each shot (or automatic hit) to determine which model is hit: On a 1-3, the attack targets one of your models at random within 1" of the target. On a 4-6, the attack targets an enemy model at random within 1" of the target. Resolve the attack 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

Note: On occasion, a rule will ask you to total more (or less) than 2d6 to determine the outcome of a roll. If the dice roll is modified by +DICE or -DICE when you do so, modify the dice pool as normal and keep the highest or lowest number of dice equal to number dice in the starting dice pool. For example, if the rule asked you to roll a total of 3D6 with +1 DICE, you would roll four dice and keep and total the highest three dice.

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:** If a TOUGH model should be taken Out Of Action, it is taken Down instead. After a TOUGH model has been taken Down in this way once, it can be taken Out of Action as normal.
- ▣ **Target is Down:** Add +1 DICE to the dice pool when determining injuries for a model that is Down.
- ▣ **Bloodbath:** Roll an additional D6 and add it to the injury roll total. Costs six BLOOD MARKERS (three if the target 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!

Add +1 BLOOD MARKER to the model and the model goes Down. If the model is already Down, it instead suffers +2 BLOOD MARKERS and remains Down. A model that is Down suffers a -1 DICE penalty to all its ACTIONS and it cannot move during its Activation through its own ACTIONS.

The Down condition can either be represented by placing an indicator next to the model (such as a scrap of paper) or by physically placing the model face-down on its side. A model turned on its side will present a different surface for Line-of-Sight targeting, but these two methods of indication are otherwise identical and the owning player may decide which to use.

At the start of its own Activation, a Downed warrior can Stand, but any movement (Move, Dash, Charge, Jump, Climb etc.) it can take is halved. If a model is Downed during its own Activation, it may attempt a RISKY ACTION in order to Stand. Otherwise, it remains Down for the remainder of 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.

to determine what happens to the target (unless some Equipment or Special Ability of the model indicates otherwise).

Modifiers

▣ **Defended obstacle:** Add -1 DICE to the roll. The target of a melee attack is considered to be defending an obstacle if it is not Down, it is touching an obstacle, that obstacle is at least ½" high (measured from the target's base) and that obstacle is between it and its attacker. Common examples of such obstacles are stone walls, earthen ramparts and trenches. Simple hedges, bushes or low fences are often not enough.

▣ **Off-Hand Weapons:** Add -1 DICE to the roll if the attack was made with an *Off-Hand Weapon*.

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 take two separate Melee Attack ACTIONS, one with each weapon. One of these weapons, determined before you make your first ACTION roll, is an *Off-Hand Weapon*. Off-Hand weapons suffer -1 DICE to hit. If a STRONG model wields a two-handed melee weapon in one hand and a one-handed melee weapon in the other, the one-handed weapon is always regarded as the *Off-Hand Weapon*. Resolve attacks made by a model wielding two melee weapons one at a time, with the *Off-Hand Weapon* last.

Moving in combat: If a model is in Melee combat at the start of their Activation, they may use their Standard Move ACTION while staying within 1" of the enemy/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.

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.



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

- Battle Psalms 27:8



Keywords

Keywords 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: Ranged attacks made with weapons that have this Keyword do not prevent a model from charging during the same activation. A charge may only be made if a **single** ranged attack is made with a weapon with this Keyword, regardless of any other rules that the weapon might have.

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

BLAST (X): A weapon with **BLAST (X)** has an area of effect with a radius of inches indicated by the (X). If this weapon targets a model, this radius is measured from the centre of that model's base in all directions. If this weapon targets a point on the ground, this radius

is measured from that point in all directions, including vertically. If the Attack **ACTION** with this weapon is successful, it hits every model within this radius that the target (either model or point) has line of sight to (i.e. not completely blocked by terrain).

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. After the battle, any items with this keyword that were used are lost.

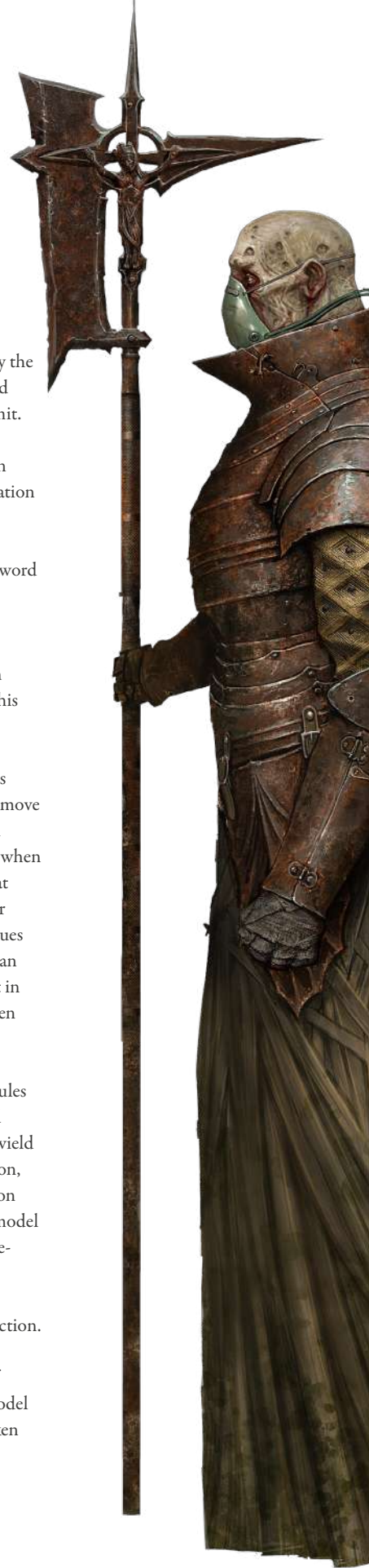
CRITICAL: When attacking with a weapon with this keyword, add **+1 DICE** to any injury rolls the weapon causes if you roll a Critical (i.e. 12+) on the **Action Success Chart**.

CUMBERSOME: Model always requires two hands to use this weapon, even if the model has Keyword **STRONG**. A weapon with the Keyword **CUMBERSOME** ignores this restriction when benefitting from the Shield Combo rule.

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: A model hit by a weapon with this Keyword suffers a **BLOOD MARKER**, in addition to any other effects of the attack. The model suffers this marker even if the attack has no other effects or is otherwise negated. Some equipment or abilities can negate the additional **BLOOD MARKER** caused by this Keyword.



FIRETEAM: This model is part of a Fireteam consisting 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 and can take their **ACTIONS** in any order they wish, switching between the two models. Note that if the Activation of either member of the Fireteam forcefully ends (due a failed **RISKY ACTION** for example), it ends both Activations. Allies cannot be part of a Fireteam.

GAS: A model hit by a weapon will this Keyword suffers a **BLOOD MARKER**, in addition to any other effects of the attack. The model suffers this **BLOOD MARKER** even if the attack has no other effects or is otherwise negated. Some equipment or abilities can negate the additional **BLOOD MARKER** caused by this Keyword.

GRENADE: Grenade-type weapons ignore penalties for cover and long range. They do not count towards the number of ranged 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. A model can only carry one item with this Keyword.

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. If any infiltrators cannot be deployed according to these restrictions, then those models can always be deployed in your deployment zone. If a scenario does not allow for infiltrators, deploy models with this Keyword during standard deployment as if they didn't have 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: A model hit by a weapon will this Keyword suffers a **BLOOD MARKER**, in addition to any other effects of the attack. The model suffers this **BLOOD MARKER** even if the attack has no other effects or is otherwise negated. Some equipment or abilities can negate the additional **BLOOD MARKER** caused by this Keyword.

SKIRMISHER: When a model with this Keyword is targeted by an enemy's Charge, it may immediately move D3" in any direction, except into Melee Combat. A model with this Keyword may also make this move when a charging enemy model would enter Melee Combat with it during a Charge that is not targeting it. After either of these moves is resolved, the Charge continues as normal toward the original target. These moves can only be taken if the model with this Keyword is not in Melee Combat and only one such move may be taken per Charge.

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. In addition, the model may use a single two-handed Melee weapon as a one-handed weapon.

SULTANATE: This model is part of the Sultanate faction.

TOUGH: If a **TOUGH** model should be taken Out Of Action, it is taken Down instead. After a **TOUGH** model has been taken Down in this way once, it can be taken Out of Action as normal.

Starting a Warband

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

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 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 go 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 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 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.”

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 two-handed ranged weapon OR
- ▣ Up to two one-handed ranged weapons.

In addition, they may carry:

- ▣ One two-handed melee weapon OR
- ▣ Up to 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!

Allies fight alongside your Warband, but they do not benefit or suffer from any special rules or restrictions that your Warband might have. For example, a Mercenary's equipment never counts toward the LIMIT for any of the items that they have. Additionally, a Sin Eater (a Mercenary available to the Heretic Legions) would not be affected by the Trench Ghost's unique rules such as Slow and Undead Fortitude. If a rule is capable of affecting Allies, it will explicitly state so.

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.

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 ranged 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 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.

Warband Creation

You have **700 ducats** to recruit your initial Force in the campaign. For one-off battles, we suggest a typical force of 900 ducats and 8 Glory Points.

Heretic Legion Armoury

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 (Bayonet Lug)
Semi-automatic Rifle	20 ducats (Bayonet Lug)
Automatic Rifle	3 Glory Points (LIMIT : 2, Bayonet Lug)
Pistol	10 ducats
Silenced Pistol	20 ducats (ELITE Only)
Grenades	7 ducats
Gas Grenades	10 ducats
Incendiary Grenades	15 ducats
Submachine gun	2 Glory Points (Bayonet Lug, Shield Combo)
Shotgun	10 ducats (Bayonet Lug, Shield Combo)
Automatic Shotgun	15 ducats (Bayonet Lug, Shield Combo)
Grenade Launcher	40 ducats (LIMIT : 1)
Machine Gun	60 ducats (LIMIT : 1)
Flamethrower	30 ducats
Heavy Flamethrower	55 ducats (LIMIT : 2)
Anti-Materiel Rifle	3 Glory (LIMIT : 1)

Melee Weapons

Trench Knife	1 ducats
Bayonet	2 ducats (Shield Combo)
Trench Club	3 ducats
Sword/Axe	4 ducats
Polearm	10 ducats (Shield Combo)
Great Hammer/Maul	10 ducats
Great Sword/Axe	12 ducats
Sacrificial Blade	23 ducats (LIMIT : 2, ELITE Only)
Hellblade	1 Glory Point (LIMIT : 2)
Tartarus Claws	25 ducats (Death Commando Only)
Blasphemous Staff	2 Glory Points, (ELITE Only)

Armour

Standard Armour	20 ducats
Heavy Armour	40 ducats (ELITE & Anointed only)
Trench Shield	15 ducats

Equipment

Combat Helmet	5 ducats
Gas Mask	5 ducats
Unholy Trinket	15 ducats (CONSUMABLE)
Unholy Relic	30 ducats
Incendiary Bullets	15 ducats (LIMIT : 1, CONSUMABLE)
Shovel	5 ducats
Infernal Brand Mark	5 ducats
Troop Flag	1 Glory Point (LIMIT : 1)
Musical Instrument	15 ducats (LIMIT : 1)
Mountaineer Kit	3 ducats (LIMIT : 2)
Hellbound Soul Contract	5 ducats (LIMIT : 3, Heretic Troopers and Legionnaires only)

Heretic Special Equipment

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

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. 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	+2D to Injuries	RISKY

Rules: The Sacrificial Knife adds +2 **DICE** to all rolls on the Injury Chart.

Blasphemous Staff

Made in mockery of the rod carried by the Prophet Aaron, the slightest touch from this evil staff causes unimaginable agony.

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

Hellblade

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

Name	Type	Range	Modifiers	Keywords
Hellblade	2-handed	Melee	+1D to 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 the severed hands of Malebranche, 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	-	CUMBERSOME

Rules: Tartarus Claws always come as a pair and do not allow the use of any other melee weapons or shield. 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 either of the Claws you may immediately move the model up to 6" in any direction. 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 both claws. You can only do this follow-up move once per Activation.



Heretic Elites

1 Heretic Priest

(Cost: 80 Ducats)

Your Warband must include a Heretic Priest when it is created.

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** with +1 DICE the Commando can hide if any piece of scenery the model is touching can block line of sight in any direction, even partially. If successful, enemies cannot target the Commando with ranged attacks or Charges. Weapons with the Keyword **BLAST** affect the Commando as normal if it is in the radius of the weapon. This effect ends if the Commando moves from its exact position in any way, it Makes a Ranged Attack or an enemy model comes within 1.5" of it.



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 OR	+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

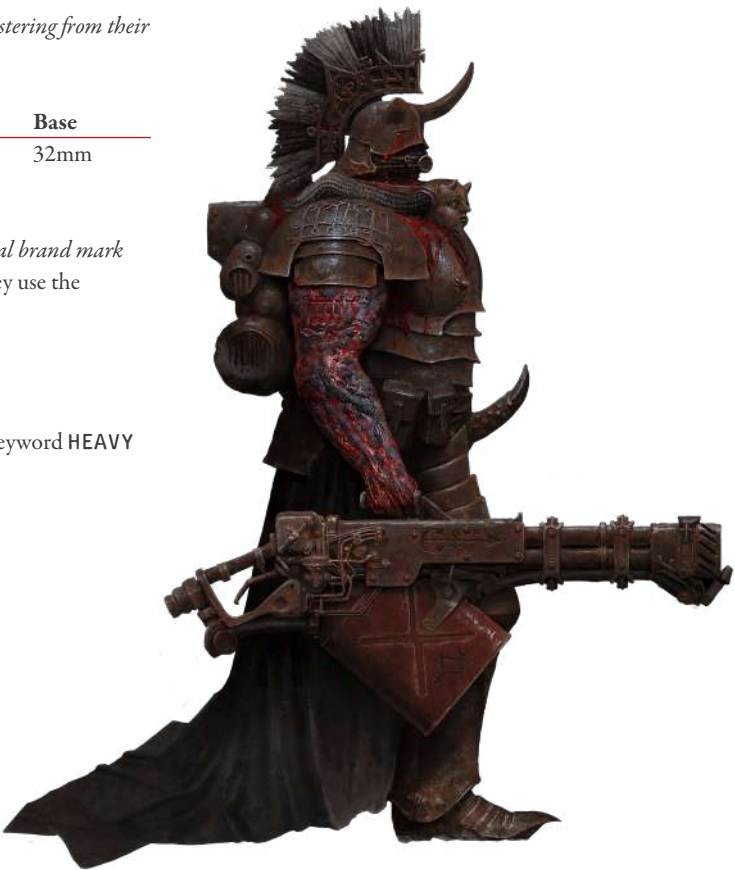
Anointed are always equipped with a suit of Heavy Armour and Infernal brand mark which are included in the cost. This armour can never be removed. They use the Heretic Legion Equipment list.

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	+2 dice	-3	50mm

Equipment

❑ You cannot buy additional equipment, weapons or armour for War Wolves. Each War Wolf is encased in a nigh impregnable suit of Tartarus Armour that is reflected in its profile above. Additionally, each War Wolf has a set of Shredding Claws and a vicious Chainsaw Mouth. These pieces of equipment are built-in and cannot be removed or lost in any way. The weapons are detailed below. The War Wolf may make one attack **ACTION** with each of these weapons in Melee Combat and may make no other attacks during its Activation (so it can make two attacks per Activation).

❑ **Chainmaw:** The War Wolf treats its Chainsaw Mouth as a melee weapon with the Keyword **RISKY** that grants a +1 **DICE** bonus to hit (for a total of +3D). Additionally, the attack ignores any armour worn by the target and has a +1 **DICE** bonus to injure. The Chainsaw Mouth does not require any hands to wield.

❑ **Shredding Claws:** The War Wolf treats its Shredding Claws as a two-handed melee weapon with the Keywords **RISKY** and **CUMBERSOME**. The Shredding Claws have a +1 **DICE** bonus to injure. Because the Shredding Claws are wielded alongside the Chainsaw Mouth, they are treated as an Off-Hand Weapon and suffer penalties accordingly.

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**.

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:** This wicked infernal weapon is treated as a one-handed Ranged weapon with the Keyword **BLAST 3"**. Specify a 1x1mm point on the battlefield within 36" (that the Witch can see) that you want to target. Next, take a Ranged Attack ACTION. If the roll fails (i.e. you roll 6 or less with the two lowest Dice), 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 bomb lands 2" away, as 7-5=2). The direction is decided by your opponent.

Roll on the Injury Chart for each model within the **BLAST** radius. 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 (roll for each model separately), stopping if they hit other models/buildings/objects. This attack has the Keyword **SHRAPNEL** and therefore causes an additional +1 **BLOOD MARKER**.

Cover, range and higher position do not affect attacks by the Infernal Bomb. Roll injuries for models that would benefit from Cover from the perspective of the **BLAST** point with -1 **DICE**.

▣ **Artificial Life:** Artillery Witches are not affected by **FEAR**. Additionally, attacks with the Keyword **GAS** suffer a -1 **DICE** penalty to injure the Witch and they do not suffer additional **BLOOD MARKERS** from the Keyword **GAS**.

Keywords

HERETIC

"And the wretched supplicants, forsaken and deformed, crawled upon their bellies."

- Biologis Mutatis 13:5



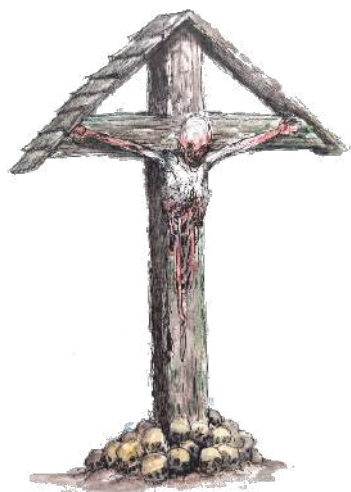
Warband Variant: Heretic Naval Raiding Party

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.

Special 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.

Special 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 caused by Difficult Terrain, though they cannot move through any objects/terrain. Dangerous terrain still affects them as normal.
- ▣ **Undead:** All models in the Trench Ghost Warband do not suffer additional BLOODMARKERS from attacks with 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. In addition, no model in the Warband may have a Hellbound Soul Contract or an Infernal Brand Mark. Any model that has one of these pieces of equipment in their base profile will not have it, although its price stays the same.
- ▣ **Slow:** All models in Trench Ghost Warband have -1 DICE in all their Dash ACTIONS.

Warband Variant: Knights of Avarice

It is said that no other arch-devil has brought more mortals to worship at the altars of Hell than the Prince of Greed. Warbands that venerate him are the very embodiment of greed and arrogance. Mammon often works from the shadows, using the power of gold and luxury to corrupt the creation and manipulate the Lords of Hell to his favour in the truly byzantine politics of the Damned. His mortal followers are much the same: arrogant, manipulative and greedy beyond comprehension. Mammon only chooses those who have accumulated a vast fortune through foul means, and especially favours those who do war on his behalf to extract wealth from those they have conquered or slain.

The warbands who follow the Prince of Greed call themselves the Knights of Avarice. Such heretics display their wealth extravagantly and prefer to carry the most expensive and hard-to-acquire weapons, armour and equipment, suffering none to join them who lacks the means to obtain their glittering panoply. They are festooned with chains of gold and the finest silk cloaks, their armour is gilded with gold and decorated with precious stones, and the handles of their great coin hammers are made of the rarest of wood. Yet despite the opulent wealth at display, their finery is tarnished by the blood and soot that spews from the Hellgate, and the delicate artistic filigree of their golden masks is both terrible and beautiful in equal measure. In combat they favour hammers and clubs that break the bones but leave the flesh and blood intact, as well as poison gas and highly accurate rifles. They scorn crude and destructive fire or explosive weapons that could damage any objects of value.

After the Knights of Avarice have claimed victory in combat, they scour the battlefield or any settlement they've conquered like a swarm of locusts. Anything and everything of value is taken: metals from brass to bronze, silver to gold, art objects, precious stones, livestock, trade goods, rare tomes and scrolls... all are meticulously catalogued and carried away by slaves and demonic beasts of burden or great armoured cars that take the stolen loot to the underground treasure chambers which act as the temples of Mammon. Even the dead are stripped of their flesh with the detached skill of seasoned butchers, ready to be sold at market. Internal organs taken from fallen victims are carefully preserved in alchemical liquids to be sold to the scientists of the infernal laboratories.

For the Heretics of the Path of Mammon hoarding riches is not mere acquisition of wealth – it is their religious compulsion. Ironically, they gain little pleasure from their vast wealth, as their greed makes

them continuously desire ever greater riches. Thus their warbands forever roam No Man's Land, looking for forgotten treasures or foes to dissect and turn into wealth. For the greed of Mammon will never be sated.

Special rules

The Knights of Avarice have the following special rules:

▣ **Worship Mammon:** In a campaign, the Patron of the Warband will always be Mammon. Instead of the Puppet Master ability, the Heretic Priest of the Knights of Avarice may select the Price of Greed ability instead of the Puppet Master ability if they wish:

The Price of Greed: The target of this curse is crushed beneath the weight of its worldly wealth. Choose any model the Priest sees within 12" and take a **RISKY ACTION**. If successful, roll immediately on the Injury Chart for that model and add +1 **DICE** to the injury roll for each -1 Armour Modifier the model has (for example if the model has a Trench Shield and standard armour, add +2 **DICE** to the injury roll).

▣ **Mammon's Chosen:** Knights of Avarice allow only the wealthiest and the best-equipped candidates to join their ranks. Your force may have no models that cost less than 80 ducats (including their equipment).

▣ **Corrupt Merchants:** Many merchants, traders and moneylenders within the Faithful nations are followers of Mammon and secretly supply the Knights of Avarice with their wares. When creating the warband, select one weapon, suit of armour or other piece of equipment from the New Antioch Armoury and one such item from the Iron Sultanate Armoury. You can acquire this gear exactly as the warband they come from. Any of these items in question must not already be available to the Heretic Warband. All the same limitations of the original lists apply, so there is little point in taking an Assassin's Dagger (for example) since it can be only used by Assassins. These two selected additions are available to your warband throughout the campaign.

▣ **Preserve the Loot:** Knights of Avarice greatly dislike using weapons that could damage the amount of wealth that can be extracted from the fallen. No weapon with the Keyword **FIRE** or **SHRAPNEL** can be used by any model in this Warband. In addition, the Artillery Witches of this Warband use Gas Bombs: They have the Keyword **GAS** instead of **SHRAPNEL** and they ignore armour. Direct hit injuries are rolled with 2D6 and models within a 3" blast radius are rolled with -1 **DICE**.

▣ **Infernal Rivalry:** Mammon is a rival of Beruth, the great devil of wrath and murder, who is the Patron of Death Commandos. As such the Knights

of Avarice may include no Death Commandos.

■ **Goetic Warlocks:** Goetic Warlocks are creations of Mammon. This Warband may include one for the price of 110 ducats. This Warlock is still a Mercenary and obeys all the rules associated with being a Mercenary (such as having fixed equipment and not being able to be promoted to an **ELITE** throughout the course of a campaign).

“You sold your false redeemer to us for a mere thirty pieces of silver. What makes you think your own price will be any higher?”

- Bera the Plutocrat-lord of Mammon

Special Weapons & Equipment

Tarnished Armour

45 ducats

This suit of armour gilded with gleaming gold comes with a helmet often with a beautiful, cherub-like face warped or corrupted in some way, such as with inhuman eyes or with the whole face twisted upside-down. Despite its splendour the armour is always tarnished by blood, offal or other kind of corruption. Merely seeing it fills mortals with incredible greed and makes the wearer an immediate target of their wrath as they attempt to tear it from them.

Rules: The suit counts as Reinforced Armour, a helmet and gas mask. When an enemy declares a charge, they must charge the model wearing this armour if it is visible, not in Cover and within 12” of the wearer, and the charging model could reach this model without climbing, leaping or crossing dangerous terrain. If the wearer of the armour is already in melee combat, this power has no effect. **LIMIT: 1**

Standard of Mammon

25 ducats

Battle Standards of Mammon are opulently decorated works of art, icons and banners done in mockery of the virtues of Charity and Temperance. Always made of the most expensive materials, each is a unique work of dark genius, often depicting saints performing vile sins or famous acts of Greed. It has the power to compel anyone to kneel before the Prince of Greed.

Rules: Grants +1 **DICE** for all Morale tests as long as the model with the standard is not Down or Out of Action. Requires one hand to use as if it was a weapon, both in ranged and melee combat. Any enemy entering melee combat against the model carrying this banner must make a successful **ACTION** or the model goes Down and cannot get up as long as they are in melee combat with the bearer of the standard. **LIMIT: 1**

Golden Calf Altar

20 ducats

This portable altar of Mammon creates illusions of immense wealth in any form its target covets above all. Overcome by supernatural greed, those affected by the Curse of Mammon are forced to swoop down, feebly trying to pick up the objects of their desire.

Rules: The area within 3” of the altar is Difficult Terrain for all models in the opposing Warband. This affects even models that can Fly. The model carrying the Altar may drop the altar at any point during their Activation. Once placed down, the Golden Calf Altar cannot be picked up again. It has a 25mm base. **HEAVY, CONSUMABLE, LIMIT: 3**

Coin Hammer

25 ducats

This double-handed hammer has the rune of mammon on its head. Its strikes leave a permanent, painful scar in the shape of Mammon's rune which burns through even the thickest armour. Mammon loves marking the innocent with his Rune, as it sows mistrust amongst his enemies.

Name	Type	Range	Modifiers	Keywords
Coin hammer	2-handed	Melee	+1D to Injuries	HEAVY

Rules: Roll all injuries with +1 **DICE**. When you cause a **BLOOD MARKER** in Melee with this weapon, the model wielding the Hammer gains one **BLESSING MARKER**. **LIMIT: 2**

Trench Pilgrims



As 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.

Warband Creation

You have **700 ducats** to recruit your initial Force in the campaign. For one-off battles, we suggest a typical force of 900 ducats and 8 Glory Points.

Trench Pilgrim Armoury

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 (Bayonet Lug)
Semi-automatic Rifle	20 ducats (Bayonet Lug)
Pistol	10 ducats
Automatic Pistol	20 ducats (LIMIT: 2)
Molotov Cocktail	5 ducats
Incendiary Grenades	15 ducats
Submachine gun	2 Glory Points (LIMIT: 4 , Bayonet Lug, Shield Combo)
Musket	5 ducats (Bayonet Lug)
Shotgun	10 ducats (Bayonet Lug, Shield Combo)
Flamethrower	30 ducats
Machine Gun	3 Glory Points
Sniper Rifle	3 Glory Points
Warcross	5 ducats
Punt Gun	20 ducats (LIMIT: 2)

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 Hammer/Maul	10 ducats
Great Sword/Axe	12 ducats
Anti-Tank Hammer	35 ducats (ELITE only, LIMIT: 2)
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 (CONSUMABLE)
Holy Relic	2 Glory Points (ELITE only)
Troop Flag	1 Glory Point (LIMIT: 1)
Medi-Kit	10 ducats
Musician's instrument	15 Ducats (LIMIT: 1 , Non- ELITE only)
Incendiary Bullets	15 ducats (LIMIT: 1 , CONSUMABLE)
Martyrdom Pills	20 ducats (CONSUMABLE)
Mountaineering Kit	3 ducats (LIMIT: 1)



Trench Pilgrims Special Equipment

The following weapons, armour and equipment are exclusively available to the Trench Pilgrim Warband.

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 Capirote shields their wearers from the psychological horror of war, enabling them to face creatures from the pits of Hell unflinchingly.

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

Molotov Cocktail

Developed on the desperate Finnish battle frontier against the 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.

War Cross

A War Cross (also known as a wurfkreuz in the Holy Roman Empire) is a four-pronged throwing weapon in the shape of a cross. It is engraved with prayers and psalms that guide it on an unerring path.

Name	Type	Range	Modifiers	Keywords
War Cross	-	8"	No long-range penalty	ASSAULT

Rules: Does not count as one of the Ranged weapons carried by the model. Cannot be carried with Grenades. Ignores penalties for long range. A model with the weapon will not run out of them.

Punt Gun

A Punt Gun is an enormous shotgun loaded with up to 25 ounces of shot. It can be loaded with a risky amount of powder and square shot which causes widespread damage and destruction. It is a very popular weapon among Trench Pilgrims who lack access to conventional heavy weapons.

Name	Type	Range	Modifiers	Keywords
Punt Gun	2-handed	18"	+1D to hit and to injure	HEAVY, SHRAPNEL

Rules: Owing to its high accuracy and lethal shot, Punt Guns add +1 **DICE** to all rolls to hit and to injury rolls. Before a model shoots with the Punt Gun, you can overcharge it with shot, giving the weapon **BLAST** a 3" radius. If you do this, the Shooting **ACTION** with the Punt Gun always ends the shooter's Activation and causes one **BLOOD MARKER** on the shooter. A model cannot Make a Ranged Attack with the Punt Gun unless it is either **STRONG** or another friendly model is in base contact with it.

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.



Elites: God's Chosen

1 War Prophet

(Cost: 80 Ducats)

Your Warband must include a War Prophet when it is created.

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

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

Abilities

- ▣ **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.
- ▣ **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, the Castigator is allowed to attack friendly models within 1" with Melee Attacks, and can do this without declaring a Charge.



Each time the Castigator takes a friendly model Out of Action with a Melee Attack, set a die aside in a pool as the act of piety inspires the troops. The next time your Warband makes a Morale roll, add an amount of +DICE to that roll equal to the amount of dice in the pool and empty it.

☐ **Zealot Strength:** The Castigator may have the Keyword **STRONG** at the cost of +5 ducats.

Keywords

PILGRIM, ELITE

“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

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



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). Martyr-Penitents retain any possessions they had before dying and being resurrected.

☐ **Zealot Strength:** One Trench Pilgrim may have the Keyword **STRONG** at the cost of +5 ducats.

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.



▣ **Awaited:** If the Ecclesiastic Prisoner is taken Out of Action by its Martyrdom Device, it does not count as being Out of Action for any rules related to Morale.

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. The only Ranged Weapons that Nuns can be equipped with are pistols, automatic pistols and war crosses.

Abilities

▣ **Blessed Stigmata:** At the start of each of their Activations, any Stigmatic Nun can remove one BLOOD MARKER (but not an INFECTION MARKER) from themselves and convert it into a BLESSING MARKER.

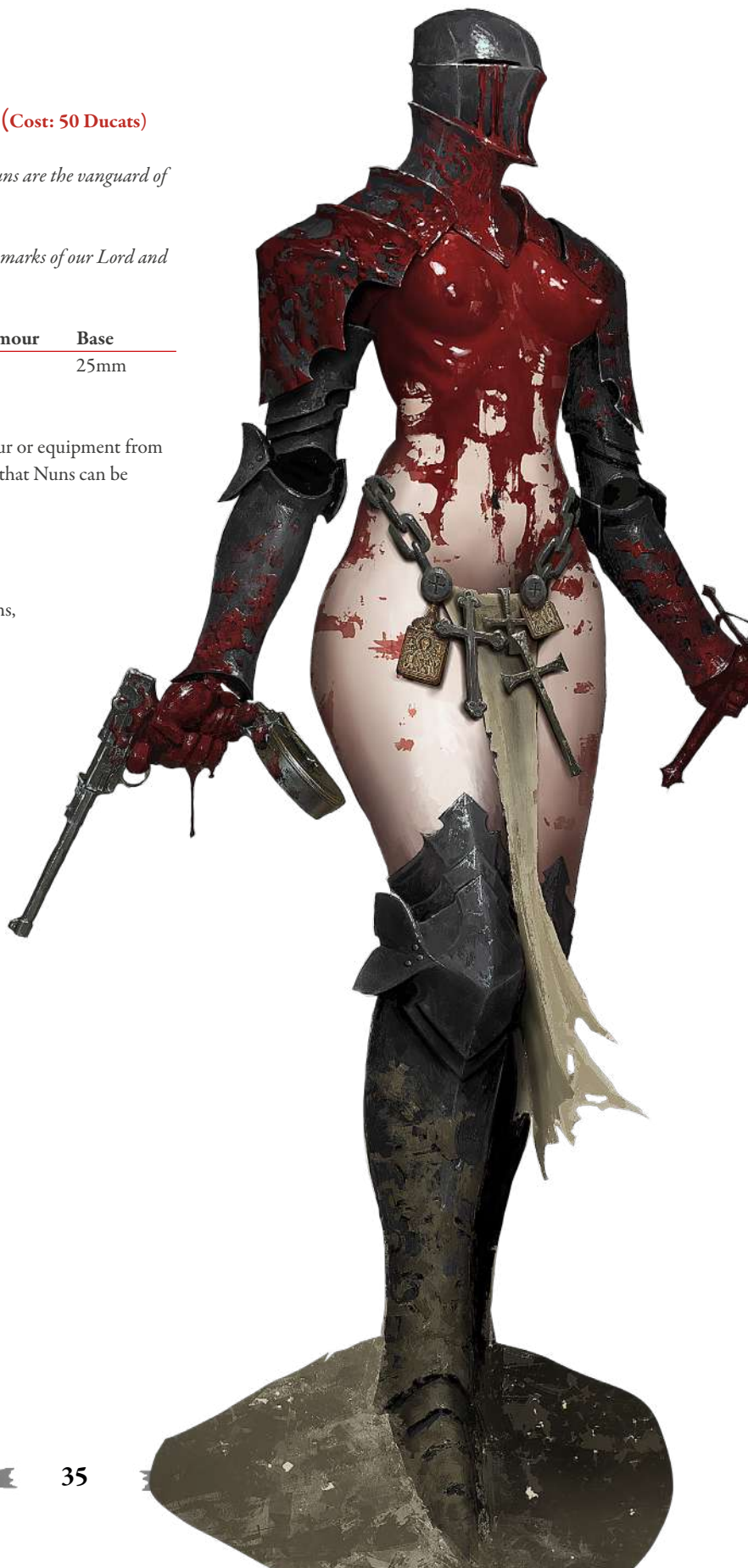
▣ **Agile:** Stigmatic Nuns may take any Dash ACTION or jump/climb/Diving Charge ACTION with +1 DICE.

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	+2 Dice	-3	60mm

Equipment

You cannot buy additional equipment, weapons or armour for Anchorite Shrines.

Each Anchorite Shrine is equipped with a suit of Armour, a Combat Helmet, a Catherine Wheel and a Bonebreaker Mace. These pieces of equipment are built into the integrity of its construction and cannot be removed or lost in any way. The weapons are detailed below. The Anchorite may make one attack **ACTION** with each of these weapons in Melee Combat and may make no other attacks during its Activation (so it can make two attacks per Activation).

▣ **Catherine Wheel:** The Anchorite Shrine treats the Catherine Wheel as a 1-handed melee weapon that grants a +1 **DICE** bonus to hit (for a total of +3 **DICE** due to its Melee Characteristic) and has the Keywords **RISKY** and **HEAVY**. Due to the enormous weight and the skill of the Anchorite Shrine in inflicting maximum pain, the Catherine Wheel rolls on the Injury Table with 3D6 (instead of usual 2D6), adding all three dice together!

▣ **Bonebreaker Mace:** The Anchorite Shrine treats the Bonebreaker Mace as a one-handed melee weapon with the Keyword **RISKY**. The Bonebreaker Mace has a +1 **DICE** bonus to injure. Because the Bonebreaker Mace is wielded alongside the Catherine Wheel, it is treated as an Off-Hand Weapon and suffers penalties accordingly.

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 **ACTIONS** 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, STRONG

“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 the Anchorite) can buy Holy Icon Shields for 20 ducats, not just **ELITE** models. In addition, models with the **ELITE** Keyword may acquire Holy Icon Armour (see below).
- ▣ **Punishing Millstones:** All models in the Procession (except Ecclesiastic Prisoners who are not worthy) add an extra +1 **DICE** to injury rolls with melee attacks against enemies who are *Down*.
- ▣ **Melee-focused:** This Warband may not have any Machine Guns.
- ▣ **Zealot Strength:** Up to three Trench Pilgrims may purchase the Zealot Strength upgrade.
- ▣ **Hammer and the Anvil:** The Anti-tank Hammers of the Warband are not limited to **ELITE**.
- ▣ **Wrath of God:** One Trench Pilgrim or Castigator in this Warband can be gripped by the vengeful fury of the Lord. This model is immune to **FEAR** and disregards any **BLOOD MARKERS** from any source. This model may never wear armour, though they can carry a Trench Shield or Holy Icon Shield. Add +15 Ducats to the cost of this model. This model may not carry any Ranged Weapons.

Procession Special Equipment

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 the Injury Chart against one enemy model within 3" of the Prophet. Armour offers no protection.
- ▣ **Stolen Communicants:** Communicants cost 3 Glory Points instead of ducats for this warband due to the difficulty of acquiring and indoctrinating them.
- ▣ **Favour of the Lord:** At the start of each Turn, you can give any one model of the Warband a **BLESSING MARKER**.

Cavalcade Special Equipment

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, the Dispenser
of Crowns to the Monarchs on the
face of the Earth, and the Shadow
of God on Earth, 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, we suggest a typical force of 900 ducats and 8 Glory Points.

Iron Sultanate Armoury

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 (Bayonet Lug)
Pistol	10 ducats
Shotgun	10 ducats (Bayonet Lug, Shield Combo)
Alaybozan	9 ducats (Sappers only, Shield Combo)
Sniper Rifle	35 ducats (ELITE and Janissaries only)
Grenades	7 ducats
Machine Gun	60 ducats (LIMIT: 1)
Flamethrower	30 ducats (LIMIT: 3)
MURAD Bombard	50 ducats (LIMIT: 1 , Brazen Bull only)
Flame Cannon	65 ducats (LIMIT: 1 , Brazen Bull only)

Melee Weapons

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

Armour

Standard Armour	20 ducats
Heavy Armour	40 ducats (ELITE & Janissaries only)
Alchemist Armour	50 ducats (ELITE only, LIMIT: 1)
Trench Shield	15 ducats

Equipment

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

Sultanate Special Weapons, Armour & Equipment

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

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 accuracy at range, but this is more than made up for 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"	-	-

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, BLAST 3

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. All models within 3" of the 1x1mm landing spot are hit as the bomb explodes – no roll to hit 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 Bombard suffer a Down result due the booming shockwave, but do not incur 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 immediately. 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, CUMBERSOME

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**.

Alaybozan

The design of this blunderbuss is based on the traditional design of tribal warriors but thoroughly modernised by the foundries of the Sultanate. It has proven its worth as the preferred weapon of the Sapper corps who must often fight in close quarters. It shoots a hail of lead bullets and iron shrapnel.

Name	Type	Range	Modifiers	Keywords
Alaybozan	2-handed	12"	-	SHRAPNEL

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, Alaybozan 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 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. You cannot use the Wind Amulet and Shovel effects simultaneously.

Marid Shovel

You can buy this enormous shovel made from alchemical bronze which makes it almost indestructible. Brazen bulls use it for public works (such as digging canals, foundations of buildings and mining) during peacetime, while at war it is used for digging trenches, ditches and bunkers.

Rules: The Marid Shovel has the Keyword **HEAVY** which allows a Brazen Bull to use it. Otherwise it works exactly like a normal shovel.



Sultan's Elite

1 Yüzbaşı Captain

(Cost: 70 Ducats)

Your Warband must include a Yüzbaşı Captain when it is created.

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** added to them. 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:** After the Assassin makes a Charge Roll, but before it moves toward its target, you may instead choose to have the Assassin 'split' itself through time if it has not already taken the Make a Melee Attack **ACTION** this Activation. Choose up to two enemy models within the charging distance from the Assassin. Then, place the Assassin into base contact with each enemy model, one after the other. It may Make a Melee Attack against each one with a single melee weapon that it is equipped with. After the attacks (and any resulting effects) have been resolved, place the Assassin at either location. The Assassin cannot make any further melee attacks during this Activation.

▣ **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.

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 causing damage as specified in the rules.
- ▣ **Forward Positions:** When the Sapper is set up during standard deployment, it can be placed up to 6" away from its player's Deployment Zone. If deployed in this way, it must be in contact with a piece of scenery. This ability cannot be used if the Scenario does not allow the use of **INFILTRATORS**.
- ▣ **Fortify:** During their Activation, a Sapper can take a **RISKY ACTION** with +1 **DICE**. If successful, the Sapper is considered to be in Cover until the model moves. This **ACTION** cannot be used if the model is in Melee combat.

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 (even if the Lion is Down itself), 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:** Once during its Activation, the Brazen Bull may make an extra **Melee Attack ACTION** against a **Downed** enemy model on a 32mm or smaller base. 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 to a 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.

Fida'i of Alamut 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 Azebs 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

Any Assassin of the Warband may buy any one of these Abilities at the cost indicated below. There cannot be any duplicates in the Warband and you can buy only one for each 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.

Secret Paths 10 ducats

At the start of the battle, right before the first model is set up, declare whether this model will be set up by using Secret Paths. A model using the Secret Paths is not set up on the battlefield at the start of the battle and it may not be activated normally during the first turn. Starting in the second turn, you may activate these models.

When you do, set up the model within contact of any edge of the battlefield but more than 8" away from all enemy models at the start of its activation. If both players have such models, the starting player declares whether one of their models is deployed or not first, followed by the other player. Alternate as normal until all such models have been declared as using Secret Paths or not.

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	40"	Ignore Armour	CRITICAL

Rules: Ignores Armour. If the Assassin hits a model and causes at least one BLOOD MARKER, the Assassin may instantly place itself into Melee Combat with that model, if there is a legal space that the Assassin could occupy within 1" of the model, regardless of the distance to the target or any interposing models/obstacles. The Assassin is considered to have charged that model, although it does not count as a Charge ACTION and therefore the Assassin can take a Move ACTION at a later point in the turn, if it hasn't already. Note that if the bow takes the target Out of Action, no BLOOD MARKERS are inflicted and this movement cannot be made.

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.

Warband Variant: The House of Wisdom

"Read in the name of thy Lord and Cherisher, Who Created man, out of a clot of congealed blood: Proclaim! And thy Lord is Most Bountiful, He Who taught the pen, Taught man that which he knew not."

-Surah 96

The House of Wisdom is the pre-eminent centre of learning within the Iron Sultanate. Its libraries, workshops, forges, gardens of exotic and wondrous plants, hospitals and observatories are unmatched. Within its halls are mechanical marvels and weapons from far-off lands, as well as trophies captured by the Sultan's forces and brought to be examined by the learned scholars of the House of Wisdom. Philosophers and theologists debate in its chambers; *ghanzal* and *qasida* poets compose verses describing the beauty and pain of life. Thus it is no wonder that the House attracts the greatest minds of the age to study in its hallowed halls, from within the Sultanate and far beyond the Iron Wall.

In its laboratories guarded by the faithful *Kavass*, the Jabirean Alchemists dissect and study the War Beasts of Shaitan so their weaknesses can be laid bare and exploited by the Believers. At such times, their roars of rage and pain echo through the porphyry corridors of the House.

To maintain a degree of independence, regardless of the royal funding, the House of Wisdom performs many services for the Sultan's armies. Their best alchemists work with the Sultanate foundries where the Great Cannons of the Iron Wall are cast. Takwin creations are provided to bolster the army of Those Who Believe, as are suits of armour and alchemical ammunition. The House of Wisdom also maintains the Sultanate fleet of airships, which both guard the realms of Those Who Believe against enemy air forces and maintain vigil over lands under darkness. They make regular excursions deep into enemy territory to witness whether the Great Sandstorm still covers the Two Holy Places, reporting any news back to the Sultan.

In exchange, the masters of the House of Wisdom have freedom to despatch their own excursions and expeditions into the lands beyond the wall, to seek tomes of knowledge lost in the dark and terrible days when the forces of Jahannam overran much of the Levant and great cities fell like blossoms of a Jasmine flower in fiery heat. Sometimes they are journeys to capture an especially ferocious beast of the enemy. At other times they seek to capture or kill Heretic Alchemists which they see as both an offence to their craft and a threat to the entire world.

These journeys are exceedingly dangerous and they are not undertaken lightly. Each Alchemist dispatched on such a journey is an irreplaceable loss, and since they operate under their own authority, they cannot expect direct support from the Sultan's forces. Many noble *Fāris* warriors have taken oaths to protect these scholars in their journeys, as well as their own *Kavass* bodyguards sworn to fight and die in defence of their Masters.

House of Wisdom Rules

The House of Wisdom Warband has the following special rules:

▣ **Alchemists:** The House of Wisdom Warband may have up to two Alchemists and must include at least one. This Warband treats Alchemist Armour as if they had a **LIMIT** of 2.

▣ **Pride of Jabir:** The Warband may include up to three Lions of Jabir.

▣ **Private Venture:** The Warband may not include any Azebs, Janissaries, Yüzbaşı or Assassins.

▣ **Noble Guardians:** The Warband may include up to two *Fāris*, noble warriors sworn to protect the House of Wisdom. They use the Janissary stats but have the Keywords **ELITE** and **STRONG**.

▣ **Kavass:** Kavass are sworn guardians of the House of Wisdom. They use Azebs stats but cannot buy the Keyword Skirmisher. Instead, up to three of them can increase their Melee Characteristic by +1 **DICE** (to +0D) at the cost of +5 ducats per model.

▣ **Weapon Collections:** When you create this warband, choose two weapons. These weapons must be found in either the Armouries of New Antioch or the Trench Pilgrims. These weapons must not already be present in the Iron Sultanate Armoury. Your Warband may acquire one of each of these weapons, following all the same limitations and costs of the original lists. Only one weapon can be picked from this list. If lost in battle, it can be repurchased by paying the indicated cost.

Secrets of the House of Wisdom

Any Alchemist of the Warband may buy any one of these Abilities at the cost indicated below. You cannot have duplicates of these abilities in the Warband, as the House of Wisdom does not want to risk depleting the number of their scholars in a single discipline.

Medicine

15 ducats

This Alchemist is a student of Ibn Sina's School of Medicine. The model is equipped with tools for healing from the House of Wisdom. The Alchemist can take an **ACTION** with +1 **DICE** to remove up to two **BLOOD MARKERS** or a single **INFECTION MARKER** from any one friendly model (including themselves) within 1" range or allow one friendly model (including themselves) who is Down to regain their footing. This training and these tools are an improvement upon the standard Medi-Kit and therefore a model with this Secret cannot carry a Medi-Kit.

Cartography & Geometry

20 ducats

The Alchemist has studied long and hard the sciences of cartography and Geometry. At the beginning of each battle, immediately before any models are deployed, up to two models in your Warband gain the Keyword **INFILTRATOR**. This ability cannot affect an Alchemist or a model with a base larger than 32mm. In addition, the Warband may re-roll one Exploration dice in the Exploration phase if you wish. The second result stands.

Secrets of Takwin

20 ducats

The Alchemist has bound their Takwin creature to themselves with unbreakable bonds. If the Alchemist is hit by an Attack while within 1" of their Homunculus, you may redirect the hit to the Homunculi instead. Determine the injuries and additional effects exactly as if the weapon just hit the Homunculi.

Chemistry & Alchemy

25 ducats

Before the battle starts, but after all models (including **INFILTRATORS**) are deployed, you may place a rectangular elemental obstacle 2" wide and 6" long. It counts both as Difficult Terrain and Dangerous Terrain, and damage it causes has the Keyword **FIRE**, **GAS** or **SHRAPNEL** (chosen when the obstacle is placed). It cannot be placed within 6" of any model or on top of any other Terrain.

Philosophy, Poetry and Theology

20 ducats

The Alchemist is well-versed in the hidden truths of the universe and of the Divine and has a calm and clear mind. The Warband gains +1 **DICE** to all Morale Rolls, cannot become Shaken and the Alchemist is immune to the effects of the Keyword **FEAR**.

Takwin Creatures

You can bring one Takwin creature for each Alchemist in your Warband and each Takwin creature must be associated with an Alchemist in your Warband. If a Takwin creature's associated Alchemist is killed (typically by acquiring three scars), that Takwin creature cannot be fielded, its equipment cannot be changed and no Alchemical Formulas may be applied to it. When you acquire a new Alchemist, if you have any unattached Takwin creatures, you must associate that new Alchemist with one of your unattached Takwin creatures. Instead of using Glory, you must buy them with ducats as indicated on the list below.

Takwin Homunculus

40 ducats

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

Equipment

The homunculus cannot be equipped with any weapons, armour or equipment. It can fight in melee without any penalty.

Abilities

▣ **Re-creation:** If the Homunculus goes Out of Action during battle and is deemed to have been killed in the post-battle sequence, you do not have to remove it from your roster. Instead, you can use 40 ducats at any time between battles to bring it back to life with all its weapons and abilities.

▣ **Artificial Body:** Created through Jabirean alchemy, the Homunculus has no vital organs and they must be dismembered in order to kill them. All injury rolls against the Homunculus are made with -1 DICE.

Keywords

SULTANATE

Alchemical formulae

You may buy any of these Alchemical Formulas to your Homunculus, either during its creation or later during any Post-Battle Sequence as long as you pay the price of each Formula. Once bought they are permanent.

You can never have more than one Alchemical Formula of the same type applied into a single Takwin creature unless otherwise specified.

▣ **Wings (30 ducats):** The Homunculus gains a new movement mode: 8"/Flying.

▣ **Elemental Resistance (40 ducats):** Attacks made against the Homunculus that have the Keywords FIRE and/or GAS suffer a -1 DICE penalty to injure it. Also the Homunculus does not suffer additional BLOOD MARKERS from attacks with Keywords FIRE and/or GAS.

▣ **Massive size (30 ducats):** The Homunculus' size is increased to huge proportions. It now has a base size of 50mm and it gains the Keyword TOUGH. This formula cannot be combined with the Alchemical Formula Wings.

▣ **Enslaved Mind (10 ducats):** The Homunculus gains the Keyword FIRETEAM along with one model of your choice in the Warband. The other model can only form a Fireteam with this Homunculi, not with any other models.

▣ **Human hands (10 ducats):** The Homunculus can buy and wield any weapon allowed in the Iron Sultanate warband or House of Wisdom list, although they cannot select ELITE only items, grenades or items limited to specific units (such as Assassins). They can also carry a Trench Shield or a Fire Shield. This will apply to the Additional Arms Formula as well. This Formula cannot be combined with the Alchemical Formula Wings.

▣ **Inhuman Strength (15 ducats):** The musculature of the Homunculus is reinforced, replaced and strengthened. It now has a base size of 32mm (or 50mm if it also has Massive size). The Homunculus gains +1

DICE to its Melee characteristic and the Keyword **STRONG**.

▣ **Terrifying Appearance (10 ducats)**: Whether by captivating beauty or a terrifying appearance, this Homunculus gains the Keyword **FEAR**.

▣ **Additional Arm (15 ducats)**: The Homunculus can perform an additional attack **ACTION** in Melee or Ranged combat without any penalty. Therefore, if making attacks with three melee weapons, only a single weapon would need to be declared as an Off-Hand weapon (suffering the appropriate penalties). It has three hands to carry weapons if combined with Human Hands and may equip weapons and a shield in any combination, as long as it has hands free to do so. In this case the Homunculi can make up to two Ranged Attack **ACTIONS** (if it has sufficient weapons and number of hands to carry them) and up to three Melee Attack **ACTIONS** (if armed with three one-handed weapons), or one Melee Attack **ACTION** with a two-handed weapon and one Melee Attack **ACTION** with a one-handed weapon.

▣ **Two heads (5 ducats)**: The Homunculus has two heads and therefore can have two sets of eyes via Alchemical Formula.

▣ **Hypnotic Eyes (15 ducats)**: Enemies suffer -1 **DICE** to hit the Homunculus in Melee. Does not affect Sniper Priests or enemies with the keyword **BLACK GRAIL**. Cannot be combined with Hawk Eyes without Two Heads.

▣ **Hawk Eyes (10 ducats)**: The eyesight of the Homunculus is based on that of a predatory bird. It can add +1 **DICE** to its Ranged Attack characteristic. Cannot be combined with Hypnotic Eyes without Two Heads.

▣ **Startling Speed (10 ducats)**: The Homunculus adds +1 **DICE** to its Dash **ACTIONS**.

▣ **Seal of Solomon (15 ducats)**: This Formula greatly enhances the intelligence of the Homunculus and makes it painfully aware of its artificial existence. It can now buy and use Equipment from the Sultanate Warband Armoury as long as it is not limited to **ELITE** models. Note that one helmet protects a Homunculus with two heads normally and the Two Heads Formula does not allow the purchase of two different kinds of headgear.

▣ **Gargantuan Size (20 ducats)**: Can only be bought if the Homunculus already has the Human Hands, Inhuman Strength and Massive Size Formulas. The Homunculus now has a Base Size of 60mm and it can now use one Brazen Bull Only weapon.

▣ **Regenerative Tissue (30 ducats)**: The Homunculus has an astonishing healing factor and can remove one **BLOOD MARKER** every time it is Activated, if it has any.

House of Wisdom Special Armoury

The following items are exclusively available to the House of Wisdom Warband.

Elixir of Al-Khidr

10 ducats

An extraordinary creation of the House of Wisdom. It is said that within its Gardens is the hidden Fountain of Life that is used as an ingredient of this powerful Alchemical formula.

Rules: Gives the model consuming the Elixir Keyword **TOUGH** for the duration of a single battle. It cannot be given to Lions of Jabir, Brazen Bulls or Homunculi.

CONSUMABLE, LIMIT: 1

Fire Shield

20 ducats

An Invention of the al-Jazari school of engineering within the House of Wisdom, this shield is treated with an Alchemical formula, making it highly resistant to fire weapons. It has proven its value in many desperate battles against the flame-wielding Heretics.

Rules: Always takes one hand to use in both melee and in ranged combat. Grants -1 to all injury rolls against the model. This bonus stacks with any armour the model wears, unless otherwise indicated. Any attack against this model that has the Keyword **FIRE** will suffer -1 **DICE** on injury rolls and will not cause an additional **BLOOD MARKER**.

LIMIT: 2



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 in the campaign. For one-off battles, we suggest a typical force of 900 ducats and 8 Glory Points.

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 (Bayonet Lug)
Semi-automatic Rifle	20 ducats (Bayonet Lug)
Automatic Rifle	40 ducats (LIMIT: 1 , Bayonet Lug)
Pistol	10 ducats
Automatic Pistol	20 ducats (ELITE only, LIMIT: 3)
Submachine gun	30 ducats (LIMIT: 2 , Bayonet Lug, Shield Combo)
Shotgun	10 ducats (Bayonet Lug, Shield Combo)
Automatic Shotgun	15 ducats (LIMIT: 2 , Bayonet Lug, Shield Combo)
Sniper Rifle	35 ducats (ELITE only)
Grenade Launcher	40 ducats (LIMIT: 2)
Grenades	7 ducats
Incendiary Grenades	15 ducats (LIMIT: 2)
Machine Gun	60 ducats (LIMIT: 2)
Flamethrower	30 ducats
Heavy Flamethrower	55 ducats (LIMIT: 1)
Satchel Charge	15 ducats (LIMIT: 3 , CONSUMABLE , one per model)

Melee Weapons

Trench Knife	1 ducat
Bayonet	2 ducats (Shield Combo)
Trench Club	3 ducats (Shield Combo)
Sword/Axe	4 ducats (Shield Combo)
Polearm	7 ducats (Shield Combo)
Great Hammer/Maul	10 ducats
Great Sword/Axe	12 ducats

Misericordia	15 ducats (LIMIT: 1 , Combat Medic only)
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Armour

Standard Armour	20 ducats
Heavy Armour	40 ducats (ELITE & Mechanised Heavy Infantry only)
Machine Armour	50 ducats (ELITE only, LIMIT: 1 excluding Mechanised Heavy Infantry)
Engineer Body Armour	45 ducats (Combat Engineer only)
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)
Field Shrine	2 Glory Points
Mountaineer Kit	3 ducats (LIMIT: 4)
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 consisting 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. They can take their **ACTIONS** in any order they wish, switching between the two models. Note that if the Activation of either member of the Fireteam forcefully ends (due a failed **RISKY ACTION** for example), it ends both Activations. Allies cannot be part of a Fireteam.

Elite: The officer corps

1 Lieutenant

(Cost: 70 Ducats)

Your Warband must include a Lieutenant when it is created.

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 and can perform various miracles such as healing or even smiting the enemy. A 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

You can choose one of the following:

- ▣ **God is With Us!**: Select one friendly model within 6" of the Priest (including the Priest) and take a RISKY ACTION. If successful, the model immediately gains a BLESSINGS MARKER.
- ▣ **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 for the rest of their Activation.

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 three 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.
- ☐ **Assault Drill:** Shocktroopers ignore the effects of Keyword **HEAVY** on Melee weapons. The Shocktrooper can still only carry a single **HEAVY** item, unless they are **STRONG**.

Keywords

NEW ANTIOCH



0-2 Combat Engineers

(Cost: 80 Ducats)

The combat engineers specialise in destroying bunkers, discovering minefields and building battlefield emplacements. 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.

- ▣ **Engineer Body Armour:** Grants a -2 modifier to injury rolls made against the Combat Engineer (this is included in the Combat Engineer's profile). All weapons with keyword **SHRAPNEL** suffer -1 DICE on all injury rolls against the Combat Engineer and **SHRAPNEL** attacks do not cause extra **BLOOD MARKERS** on a model wearing this suit. The effects relating to **SHRAPNEL** work even against attacks that ignore armour.

Abilities

- ▣ **Battlefield Demolition:** The Engineer ignores **HEAVY** rules for Satchel Charges.
- ▣ **Fortify:** 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	32/40mm

Equipment

Mechanised Heavy Infantry always wear Light Machine Armour which counts as Reinforced Armour (32mm Base). This is reflected in the cost and profile above. This can be upgraded into Machine Armour (despite not being **ELITE** and **LIMIT: 1**) for +10 ducats (40mm base). 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 **DICE** to any injury rolls the medic makes in melee against opponents who are *Down*.

▣ **Expert Medic:** Medic adds +1 **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:** A Papal States Intervention Force Warband is recruited with 500 ducats and 11 Glory Points when creating a warband for a campaign. When recruiting a warband for a one-off battle, we recommend using 700 ducats and 15 Glory Points.
- ▣ **Swiss Guard:** Up to four 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: Éire Rangers

Éire 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 Éire 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 Éire. 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 Éire Rangers has the following special rules:

- ▣ **Fianna:** Any Shocktroopers in an Éire 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:** Your army can purchase a special Carnyx instead of a generic Musical Instrument. These bagpipes are identical to a Musical Instrument (including their equipment restrictions and LIMIT), except they can be carried by an ELITE model and the model carrying them causes FEAR.
- ▣ **Hit-and-run tactics:** If a model of this Warband uses the Retreat ACTION to move away from Combat, enemies have a -1 DICE penalty to hit rolls with their free attack.
- ▣ **Berserker:** Either your Lieutenant or one of the Fianna can be 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:** Éire is a bastion of the Church, with many famed warrior-priests who travel to war. The Warband may have up to two Trench Clerics and they can choose either or instead of their standard Ability "Onward, Christian Soldiers!".
- ▣ **Loose organisation:** An Éire Warband may only have 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 per model.

▣ **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 in total. The warband can have only one Mechanised Heavy Infantry, one Sniper Priest and no Trench Moles.

▣ **Lightly-armoured:** Apart from Mechanised Heavy Infantry and Lieutenant, 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 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!

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 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.
- ▣ **Highland Machine Armour:** Models in this Warband equipped with Machine Armour ignore the penalty to Charging imposed by the armour.
- ▣ **Highland Strength:** The Lieutenant of the Warband has the Keyword **STRONG**.
- ▣ **Strained Supply:** 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.
- ▣ **Claymore Smiths:** An Alba Warband can buy Great Swords for 7 ducats instead of usual 12 ducats.
- ▣ **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.



Lochaber axe

18 ducats each

Tuagh-chatha axes combine the power of the Great Axe with the defensive qualities of a polearm. Its wicked spike has stopped many a Heretic in their tracks. The Dùn Èideann Guard are especially adept at their use.

Name	Type	Range	Modifiers	Keywords
Lochaber Axe	2-handed	Melee	+1 to injury rolls	HEAVY, CRITICAL, CUMBERSOME

Rules: All injuries are rolled with +1 added to the result (i.e. a roll of 7 on the Injury Chart becomes 8). Models equipped with a Lochaber Axe impose a -1 **DICE** to hit penalty on any charging enemies in Melee combat. This only applies when a charging model attacks, not in subsequent rounds of Melee.

The Cult of the Black Grail

Epidemics 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.

Warband Creation

You have **700 ducats** to recruit your initial Force in the campaign. For one-off battles, we suggest a typical force of 900 ducats and 8 Glory Points.



Black Grail Armoury

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 (Bayonet Lug)
Pistol	10 ducats
Musket	5 ducats (Bayonet Lug)
Infested Rifle	15 ducats (Bayonet Lug)
Corruption Belcher	30 ducats LIMIT: (2)
Putrid Shotgun	20 ducats (LIMIT: 2 , Bayonet Lug, Shield Combo)
Gas Grenades	10 ducats
Parasite Grenades	15 ducats
Viscera Cannon	50 ducats LIMIT: (1) (ELITE Only)

Melee Weapons

Trench Knife	1 ducat
Bayonet	2 ducats (Shield Combo)
Trench Club	3 ducats
Sword/Axe	4 ducats
Polearm	7 ducats (Shield Combo) (Plague Knight only)
Great Hammer/Maul	10 Ducats
Great Sword/Axe	12 Ducats
Plague Blade	20 ducats (LIMIT: 2 , ELITE Only)
Beelzebub's Axe	30 ducats (LIMIT: 1 , ELITE Only)

Armour

Standard Armour	20 ducats
Heavy Armour	40 ducats
Trench Shield	15 ducats
Black Grail Shield	20 ducats (ELITE only)

Equipment

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

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	18"	-	-

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 corrupted 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	ASSAULT

Rules: Whenever an injury roll caused by the Putrid Shotgun indicates the enemy incurring a BLOOD MARKER they gain an INFECTION MARKER instead. The Putrid Shotgun adds +1 DICE to hit on its Ranged Attacks.

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

20 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 ranged 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** or ones unaffected by **FEAR**.

The Order of the Fly

1 Lord of Tumours

(Cost: 130 ducats)

Your Warband must include a Lord of Tumours when it is created.

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. This model does not suffer additional **BLOOD MARKERS** from attacks with Keyword **GAS**.

▣ **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. This model does not suffer additional BLOOD MARKERS from attacks with Keyword GAS.
- ☐ **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, STRONG



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 or an INFECTION MARKER on a creature without the Keyword BLACK GRAIL in melee combat, the Corpse Guard can remove one of their own BLOOD or INFECTION 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.



Servants of the Black Grail

0-3 Hounds of the Black Grail (Cost: 55 ducats)

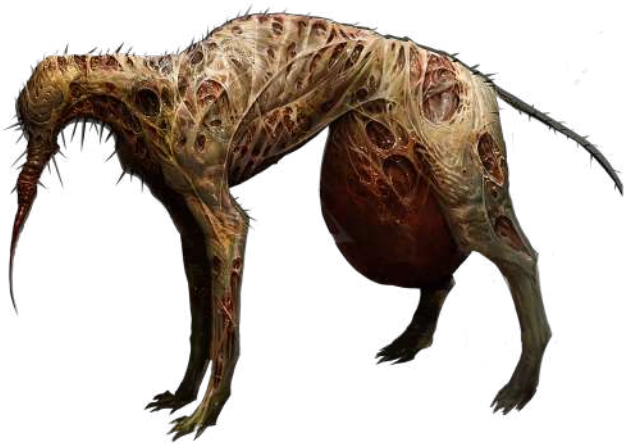
Parasitic carcasses of canines infested with maggots and flies spawned from the body of Beelzebub himself. Their unholy mission is to prowl No Man's Land and spread diseases and pestilence in the name of their dark master.

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. At the cost of +5 ducats, they cause **INFECTION MARKERS** with their unarmed attacks instead of **BLOOD MARKERS**.

- 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. This model does not suffer additional **BLOOD MARKERS** from attacks with Keyword **GAS**.
 - ☐ **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/Fly 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.

Thralls come in two varieties: Grail Thralls that have become almost impervious to pain and Fly Thralls, controlled by the gargantuan hell-flies that have buried their proboscis deep into the central nervous system of their victims, allowing far greater mobility in exchange for less resistance to pain.

Name	Movement	Ranged	Melee	Armour	Base
Thrall	4"/Infantry	N/A	-1 Dice	0	25mm
FlyThrall	6"/Flying	N/A	-1Dice	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 friendly **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. This model does not suffer additional BLOOD MARKERS from attacks with Keyword GAS.
- ☐ **Fear:** Thralls are unnatural and horrifying creatures and therefore cause FEAR.

Keywords
BLACK GRAIL, FEAR



0-4 **Heralds of Beelzebub** (Cost: 50 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:** **Heralds** suffer no penalties for fighting unarmed in melee and they cause INFECTION MARKERS with their unarmed attacks instead of BLOOD MARKERS. If this attack causes an INFECTION MARKER on any enemy without the Keyword BLACK GRAIL, the Herald can remove one of their own BLOOD MARKERS.
- ☐ **Maddening Buzz (+10 ducats):** LIMIT 1 Every ACTION taken by a model without Keyword BLACK GRAIL within 8" of a Herald is considered a RISKY ACTION. **Note:** This does not affect non-ACTION rolls such as Charge distance rolls, nor does it affect ACTIONS that do not require a roll on the Action Success Chart. ☐ **Toxic:** This model does not suffer additional BLOOD MARKERS from attacks with Keyword GAS.
- ☐ **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

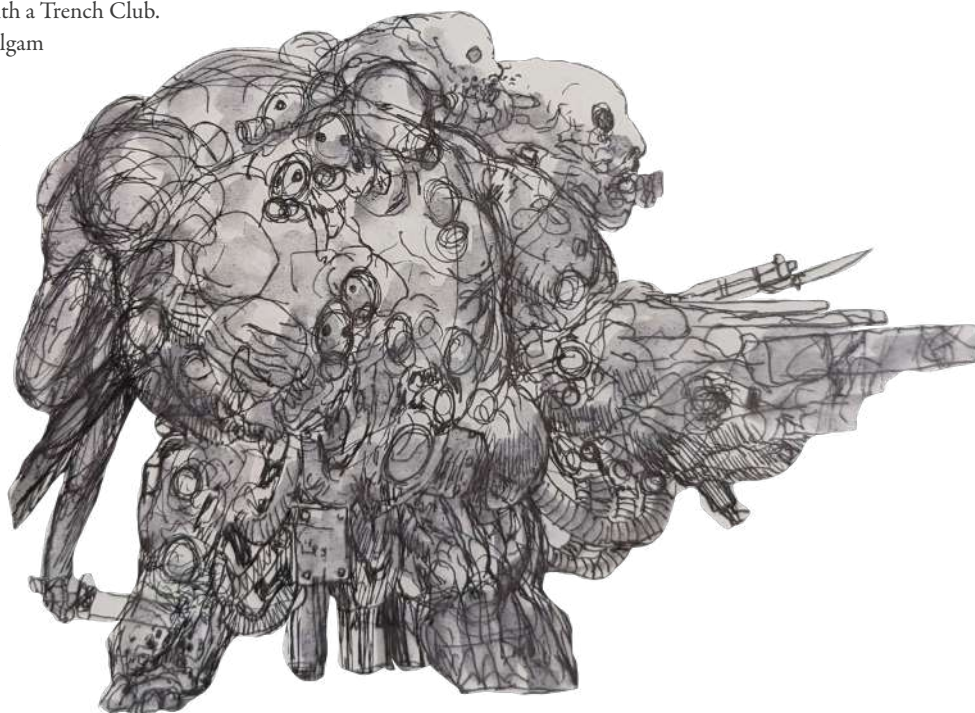
The Amalgam has six functional arms. They can carry six one-handed weapons, or three double-handed weapons, or any combination thereof, as long as the six arms can carry them. The Amalgam uses the Black Grail Equipment list for weapons – it never carries any other gear except weapons, though one of its 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 count as a separate **ACTION** and suffer no off-hand penalties in melee. The Amalgam cannot benefit from Shield Combo.

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 **-2 DICE** penalty.
- ▣ **Tough:** The Amalgam is extremely difficult to bring down with conventional weapons. It is subject to the rules for **TOUGH** Creatures.
- ▣ **Toxic:** This model does not suffer additional **BLOOD MARKERS** from attacks with Keyword **GAS**.
- ▣ **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





Warband Variant: Dirge of the Great Hegemon

In the annals of the Great War two mighty Hegemons of the Black Grail have risen: Yersinia Rex, Emperor of Pestilence, and Febris, the rotting Bride of Beelzebub. Each of them were destroyed, but at an unimaginable cost to the forces of the Great Tyrant YHWH. Even the great Paladin Engelier, the Sword of Heaven, died confronting the might of a Hegemon.

With the ascension of a Hegemon, the hideous power of the Black Grail is exalted. Beelzebub grows sleek and fat, and like a magnanimous king, bestowing blessings and gifts upon his most favoured children. Beelzebub's insidious grip over his Grail Thralls greatly increases. They move with more grace and the exalted blessings of the Grail opens their ruined minds, allowing them to truly witness the rotting glory of the Lord of the Flies, enabling them to understand more complex weaponry. In turn, the nobles that make up the ranks of the Order of the Fly are given kingly gifts from their mighty liege.

Full of the ascendant power of the Black Grail, how miserable they become when their Hegemon lord falls in battle. Each Hegemon is unique, and when slain, it can never be re-created. The ecstasy of the Plague Knights in the service of their dread ruler sinks into the deepest despair from which there is no escape. Their strain of the Black Grail is shunned by others of their kind and they are no longer welcome at Ekron, the City of Beelzebub: they are cast out from the Order of the Fly for their failure. The Hegemon's strain of disease continues spreading and creating thralls, but they are born into a world bereft of their sires, leaving them hopeless and desolated.

The eyes of the Plague Knights continuously weep cold black blood as they cry for their lost Dark Paradise that will never be again. The tantalising dream of a great flood of pestilence that cleanses the earth is lost forever. Their mournful wails echo and reverberate through No Man's Land, a cry of sorrow deeper than any mortal can feel, and agonising rage of black hatred that no mortal comprehends. They compose mournful paeans to their lost Hegemon -beautiful yet disturbing songs that promise nothing but never-ending death.

Such shattered remains of the once-mighty legions of the Hegemon take their vengeance on any opponent regardless of their allegiance, even throwing themselves at other Black Grail warbands in futile acts of regret, trying to feel pain that would at least momentarily dull their aching feeling of loss. But no such hope exists in their eternal damnation.

These bands made up of the strains of fallen Hegemons'

once-mighty legions form everlasting funeral processions for their dead masters. The echo of their dirges accompanies their solemn steps, taking them from nowhere to nowhere. Their eyes are forever stained by the foul tears of the Black Grail and their skin turns black and sloughs off, hanging in tatters like funereal garb. They seek lost artefacts and broken shards of armour and weapons of their lost liege, fashioning disturbing and rusted jewellery from these remains where the Hegemon's power still lingers beyond the grave. Few things that haunt No Man's Land are more dangerous – or ghastlier – than these corruption-ridden echoes of the dark past, the funeral processions that last until time itself is no more.

The Dirge Special Rules

The warband has the following special rules:

- ▣ **The Executor:** The Warband must include an Executor (use Plague Knight Stats), who has the Keyword **TOUGH** and Ranged characteristic of +1 DICE. The Executor costs 80 ducats.
- ▣ **The Lamenters:** The Warband can have up to two Plague Knights known as the Lamenters.
- ▣ **The Fallen:** The Warband cannot include a Lord of Tumours or Amalgam, for all were slain a long time ago.
- ▣ **The Lost:** The Warband may only have a maximum of two Hounds (known as Wailers) and a maximum of one Herald of Beelzebub (called a Weeper).
- ▣ **The Bereaved:** The Grail Thralls and Fly Thralls of the warband are called the Bereaved. Grail Thralls (but not Fly Thralls) can use Ranged weapons, Standards and Musical Instruments from the Black Grail Armoury. They have a Ranged characteristic of +0 DICE and cost 35 ducats each.
- ▣ **Dishonoured:** No model in the Warband may carry the Black Grail Shield or Beelzebub's Axe. The Lord of the Flies does not suffer failed knights to carry his device.
- ▣ **Hegemon's Last Blessing:** This Warband has Plague Blade **LIMIT: 3** and Putrid Shotgun **LIMIT: 3**.

Hegemon's Will

Using remnants of the lingering power of a fallen Hegemon, any Plague Knight of the Warband can command any Thrall within 18" of it directly. During its Activation, a Plague Knight can remove an **INFECTION MARKER** from any model in play to enable a Thrall within 18" to use any one of the Actions detailed below. Each Thrall can only be affected by Hegemon's Will once per Turn, but one Plague Knight may issue commands to multiple Thralls during a single Activation if all the conditions are met.

- ▣ **Move:** The Thrall makes the standard Move Action.
- ▣ **Ranged Attack:** The Thrall performs a Ranged Attack ACTION with any Ranged weapon it has.
- ▣ **Charge:** The Thrall makes a standard Charge Action.
- ▣ **Melee Attack:** The Thrall performs a Melee Attack ACTION.

The Dirge Special Weapons and Equipment

The following weapons, armour and equipment are exclusively available to The Dirge Warband.

Broken Crown

25 ducats

Made from the twisted and torn remains of their Hegemon's shattered armour, this crown of barbs and thorns is a constant reminder to the Mourners of their failure.

Rules: In the beginning of the Activation of the model wearing the Crown, it causes one INFECTION MARKER on each enemy model in melee combat with it. Despite its name, this item is not Headgear. ELITE only, LIMIT: 2.

Urn of Bitter Ashes

40 ducats

This black urn contains ashes left from the burned body of the fallen Hegemon, which still retain a faint echo of its hateful will. It swirls and churns in the air, all while sinister whispers emanate from within.

Rules: All ranged attacks against a model carrying the Urn and any other models fully with 3" acquire a -1 DICE penalty against any Ranged Attack ACTIONS targeting them which stacks with any other ranged modifiers such as Long Range. This applies even to weapons that ignore Cover such as Grenade Launchers. ELITE only, LIMIT: 1.

Blunderbuss

10 ducats each

A relic firearm of a bygone era, this weapon is loaded with rusty nails, lead shot, grenade shrapnel and shell pieces, some Mourners carry this weapon and form an honour guard of sorts for the Procession.

Name	Type	Range	Modifiers	Keywords
Blunderbuss	2-handed	10"	-	SHRAPNEL

Weapons, Armour & Equipment

Unless otherwise stated in the rules, each warrior in your warband has the following options for Ranged weapons:

- ▣ One two-handed ranged weapon OR
- ▣ Up to two one-handed ranged weapons.

In addition, they have the following options for Melee weapons:

- ▣ One two-handed melee weapon OR
- ▣ Up to two single-handed melee weapons.

All weapon entries clearly indicate whether 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. Unless they can be used in Melee, Ranged weapons do not use either hand in melee (leaving both hands free for melee weapons). They always count as Ranged weapons for the purposes of determining how many Ranged or Melee weapons a model can carry.

- ▣ 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.

The following pieces of Equipment and Armour can be carried by models as indicated by the rules and take one of the hands of the character at all times, thus limiting which weapons they may use in combat:

- ▣ One shield (most commonly, a trench shield) which always takes one hand to use in both melee and in ranged combat. Cannot be switched out.
- ▣ One Standard/banner/flag which always takes one hand to use in both melee and in ranged combat. Cannot be switched out.
- ▣ One musical instrument which always takes one hand to use in both melee and in ranged combat.

Cannot be switched out.

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: Ranged 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	-	

Rules: A model armed with a pistol can use it in melee as well as ranged combat (using Ranged Characteristic), including as an off-hand weapon to execute an additional melee attack.

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 (using Ranged Characteristic), 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 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	

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 (using Ranged Characteristic), 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."

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

- Book of Martyrs 4:16

Rules: Add +1 DICE when making a Ranged Weapon Attack with a Sniper Rifle. If equipped with a Scope (see Equipment), the Sniper Rifle also ignores the penalty for Long Range, even if it has moved this turn.

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, BLAST 2"

Rules: Grenades have BLAST 2" – all models within 2" of a model are hit, but models other than the original target roll injuries with -1 DICE

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 models 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, BLAST 3"

Rules: Ignores all penalties for cover. This weapon has a blast radius of 3" – all models 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. Additionally, if the Satchel Charge lands directly on top of a model, it ignores that model's armour.

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	-	CUMBERSOME

Rules: Bayonets can only be attached to weapons indicated in each Warband's Armoury with 'Bayonet lug'. They do not count towards the maximum Melee weapons a model can carry.

"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
Polearm	2-handed	Melee	-1D to hit for Chargers	CUMBERSOME

Rules: Polearms take two hands to use. Melee attacks made against this model are made with -1 DICE if the attacking model Charged this turn.

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. This bonus does not apply if used as an off-hand weapon.

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 to all injury rolls against the model. This bonus stacks with any armour the model wears, unless otherwise indicated. For the purposes of wielding a two-handed weapon with the 'Shield Combo' indicator, the Trench Shield does not take a hand to wield but still functions as normal.

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 rolls D3 for a charge extra distance instead of D6. Machine armour cannot be combined with any shield. Models wearing Machine Armour may have a base size of 40mm if you wish. Treats injury results of Down as a Minor Hit. Note that the model wearing a suit of Machine Armour can still suffer Down from other sources (MURAD Bombard, TOUGH, converting Out of Action into Down etc).

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 the 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 Capirote shields 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: Negates the extra **BLOOD MARKER** from attacks with the keyword **GAS**. Any such attacks suffer -1 **DICE** penalty to all injury rolls.

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: Before the battle begins, a model may use this item to grant a "rifle" or "pistol" weapon that they are equipped with the following ability: "Reduce the injury penalty from Armour and Shields by 1" until the end of the battle.
Keyword: **CONSUMABLE**.

Dum-Dum Bullets

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

Rules: Before the battle begins, a model may use this item to grant a “rifle” or “pistol” weapon that they are equipped with the **CRITICAL** keyword until the end of the battle. Keyword: **CONSUMABLE, CRITICAL**.

Incendiary Bullets

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

Rules: Before the battle begins, a model may use this item to grant a “rifle” or “pistol” weapon that they are equipped with the **FIRE** keyword until the end of the battle. Keywords: **FIRE, CONSUMABLE**.

Tracer Bullets

Tracer bullets allow soldiers to adjust their aim efficiently.

Rules: Before the battle begins, a model may use this item to grant a “rifle” or “pistol” weapon that they are equipped with +1D to hit with ranged attacks until the end of the battle. 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 if deployed on ground level, even if placed in open terrain. As soon as the model moves, it is no longer in Cover. A model that has Cover in this way retains the benefit of Cover even if the attacking model has an unobstructed view of it. If a model equipped with a Shovel has two hands free, it can use it in Melee Combat as if it were a Trench Club.

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: Before the battle begins, a model may use this item. If it does, injuries rolled against it suffer -1 **DICE** until the end of the battle and the model is not affected by **FEAR**. Keywords: **CONSUMABLE**.

Unholy Trinket

Rules: When a model equipped with an Unholy Trinket fails a **RISKY ACTION**, that model may use this item. If it does, its Activation is not ended. 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 a Blessed Icon fails a **RISKY ACTION**, that model may use this item. If it does, its Activation is not ended. Can be used once per Battle.

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: Negates the extra **BLOOD MARKER** from attacks with the keyword **FIRE**. Any such attacks suffer -1 **DICE** penalty to all injury rolls.

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 4" 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.

Mountaineer Kit

This kit includes ropes, carabiners, slings, mountaineering harness and pitons to aid a soldier in overcoming almost any vertical obstacle.

Rules: A model with this kit adds +1 **DICE** to any Climbing **ACTION** rolls.

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.

Before the Battle and Pre-Battle Abilities

Many abilities direct (or offer) the chance to take an action before the battle begins. These are called Pre-Battle Abilities. Unless otherwise stated, Pre-Battle Abilities are activated and resolved after forces have been assembled and the terrain has been set up, but before models have been deployed.

If both players have Pre-Battle Abilities to resolve at the same time, each player resolves a single Pre-Battle Ability at a time, in alternating order, starting with the player who has the first turn. If multiple Pre-Battle Abilities belonging to the same player need to be resolved at the same time, the player that they belong to may resolve them in any order that they please (unless the abilities specify that they must be activated in a specific order). If one player has resolved all their Pre-Battle Abilities, the other player may resolve the remainder of theirs.

Victory Points

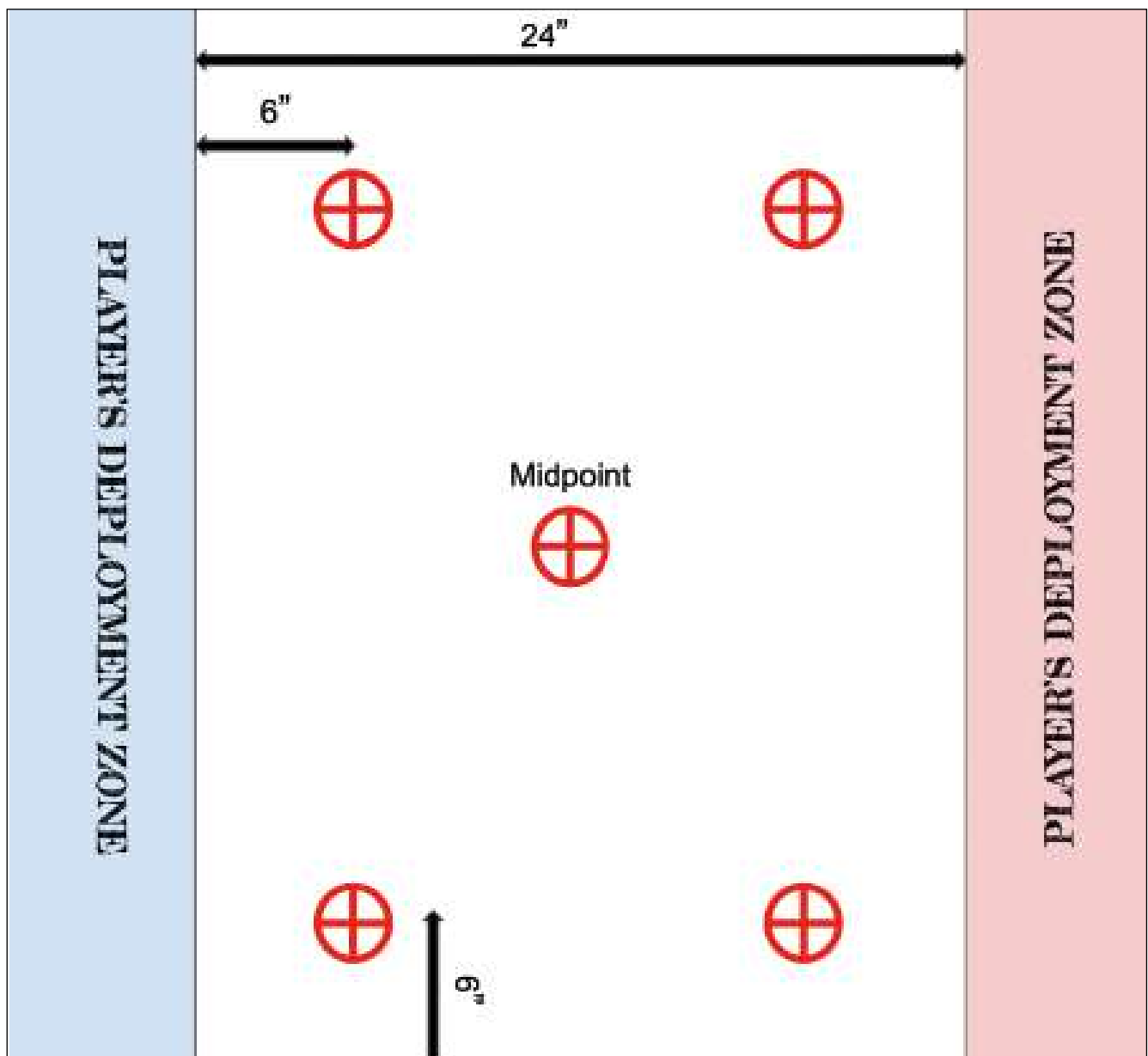
Victory Points are used to determine who wins and loses a battle in most scenarios. Victory points are often awarded for objectives specific to the scenario you are playing and this is clearly explained in the scenario itself.

If you are playing the Campaign, the winner always gains 5 Victory Points if otherwise the result would indicate less.

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:

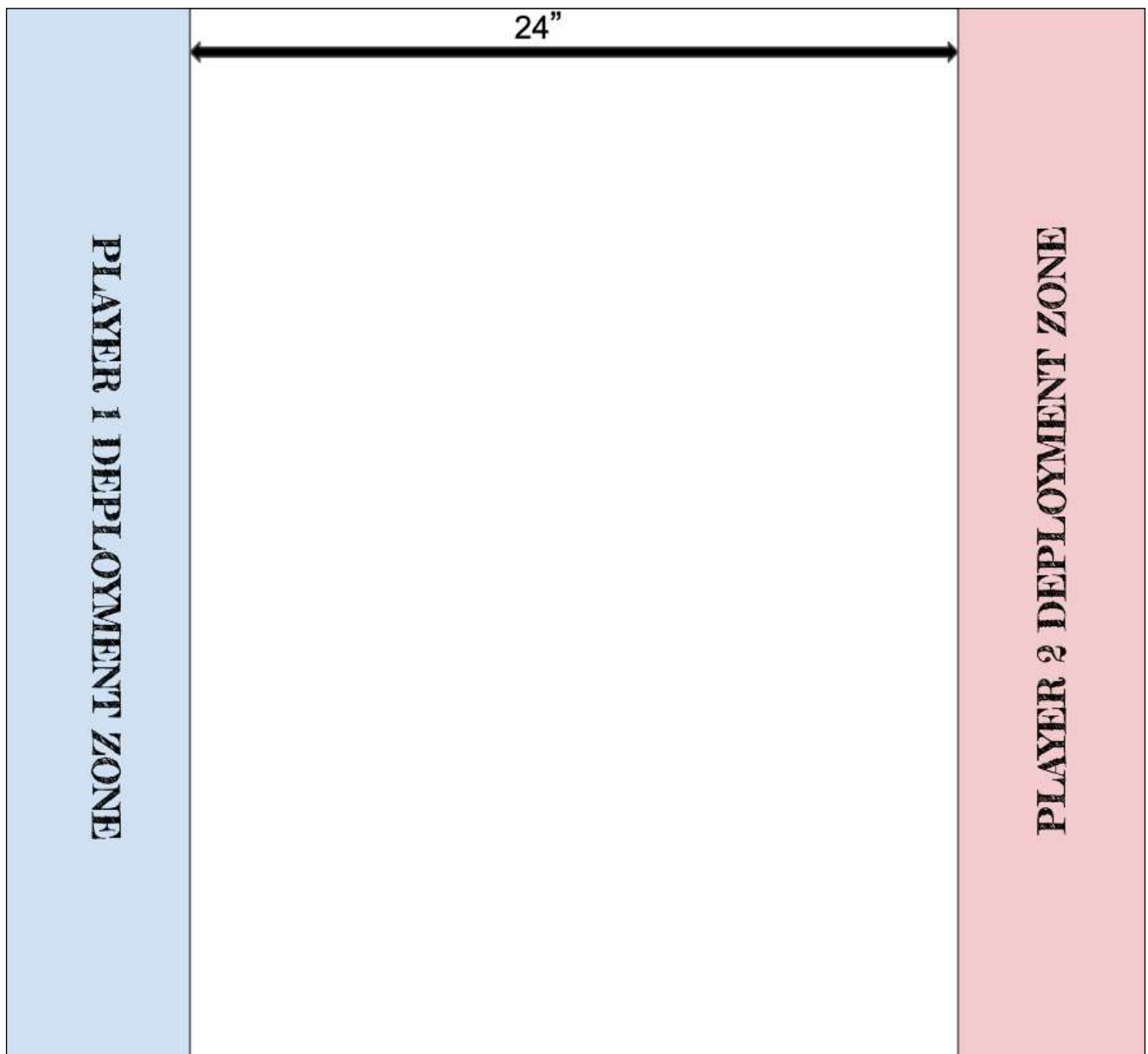
- ▣ At the end of each Turn, a player scores one victory point if they have models within 1" of any of the Objective buildings or two VPs if they control the Objective at the end of the Turn.
- ▣ A player controls an Objective if the total number of models from their warband that are wholly within that 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

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 in Cover with a shooting Attack at Long Range.
- ▣ **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.
- ▣ **Resist & Bite:** Take out an enemy with a model that is Down.

Scenario 2: Relic Hunt



Forces

Both Warbands select up to six Models from their warband. No model on 40mm+ sized base can be included (unless they are a mandatory model for your warband such as Lord of Tumours).

At the start of Turn 2, before any activations, 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, and can be Activated as standard. This happens on Turns 3 and 4 as well.

The Battlefield

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

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:

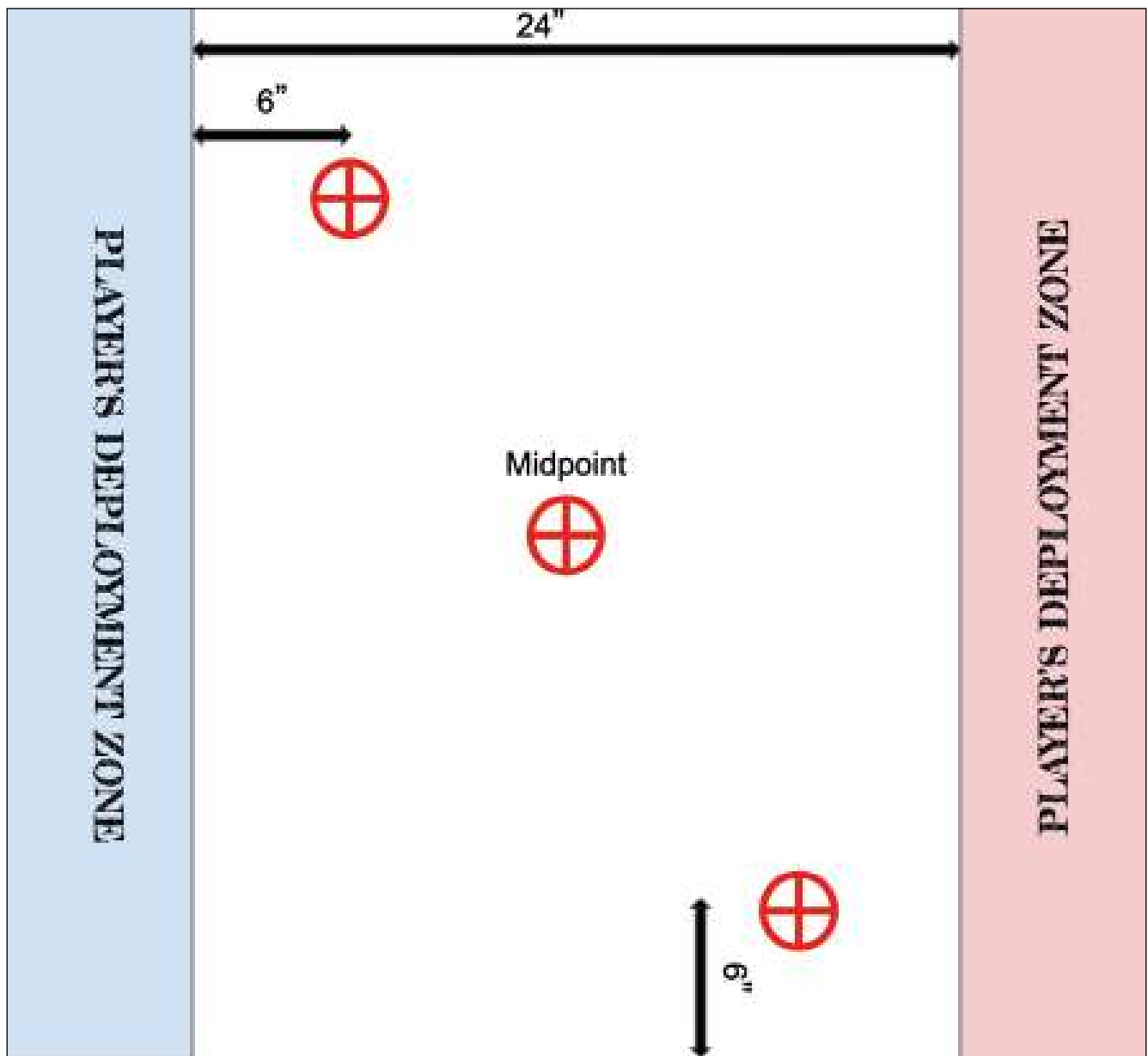
- ▣ Each player rolls a D3 and places that many 1" diameter Reliquary Markers. The player with the most Reliquary Markers (or the winner of a roll-off, if both players have the same number of markers) begins by placing one of his Reliquary Markers on the playing surface. Then his opponent does the same and they keep alternating until both players have placed all of their markers. Reliquary Markers can be placed anywhere on the playing surface outside *Impenetrable Terrain* and deployment zones, and must be more than a 12" template away from another marker and at least 6" away from table edges. If it becomes impossible to place any more markers, the remaining markers are discarded.
- ▣ To hold Reliquary Marker, a player must have a model within 1" of the marker who is not Down, and there must be no enemy models at all within 1" of the same marker. If either of these conditions is not met, that Reliquary Marker is not held by any player.
- ▣ After the game ends, the players count how many Reliquary Markers they control. The player with the most markers wins. If they hold the same number of Reliquary Markers, the game is a draw.

Glorious Deeds

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!

- ▣ **Blood Sacrifice:** One of your models takes at least three enemies out of action during the Battle.
- ▣ **What is Yours is Mine:** Claim one of the two Reliquary Markers closest to your opponent's deployment zone at the end of the game. This can be claimed by both players.
- ▣ **Cast them Down:** Make an enemy fall from a height of 3"+ thanks to your action (shooting, melee, Supernatural Power etc.).
- ▣ **Relic Hunter:** Be first to control two Reliquary Markers during the game (not end).
- ▣ **Protect the Relic:** Take out an enemy that is within 1" of one of the Reliquary Markers.
- ▣ **Hallowed Ground:** One of your models deployed at the beginning of the game makes no Melee or Ranged Attacks during the game. This can be claimed by both players.

Scenario 3: Hunt for Heroes



Forces

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:

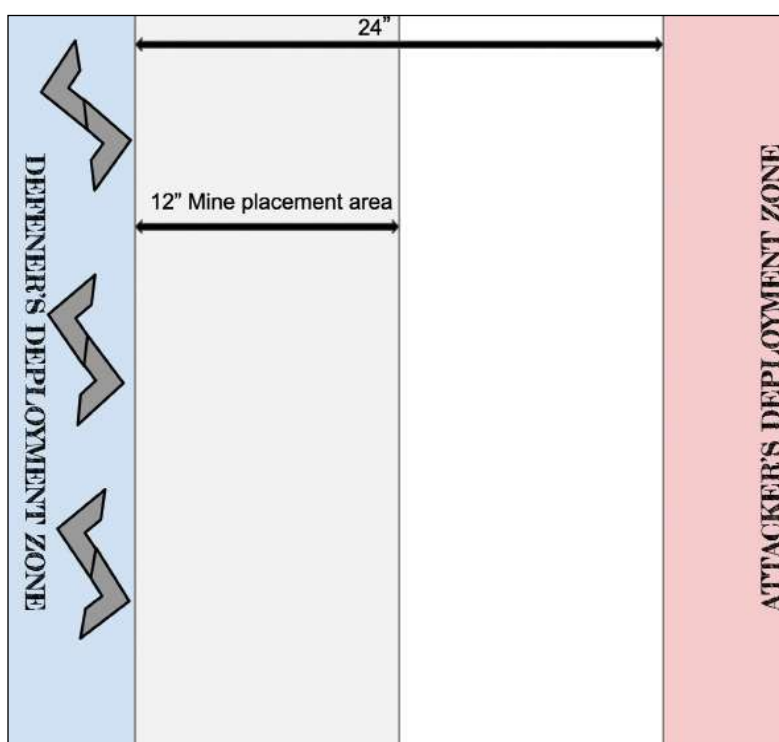
- ▣ At the end of each Turn, a player scores one VP if they have models within 1" of any of the Objective buildings or two VPs if they control the Objective at the end of the Turn.
- ▣ A player controls an Objective if the total number of models from their warband that are wholly within that building 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

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.
- ▣ **Death from Above:** Take out an enemy with a melee Attack **ACTION** benefitting from a Diving Charge.
- ▣ **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 the battle, the defender scores 3 Victory Points for each Trench section that has one of the defender's models and no enemies in it. The defender scores 2 Victory Points for each Trench section that has one of their models, but also has 1 or more enemy models. The defender scores 1 Victory Point for each Trench Section that has the equal number of enemies on both sides.
- ▣ At the end of the battle 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 and no enemy models.

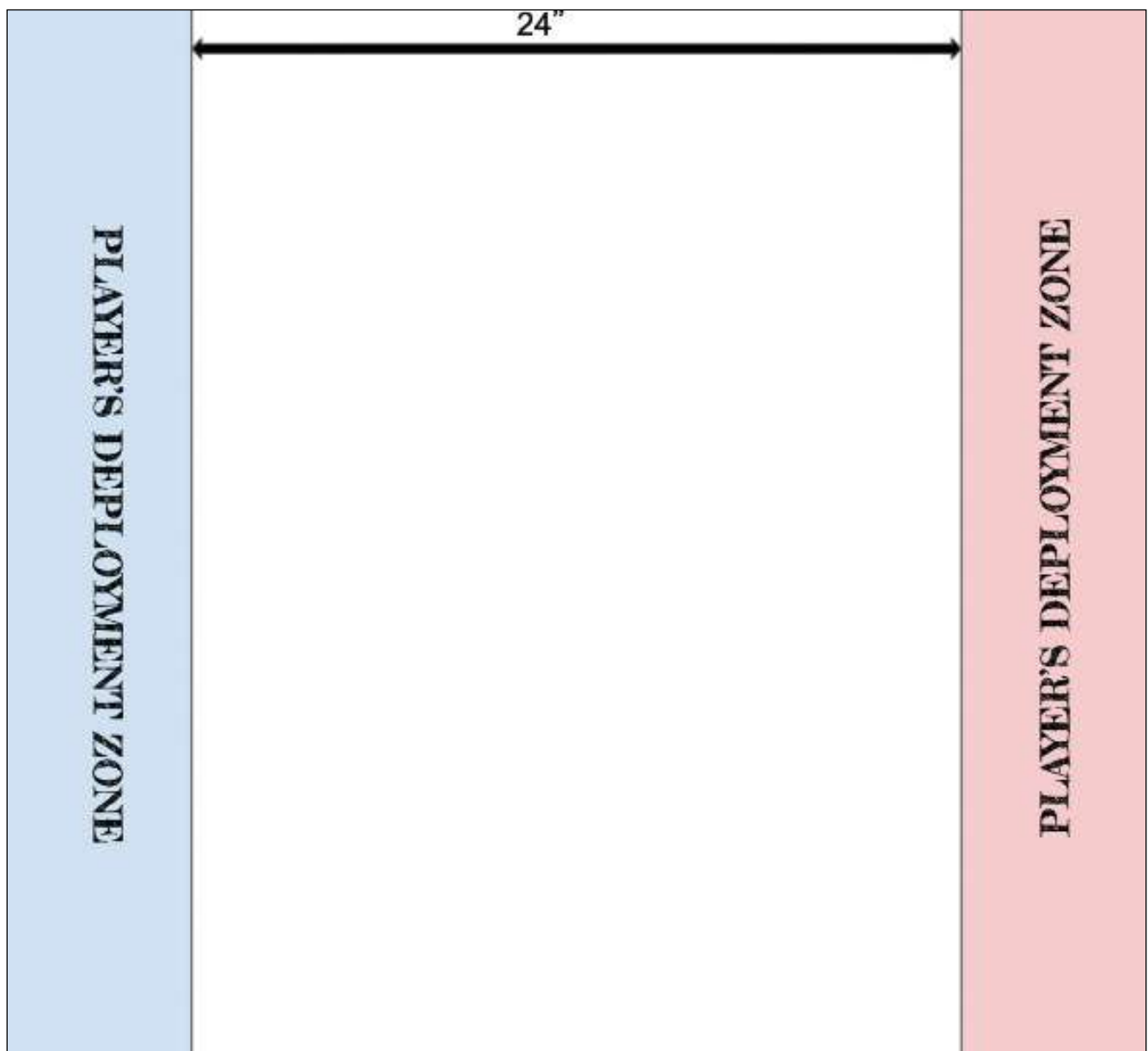
Calculate Victory Points at the end each Turn for both players and the end of the game and add them together. The player with the higher number of Victory Points wins, otherwise the game is a draw.

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 two 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.
- ▣ **Headshot:** Retreat from combat with an enemy and then take them out with a Ranged Attack **ACTION** during the same Activation.
- ▣ **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



Forces

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:

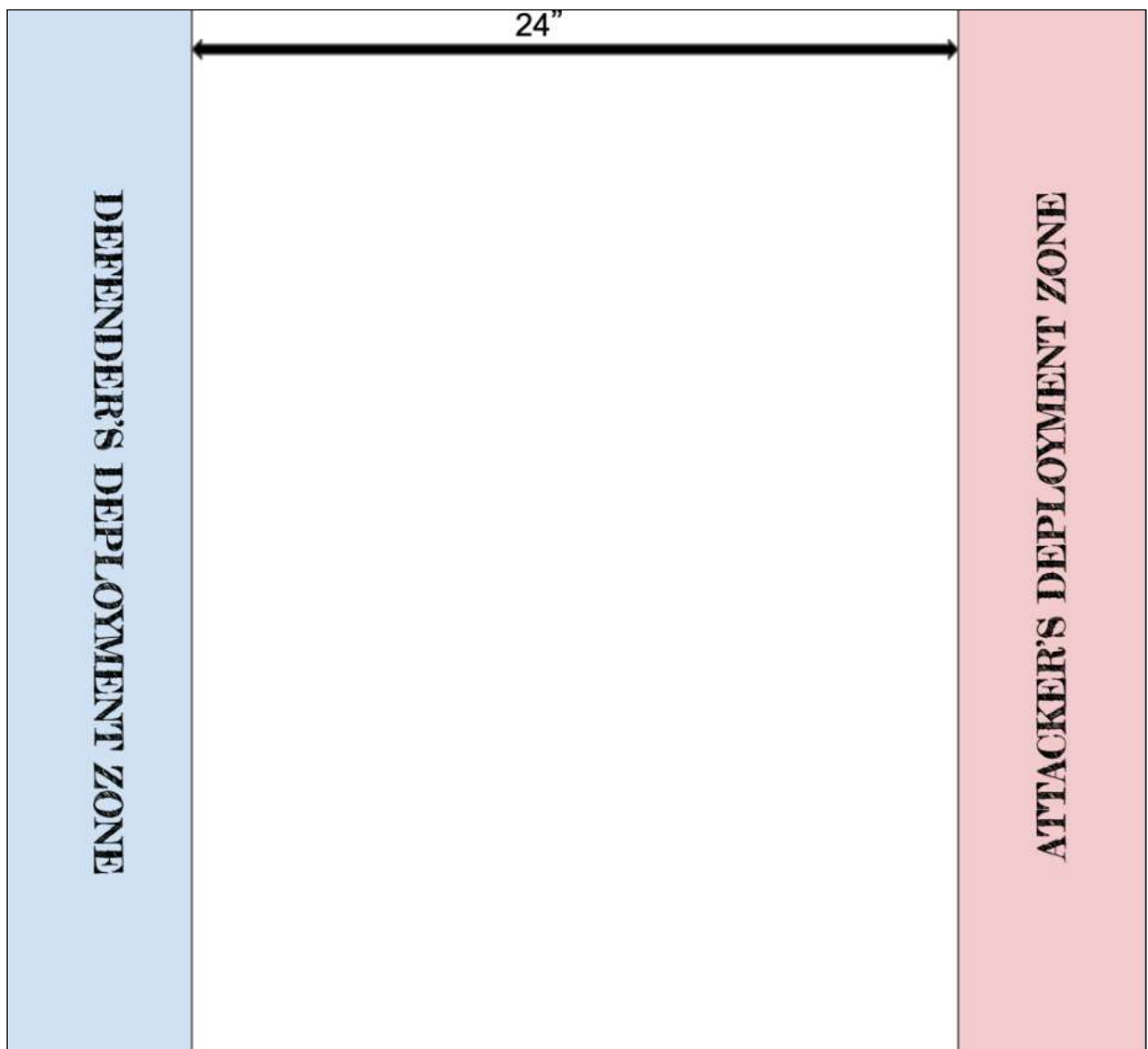
- ▣ By taking out enemies you earn Victory Points equal to the ducat value of the model (including any equipment) divided 10, rounding any fractions up to a nearest full number.
- ▣ Mercenaries & Allies are worth 3 times their Glory Points cost as Victory Points.
- ▣ Glorious equipment is worth 3 times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

Glorious Deeds

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



Scenario 6: Supply Raid



Forces

The players roll-off. The Winner can decide to be either the Attacker or the Defender.

The Defender selects up to six models from their Warband. The Attacker selects up to six + D3 models from their Warband.

In the beginning of Turn 2, both players receive D3 randomly selected models from the rest of 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. Once the player has deployed their entire warband, no further reinforcements can be deployed.

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.

Starting with the Defender, players then take turns to place an Objective Marker until each player has placed three Markers. Each Objective Marker must be more than 6" away from other Objective Markers and 6" away from the edge of the Battlefield. Only one Objective Marker can be placed in the Defender's Deployment Zone and none in the Attacker's. These represent the Defender's supplies that the Attacker is trying to destroy.

The Attacker treats the Objective Markers exactly as enemy models and they can be charged, attacked and shot at. The supplies can be destroyed by any Melee or Ranged attack that hits them from a weapon with the Keyword HEAVY.

Infiltrators

Infiltrators can be used in this Scenario.

Deployment

Starting with the Defender, the players take turns to deploy one model at a time. 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

If one Warband fails its Morale Test, the game ends in an outright victory for their Opponent.

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

- ▣ 1 Victory Point is gained per enemy model taken Out of Action.
- ▣ The Attacker gains 1 Victory Point for each Objective Marker that is destroyed.
- ▣ At the end of the Battle, the Defender gains 2 Victory Points for each Objective that remains on the Table.

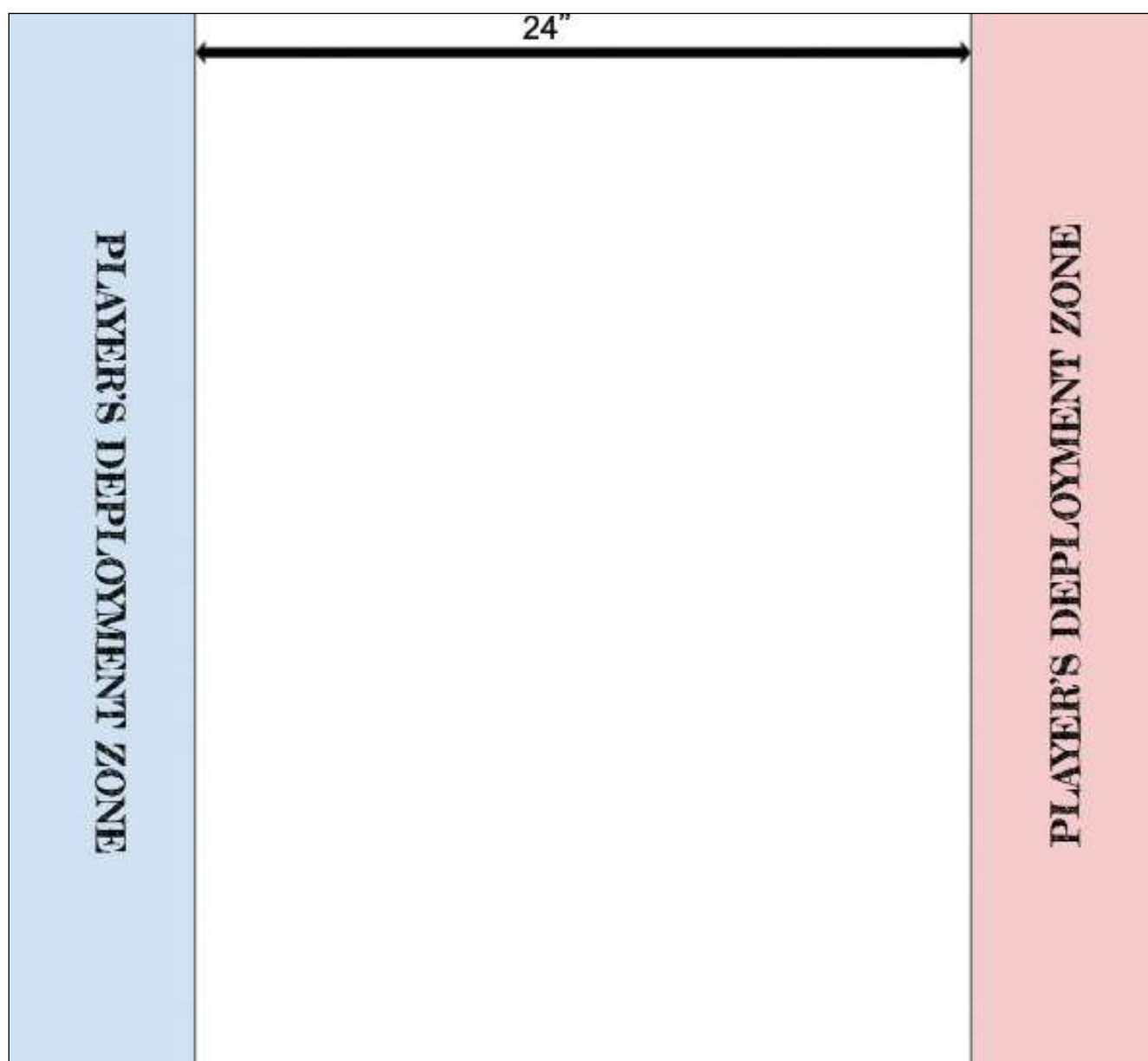
Calculate Victory Points for both players and the end of the battle and add them together. The player with the higher number of Victory Points wins, otherwise the game is a draw.

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!

- ▣ **Daring Raid:** Attacker completes this Glorious Deed if they destroy one Objective Marker in their opponent's Deployment Zone.
- ▣ **Rampage:** Attacker completes this Glorious Deed if a single model destroys 2+ Objective Markers.
- ▣ **Hold your Ground:** Pass a Morale Test.
- ▣ **Stop them in their tracks:** Defender completes this Glorious Deed if they take an enemy model Out of Action in the Attacker's Deployment Zone.
- ▣ **Victory or Death:** Win the Battle.
- ▣ **Save the Supplies!:** Defender completes this Glorious Deed if four or more Supplies are left at the end of Turn 4.

Scenario 7: Storming the Shores



Forces

Use your full Campaign Warband in this battle. Roll off to see which force is the Attacker and which is the Defender.

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, but they cannot be within 8" of any of the Defence Works (see below).

Deployment

The Defender 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. The Defender then deploys three Defence Works (at least 4" long vertically – this could be sandbags, barricades, low wall etc.), each of which counts as a defended obstacle. They must:

- ▣ Be no more than 1" high.
- ▣ Be within 18" of the centre of the battlefield (measured to the centre).
- ▣ Be at least 12" from another Defence Work (measured from the centre).
- ▣ Not be within or surrounded by impassable terrain.

Battle Length

The battle lasts for four turns.

Victory Conditions

The game ends when one of the following conditions is met:

- ▣ The defender controls all Defence Works at the start of the battle. The Attacker can destroy one of the Defence Works by having more fighters than the defender within 3" of the centre of one of the Defence Works at the end of any Turn. When this happens, remove the terrain piece. Once destroyed, it is permanently claimed by the attacker.
- ▣ At the end of any Turn when all three landmarks are captured by the Attacker.
- ▣ When one Warband loses their Morale Test and retreats.
- ▣ One Warband is completely wiped out.
- ▣ Battle ends on Turn 4 and the Defender still controls one or more of the Defence Works.

If you are Playing a Campaign, the Winner gains 5 Victory Points.

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!

- ▣ **Feigned Retreat:** Retreat from Melee Combat and then shoot and hit the enemy you escaped from during the same Activation.
- ▣ **Running the Gauntlet:** In single Activation, Dash and Charge an enemy that is within 3" of one of the Defence Works.
- ▣ **Last Ditch Effort:** Take out an enemy with the last Model you Activate during any of your Turns.
- ▣ **Unto the Breach:** Take out an enemy in melee who is using one of the Defence Works as a Defended Obstacle.
- ▣ **Hold Your Ground:** Pass a Morale Test.
- ▣ **Barrage:** Take out an enemy with a weapon that has one of the following Keywords: FIRE, GAS or SHRAPNEL.

Random Scenario Generator

These rules can be used to generate either one-off or Campaign scenarios on the fly. To Generate a Scenario, follow these steps:

1. One player rolls for Scenario type on the chart below.
2. One player rolls for Deployment type on the chart below.
3. Both players roll for Glorious Deeds on the charts below.
4. Players set up Terrain according to the instructions.
5. Players deploy their troops according to instructions.
6. Determine the Length of the Game as detailed below.

Setting Up

Unless the Scenario instructs otherwise, 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.

When a model that is not set up on the playing area moves onto the table, measure the move from its entry point as determined in the Scenario.

Terrain

Set up Terrain as explained in the Terrain section of the book. It is important for any battlefield to have enough terrain to block Line of Sight at regular intervals so that the game does not turn into a battle where only long-range weapons matter. Both players should set up an equal number of terrain pieces.

Game Length

At the end of the fifth turn of the game, one of the players rolls a D6. If the result is 4 or more, the game ends. If the game continues, at the end of the sixth turn the game ends.

Roll for Scenario Type

After terrain has been placed, either player rolls a D6 and consults the chart below to determine the victory conditions for the game. Note that if you are playing a Campaign, the Winner always gains **5 Victory Points**, even if otherwise the result would indicate less.

Scenario Chart (roll a D6)

1	ATTRITIONAL BATTLE
2	TAKE AND HOLD
3	SABOTAGE
4	OVER THE TOP
5	BREAKTHROUGH
6	RETRIEVE

Scenario Objective 1: Attritional Battle

At the end of the game, each player totals up the ducat value of their enemy models that they have taken Out of Action and divides the number by 100, rounding any fractions up to find the number of Victory Points each player has Scored. Troops bought with Glory are worth 30 ducats per Glory Point for this calculation. The highest scoring player wins. You gain +1 Victory Point for each enemy you kill on the opposing half of the table from your own.

Scenario Objective 2: Take and Hold

Each player rolls D3+1 and takes that many 1" radius Objective markers. The player with the most objective markers (or the winner of a roll-off, if both players have the same number of markers) begins by placing one of their Objective markers on the playing surface. Then the opponent does the same. They keep alternating until both players have placed all their Objective markers. Objective markers can be placed anywhere on the playing surface outside Impassable terrain and more than 8" away from another marker, table edge or any Deployment Zone. If it becomes impossible to place any more markers, the remaining markers are discarded.

To hold an objective, a player must have a model within 3" of the marker and there must be no enemy models at all within 3" of the same marker. If either of these conditions is not met, that objective is not held by any player.

After the game ends, the players determine how many objectives they control. The player with the most objective markers wins. If they hold the same number of objectives, the game is a draw.

Scenario Objective 3: Sabotage

Each player places objectives, as described for Mission 2. Then the players roll-off and the winner decides to be the attacker or defender. During the game, the attacker can destroy the objectives by planting mines/demolition charges or other explosives on them. To plant an explosive charge on an objective, any attacking model must first move into base contact with the objective marker and then use any Melee Attack ACTION they

have on the objective – this automatically plants the charges and the Activation of the Model ends. In any following turn, if the attacking model is activated and moves away from the marker, the objective is automatically destroyed and any other model (friend or foe) that is still in base contact with the objective must immediately roll on the Injury Chart while ignoring armour. If the model moves away from the Marker or is taken Out of Action before its next Activation, the explosive Charge does not go off.

After the game ends, if the Attacker has destroyed more objectives than their opponent, the Attacker wins. If less, the Attacker loses. If both players have destroyed the same number of objectives, the game is a draw. Infiltrators must be deployed as normal troops.

Scenario Objective 4: Over the Top

Both Players place four 8" + long Trench Sections in their own deployment zone, at least 3" away from the nearest other Trench. At the end of the Battle, players score 1 Victory Point for each of their own Trenches they hold where there are no enemy models in the same Trench Section. They gain 1 VP for each enemy Trench they have that has at least one of their own models, and 2 VP if there are no enemy models in the Trench.

If you roll a Chance Encounter as a Deployment type, roll again until you get a different one.

Scenario Objective 5: Breakthrough

After rolling for Set-Up type, just before starting the Set-Up Warbands step, the players roll off and the winner picks any of the four table edges for his opponent to escape from. Then his opponent does the same, but he cannot choose the same table edge picked by the first player.

Any model that moves into contact with the 'Extraction Point,' which is a point in the exact centre of the chosen table edge, is removed and counts as Escaped. If enemy models are placed to block the extraction point, models can escape as near as possible to the extraction point, on either side of the blocking models.

At the end of the game, each player totals up the ducat value of their own models that have Escaped the battlefield and divides the number by 100, rounding any fractions up to find the number of Victory Points

each player has Scored. Troops bought with Glory are worth 30 ducats per Glory Point for this calculation. The highest scoring player wins.

Scenario Objective 6: Retrieve

Move an area of dense terrain (of at least 6"x6") that is closest to the centre of the table so that it is now in the centre of the table. Next place an objective marker in it, exactly in the centre of the table. This marker represents a small object, such as a relic, artefact, lost experimental weapon etc.

During the game, any model that ends its move in contact with the marker picks it up. That model is now carrying the object and will carry it until it leaves the table or is destroyed. As long as it's carrying the object, the model cannot Attack and cannot Dash and no other method of movement (teleportation, Puppet Master etc) can be used to move the model due the mystical effect of the Relic! At the end of its activation, the model can pass the object to any friendly model within 1" range, as long as neither model is in Melee combat with an enemy. The model receiving the object is considered to have ended their Activation this Turn, if it has not done so yet.

If the model carrying the object is taken Out of Action the object is immediately 'thrown' D6" in a direction indicated by the opposing player, though never from the battlefield. Stop if the object moves into contact with Impenetrable terrain just outside it. If it lands on top of a model, the model immediately picks it up, except if there is also an enemy model in Melee Combat with it, in which case it is 'thrown' again.

If the model carrying the object moves into contact with any table edge, it has Escaped with the object and the player immediately wins the game.

If the game ends while a model is carrying the object, the players roll off with D6 one last time. If the player controlling the model carrying the objective wins the roll-off, he wins the game. In any other case, the game is a draw.

Infiltrators must be deployed as normal troops.

Roll for Deployment Type

The player that did not roll for Missions rolls a D6 and consults the chart below to determine how the Warbands deploy for the game.

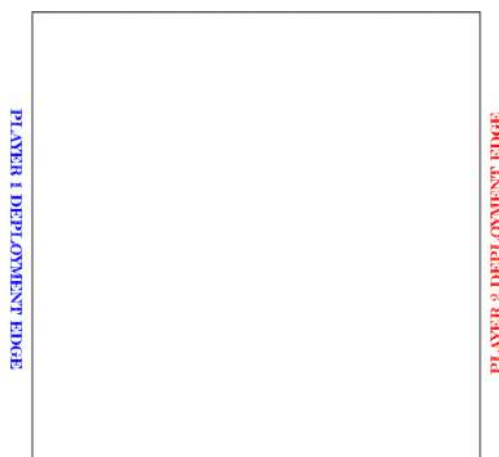
Deployment Type Chart (roll a D6)	
1	CHANCE ENCOUNTER
2	STANDARD DEPLOYMENT
3	FLANK ATTACK
4	LONG-DISTANCE BATTLE
5	TUNNELS
6	FOG OF WAR

1. Chance Encounter

The players roll-off and the winner chooses which long table side belongs to them (or any edge if you are playing on a square area). The opponent gets the opposite table edge (see diagram below).

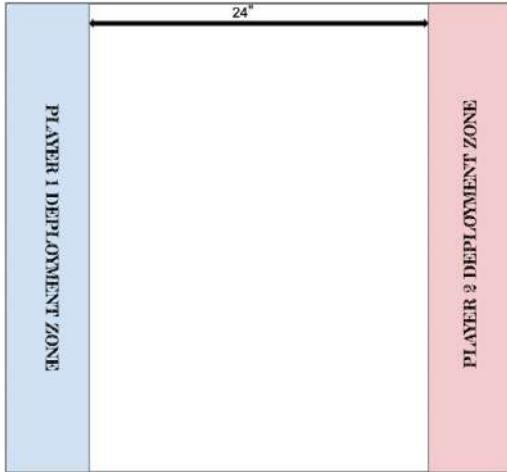
Models are not set up on the table at the start of the game. Instead on the first turn of the game half of the Warband (selected by each player) enters the battlefield – when one of the models is activated, it starts its move onto the table from any point along the player's table edge, though it cannot be deployed directly into Melee combat. In Turn 2, the rest of the Warband is deployed exactly the same way.

The Scenario with Chance Encounter Deployment lasts for a minimum of six turns.

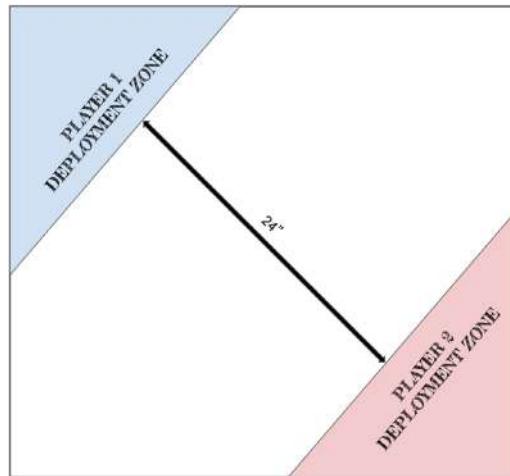


2. Standard Deployment

The players roll-off and the winner chooses which table edge belongs to them. The opponent gets the opposite table edge.

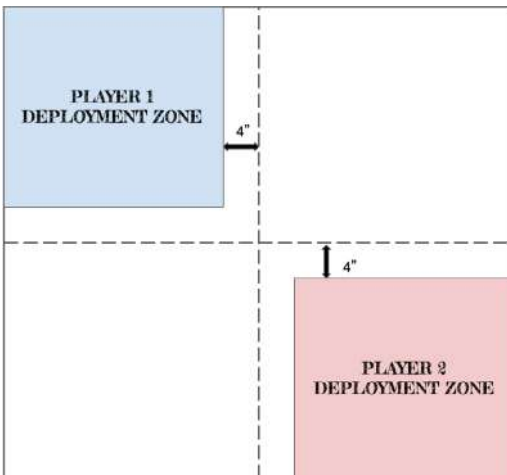


first player places another model and the two keep alternating until all models have been set up. Battles with this deployment last a minimum of six Turns.



3. Flank Attack

Use the Flank Attack Deployment Map below. The winner of the roll-off then places one model anywhere within their Deployment Zone (see diagram). The opponent does the same. Then the first player places another model and the two keep alternating until all models have been set up.



4. Long-distance Battle

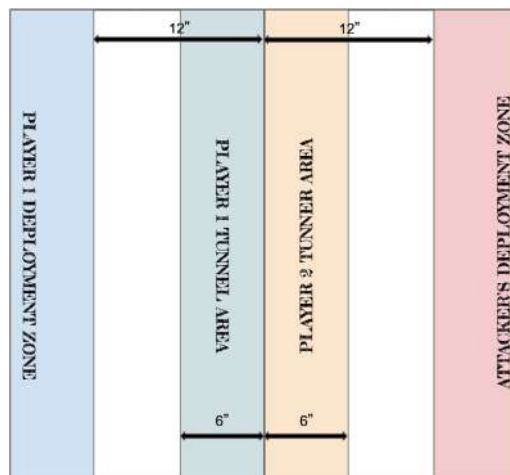
The players roll-off and the winner chooses which corner of the table belongs to them. The opponent gets the opposite corner. The winner of the roll-off then places one model anywhere within 12" of their table corner (see diagram). The opponent does the same. Then the

5. Tunnels

The players roll-off and the winner places a 1" Tunnel marker anywhere that is more than 6" from the table's middle line (see diagram), though not on impassable terrain. The opponent does the same on the opposite side of the table's middle line (see diagram below).

Not all models are set up on the table at the start of the game. Players must leave half of their models in reserve (rounding down). On the first turn of the game, the remaining models enter the battle through tunnels – when one of these models is Activated, it is placed anywhere within 6" of its Tunnel Marker, though not in Melee combat. Models that enter the battlefield this way cannot Dash in the first Turn of the game.

Infiltrators are deployed as normal troops in this Deployment type.



6. Fog of War

The players roll-off and the winner chooses which table edge belongs to them. The opponent gets the opposite table edge (see diagram) and both deploy normally. Not all models are set up on the table at the start of the game. Players must leave half of their models in reserve (rounding down).

On the first turn of the game, the remaining models enter the battle at random locations – when one of these models is Activated, the player rolls a D6 and consults the Fog of War Chart below. The chart details from which table edge the model enters. Models entering the battle cannot be placed directly into Melee combat.

	NORTH SIDE DEPLOYMENT ZONE	
WEST SIDE DEPLOYMENT ZONE		EAST SIDE DEPLOYMENT ZONE
	SOUTH SIDE DEPLOYMENT ZONE	

Fog of War Chart

Roll one D6 and consult the following chart:

1. Your opponent chooses one of the results below.
2. Enter from the centre of the North edge.
3. Enter from the centre of the East edge.
4. Enter from the centre of the South edge.
5. Enter from the centre of the West edge.
6. You choose one of the results above.

Glorious Deeds

To determine Glorious Deeds for the Scenario, each player rolls two D6, one after the other. If a player rolls the same result on both dice, roll one of the dice again until the dice show different results. Match each player's results to their table below.

Finally, every scenario shares a fifth Glorious Deed: "Victorious: Win the Battle." Completing any of these Glorious Deeds earns the player that completed it **1 Glory Point**. Once a Glorious Deed is completed by a player, it cannot be completed again by either player.



Die Result - Player 1

- 1 **Reaper:** Take at least three enemies Out of Action with one of your models during the Battle using any **ACTIONS** the model has.
- 2 **Sharpshooter:** Take out an enemy in Cover while shooting from Long Range. Auto-hit weapons, grenades and weapons with Blast Radius do not count.
- 3 **Bloodletting:** Inflict a sixth **BLOOD MARKER** on any enemy with an attack from one of your models.
- 4 **Feigned Retreat:** Retreat from Melee Combat and then shoot and hit the enemy you escaped from during the same Activation.
- 5 **Fickle Luck:** Use 2+ **BLOOD MARKERS** on a single enemy to give one of their **ACTIONS** -2 **DICE** (or more).
- 6 **Head-hunter:** Take two enemies Out of Action with Ranged attacks with a single model.

Die Result - Player 2

- 1 **Risk It All:** Succeed in two or more **RISKY ACTIONS** with one model during a single Activation.
- 2 **Live Dangerously:** Retreat from Melee Combat twice with one model during the game.
- 3 **Killer Instinct:** Take two enemies Out of Action with one model in melee during the battle.
- 4 **No Escape:** Successfully charge an enemy you cannot see.
- 5 **Cast Them Down:** Make an enemy fall from a height of 3"+ due to your action (shooting, melee, Supernatural Power etc).
- 6 **Show of Mercy:** Retreat from Melee Combat with an enemy that is Down.