

TRENCH⁺CRUSADE™

Playtest rules

v1.6.3

by Factory Fortress Inc.

Created by
Mike Franchina

Game design
Tuomas Pirinen

Artwork
Mike Franchina & Des Hanley

Layout
James Sherriff

Additional editing
Eleanor Marie

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

Trench Crusade and all artwork copyright © 2025 Factory Fortress Inc.
Trench Crusade playtest rules copyright © 2025 Factory Fortress Inc.



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

Join us in the trenches, pilgrim:

www.facebook.com/trenchcrusadeofficial

<https://discord.gg/TveDjJpk>



Playtest rules

Tranch 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 commands a Warband, which typically consists of 6-20 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 will 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.

Terrain

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

Measuring tool

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

Dice

Next, you will require dice. Each player should have eight 6-sided dice (D6s) in their own distinct colours.

Blood Marker Dice

Finally, you will need a few red 6-sided dice to represent BLOOD MARKERS (explained in the rules below).

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 on page 12 for the full list to see their effects on gameplay.

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 the next player to activate one of their models.

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

The player with the **lowest** number of models currently remaining on the table 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 each player has 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.

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.

Several **ACTIONS** require you to roll on the **Action Success Chart** (see below) to see if you succeed. 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. 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!

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 (that the charging model 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 with 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**.

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

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: Ranged and Melee Attacks add +1 DICE to injury rolls if your result is 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** fails, and it was **RISKY**, the model's Activation ends immediately.

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 the format of **+1 DICE** and **-1 DICE**. Many models have them on their profile for Melee and Ranged attacks, and things like range, cover and so on can apply them to the dice rolls you make on the **Action Success Chart** or **Injury Chart**. For each **+DICE**, add one dice to the dice pool of the 2D6 roll you are about to make. Thus **+1 DICE** makes the roll a total of 3D6. Then roll all the dice and pick the two **highest** numbers. If two **+DICE** are added, roll 4D6 and pick the two highest and so on.

The **-DICE** works in reverse. For each **-1 DICE**, add one dice to the dice pool of the 2D6 roll you are about to make. Thus **-1 DICE** makes the roll a total of 3D6. Then roll all the dice and pick the two **lowest** numbers.

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 made by a model, it can climb surfaces, 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).

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 from any source. 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 on 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**. The result is 4, 5 and 1. Since one **+DICE** was used, the player picks the two highest numbers which total 9. The Pilgrim is taken out of action!

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.

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**.

Fractions

In all cases where the rules refer to fractions, always round up to the nearest whole number when necessary. For example, if your warband has nine models and the rule calls for something to effect 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.

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, though they can move less and not at all if you wish. There are a number of general rules that apply to all of the movement that a model takes during its Activation. Certain types of movement, such as *Falling* or the knockback effect of an Artillery Witch's Infernal Bomb, are not subject to these rules. Regardless of the type of movement, a model cannot move off the battlefield unless a rule specifically states so.

- A model cannot enter Melee Combat (within 1" of enemy models) unless it Charges.
- A model cannot leave Melee Combat (within 1" of enemy models) at any point during Movement unless it is Retreating.
- A model in Melee Combat cannot otherwise move unless they began their Activation in Melee Combat, take the standard Move ACTION and remain in Melee Combat with every model that they were in Melee Combat with at the start of their Activation.
- A model can move through friendly models if it has enough movement to move past them entirely.
- A model cannot move off the battlefield unless a

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.

rule specifically states 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 model 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 the 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, and 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 Down and is injured as per the rules for Falling.

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 that it does not have enough movement to clear. 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 make an injury roll.

Falling

When a model falls, it is moved from its current position to the first space that it can 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, 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. Ladders and ramps are open terrain.

Difficult: This includes rock beds, swamps, barbed wire and so on. Moving through Difficult Terrain costs double the normal movement of the model.

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 of 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 attack 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. Determine and apply any +/- **DICE** that affect the shot.
4. Roll on the **Action Success Chart** as standard.
5. If you hit the enemy, roll on the **Injury Chart** (see below). Determine and apply any +/- **DICE** that affect the injury roll.
6. 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 the model's 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 target 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 2" above the target's ground level (being the floor on which the target's base rests on). If the target is on a 50mm or larger base, the height must be 4" from the target's ground level.

Shooting into Melee

If you shoot at any models engaged in melee (from a position outside the melee itself), 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 is determined.

You are **not** allowed to shoot (unless otherwise noted) if engaged in melee yourself.

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*, modify the dice pool as normal and keep the highest or lowest number of dice equal to the number of 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
- ☒ **Reinforced Armour:** -2 to injury rolls
- ☒ **Machine Armour:** -3 to injury rolls (not cumulative with a shield)
- ☒ **TOUGH:** If a **TOUGH** model would be taken Out Of Action, it is knocked *Down* instead. After a **TOUGH** model has been knocked *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. This makes 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!

Place *+1 BLOOD MARKER* next 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 of its **ACTIONS**. Also 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 turning the model face-down on its side. A model turned on its side will present a different profile for Line-of-Sight targeting, but these two methods of indication are otherwise identical and the model's controller 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 from the table. Resolve what has happened to the model after the battle as explained in the *Serious Injuries* section of the rules.

Melee Combat

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

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

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 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 Test can decide, instead of fleeing, that their warband is *Shaken*. Actions taken by models in a *Shaken* warband are considered **RISKY ACTIONS**.

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

Reywords 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 called out with a Keyword. This 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.

ARTIFICIAL: This model is not of natural origin but is instead constructed from non-organic elements.

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 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 +2 DICE (instead of 1) 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 the Keyword **STRONG**. A weapon with the Keyword CUMBERSOME ignores this restriction when benefitting from the Shield Combo rule.

DEMONIC: The model is supernaturally tainted by Hell and is vulnerable to holy powers.

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 **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.

FIRETEAM: This model is part of a Fireteam made up of two models. All models that are part of this 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 to a failed **RISKY ACTION** for example), it ends both Activations. Allies cannot be part of a Fireteam.

GAS: 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 **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.

GOLEM: This model is a Golem, constructed from lost Kabbalistic knowledge – and it is exceedingly hard to destroy. It treats Out of Action injury results as Down unless the attack is made using the Bloodbath rule, in which case an Out of Action result removes the model from play as standard. It does not suffer additional **BLOOD MARKERS** from weapons with the Keyword **GAS** and is not affected by the Keyword **FEAR**. The controlling player cannot remove **BLOOD MARKERS** from the Golem by any means, though the opponent can use them as standard.

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 deployed anywhere on the table out of line of sight of any enemies, but at least 8" away from the closest enemy. They are deployed after all other models without this Keyword. If any infiltrators cannot be deployed according to these restrictions then those models can always be placed 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.

LEADER: As long as this model is not taken Out of Action, add +1 DICE to any Morale tests the warband has to take.

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.

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

PILGRIM: This model is part of the Pilgrim faction.

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 with 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.

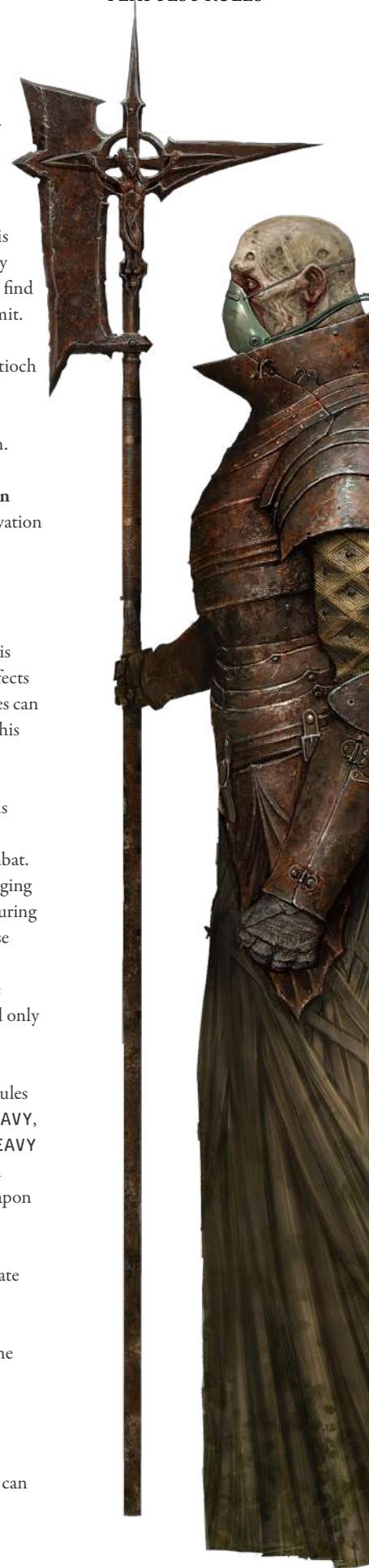
SKIRMISHER: When a model with this Keyword is targeted by an enemy's Charge, it may immediately move D3" in any direction, except into Melee Combat. A Skirmisher may also make this move when a charging enemy model would enter Melee Combat with it during a Charge that is not targeting it. After either of these moves is resolved, the Charge continues as normal toward the original target. These moves can only be taken if the Skirmisher 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 Keyword **HEAVY**, including not being limited to carrying only one **HEAVY** item (though other limitations apply as normal). In addition, it may use a single two-handed Melee weapon as a one-handed weapon.

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

THE COURT: This model is part of The Court of the Seven Headed Serpent faction.

TOUGH: If a **TOUGH** model would be taken Out Of Action, it is knocked Down instead. After a **TOUGH** model has been knocked 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 provide information about the troop types available, their weapons, armour and equipment options, as well as special rules specific to that faction.

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

Recruit Your Warband

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

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

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

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 give them 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 in 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 in the rules 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 & Mercenaries

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.

Purchasable Abilities

Some warbands allow you to purchase optional abilities for your models, such as the Goetic Powers of the Court of the Seven-headed Serpent. Unless otherwise specified, you can only ever buy one copy of any of these abilities for a single model. The same applies to bonuses gained from equipment, such as Martyrdom pills.

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 caught, never to be seen again, save for some whose eternally screaming heads are returned to New Antioch, branded with bleeding runes that mock the Holy Trinity.

Against all odds 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 off strips of their own flesh in ecstatic offering. Inverted pyramids and towers descend 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 dedicated 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 enduring within Hell's earthly domains, the greatest status is afforded to those who fight in the Great War. Most do this as Heretic Troopers who serve their liege lords in lieu of tribute. To join the army of damnation as a full-fledged Legionnaire is no easy feat. Those who wish to win a place amongst the Heretic Legions must make an unholy pilgrimage to the burning bronze gates of Hell where the infernal heat, felt from leagues away, sears both flesh and spirit until the torment becomes unbearable. Along the Valley of Tears, the great road that leads to the gate is paved with wailing souls and lamentations and 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 suffer 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 equip them for battle and Heretic Priests beckon forth new supplicants as dictated by the whispers of their patron Archdevils. Thus a new Heretic Legionnaire is born. They hail Archdevils as their masters and are thus damned for all eternity.

There are some who push further on, to the 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

"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'

suits and they gain strength to wield weapons that a normal man could barely lift. It is said that to gaze into their eyes is to glimpse the 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 weapons, armour and equipment listed below. All exceptions are clearly listed on the entries for each warrior or in the list below. Items marked as **LIMIT** can only be used in the quantities specified in brackets at any point during the campaign. Armaments marked as **ELITE** only are limited to the models with the **ELITE** Keyword.



Ranged Weapons

Bolt Action Rifle	10 ducats (Bayonet Lug)
Semi-automatic Rifle	15 ducats (Bayonet Lug)
Automatic Rifle	2 Glory Points (LIMIT: 2, Bayonet Lug)
Pistol	6 ducats
Silenced Pistol	15 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	30 ducats (LIMIT: 2)
Machine Gun	50 ducats (LIMIT: 1)
Flamethrower	30 ducats (LIMIT: 3)
Heavy Flamethrower	55 ducats (LIMIT: 2)
Anti-Materiel Rifle	3 Glory Points (LIMIT: 1)

Melee Weapons

Trench Knife	1 ducats
Bayonet	2 ducats (Shield Combo)
Trench Club	3 ducats
Sword/Axe	4 ducats
Polearm	7 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	15 ducats (Death Commando Only)
Blasphemous Staff	2 Glory Points, (ELITE Only)

Armour

Standard Armour	15 ducats
Reinforced Armour	40 ducats (ELITE & Anointed only)
Trench Shield	10 ducats

Equipment

Combat Helmet	5 ducats (Headgear)
Gas Mask	5 ducats
Unholy Trinket	15 ducats (CONSUMABLE)
Unholy Relic	15 ducats
Incendiary Ammunition	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	+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.

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

Rules: Gives +1 DICE bonus to any other ACTION the model takes apart from Dash, Ranged Attack or Melee Attack.

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-Demons 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 can be equipped with any weapon, armour or equipment from the Heretic Legion Armoury.

Abilities

- **Puppet Master:** Select a target model, friend or foe (including the Priest), within 12". As a RISKY ACTION you can move the model D6" in any one direction, including forcing it to jump/fall down or enter into melee combat with any enemy model (as if it had Charged), or leave Combat (as if it had Retreated, including granting any enemies within range free attacks).
- **Tough:** Demonic vitality makes the Heretic Priests very difficult to slay. They are subject to the rules for TOUGH creatures.

Keywords

HERETIC, ELITE, TOUGH, LEADER



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 weapon, armour or equipment from the Heretic Legion Armoury. The only ranged weapons they can be equipped with are Silenced Pistols, a Tormentor Chain and Gas Grenades.

Abilities

- **Infiltrator:** The Death Commando 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 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, regardless of whether an enemy currently has a clear LOS. 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 bear 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 can be equipped with any weapon, armour or equipment from the Heretic Legion Armoury.

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 can be equipped with any weapon, armour or equipment from the Heretic Legion armoury. 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 any of your Legionnaires by +1 DICE. You can choose a different bonus for each Legionnaire.

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 *Reinforced Armour* and *Infernal brand mark* which are included in the cost. This armour can never be removed. Otherwise they can be equipped with any weapon, armour or equipment from the Heretic Legion Armoury and may purchase a Trench Shield.

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 uniquely formed head 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 into the integrity of its construction 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 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 take 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 movement penalties caused by Difficult Terrain.
- **Terrifying:** A War Wolf is a blasphemous creation of Hell and causes FEAR.

Keywords

HERETIC, FEAR,
TOUGH, ARTIFICIAL



0-1 Artillery Witches

(Cost: 90 Ducats)

(You may include 0-2 Artillery Witches in a warband worth more than 1000 ducats)

Artillery Witches stalk the battlefields, hurling ordnance assembled in the death factories of Hell's Third 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, summoning them to their hands 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 with any melee weapon, armour or equipment from the Heretic Legion Armoury.

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 and that you want to target. Next, make 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 or 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**. The Activation of the Witch ends immediately after using the Infernal Bomb.

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**.

Levitate: The Artillery Witch can Climb up without taking an **ACTION** and does not roll on the Injury Chart when falling.

Keywords

HERETIC, ARTIFICIAL

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

- Biologis Mutatis 13:5



Wretched

(Cost: 25 Ducats)

(Your warband may include any number of Wretched as long as they are outnumbered by models with the Keyword HERETIC.)

Many unfortunates fall into the hands of the Heretic warbands, either during one of their many raids or battles, or purchased from the slave markets within their own territories. Some are foolhardy adventurers who travel into the domains of the damned only to be caught by their watchful patrols.

Their lot is grim and terrible. They are worked to death in the factories of Sixty-Six Lords, butchered for meat, or worst of all, sold or offered to the agents of the Court of the Seven-Headed Serpent to be used as raw power for Goetic Spells.

Yet one path to freedom exists: they can volunteer to serve in the Legions as the lowest of low, the most disposable of penal troops. For the law of Hell is clear: those who rebel against God can gain their freedom if they are deemed to have performed sufficiently great deeds. Thus it is no wonder that many Heretic warbands drive swarms of the Wretched ahead of them to blunt and slow down the enemy assaults.

Wretched are branded with cursed flesh-eating tattoos as a safeguard against escape and heavily drugged to degrade and dull their will, while still leaving their aggression intact. Heretic Elites discard the lives of the Wretched carelessly, as their sacrifice on the battlefield counts as a worthy deed which will be rewarded by their Patrons.

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

Equipment

The Wretched can be equipped with any melee weapon, armour or equipment from the Heretic Armoury List. None of their weapons, armour or equipment can cost more than 10 ducats each. Every Wretched must be equipped with at least one weapon.

Abilities

■ **Law of Hell:** If a Wretch manages to take any enemy ELITE model Out of Action or performs a Glorious Deed, it gains its freedom and is immediately removed from the battle and from your warband permanently. It does not count as a casualty, but your warband's total size for this battle is reduced by one for purposes of Morale.

■ **Dark Blessing:** If a Wretch is taken Out of Action in battle, one of your models with Keywords HERETIC and ELITE gains one BLESSING MARKER.

■ **Chattel:** Wretched can be sold at any time for their full ducat value between battles. Note that their weapons, armour and equipment still only fetch half price.

Keywords

-



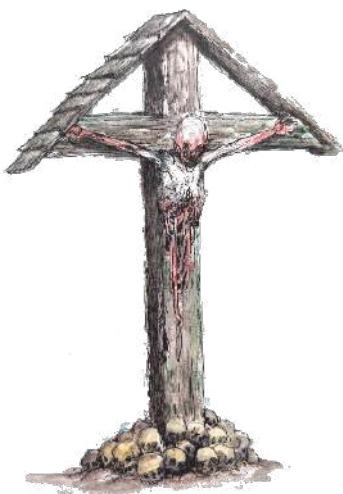
Warband Variant: Heretic Naval Raiding Party

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 any 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, betray nothing of the agony they endure. In 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:** Any Ranged attacks against all models in the Trench Ghost Warband roll injuries with -1 DICE – the undead are hard to kill with bullets! Melee Attacks do not suffer this penalty.
- **Spectral:** All models in the warband ignore movement penalties caused by Difficult Terrain, though they cannot move through any objects/terrain. Dangerous terrain affects them as normal.
- **Undead:** All models in the Trench Ghost warband do not suffer additional BLOOD MARKERS from attacks with the Keyword GAS.
- **Enemies of All:** Trench Ghosts cannot use Mercenaries.
- **Lost Souls:** Since only mortals who have souls become ghosts, this warband may not have any model with the Keyword ARTIFICIAL, such as War Wolves or Artillery Witches. 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 a half Dash distance (i.e. 3"), and they suffer -1 DICE to all attacks against models Retreating from

Melee combat.

■ **Sarcophagus Mine:** At the cost of +30 ducats, up to two of the Troopers can be turned into Sarcophagus Mines. They gain an armour characteristic of -3, but can carry no other weapons or any other items from the Armoury. In addition, whenever an enemy comes within 3" of the Mine, you can trigger a detonation as described below. Alternatively, you can forgo this and explode the mine during your own Activation of the model with a successful RISKY ACTION with +1 DICE.

■ When detonated, the mine explosion is treated as a BLAST 3" weapon targeting the Sarcophagus model with Keyword SHRAPNEL. Models within 1" of the model hit by the explosion roll their injuries with +1 DICE. The Mine itself is taken Out of Action.

■ **Barbed Wire Banshee:** Instead of a Chorister, a Trench Ghost warband may include a Barbed Wire Banshee at the same cost. It has the same characteristics as a Chorister with the usual Trench Ghost special rules applied to it, but instead of the Unholy Hymns ability the Banshee has Death Wail as detailed below:

■ **Death Wail:** All enemy models within 8" of the Chorister suffer an additional +1 DICE when any injury roll is made against them.

■ **Tank Palanquin:** At the cost of 60 ducats, the Heretic Priest of the warband can ride a ghostly Tank Palanquin. This counts as Machine Armour and the Priest riding it has a 50mm base, and counts as being on a 2" high platform. While on a Tank Palanquin, the Priest gains the Keyword STRONG.



Warband Variant: Knights of Avarice

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 if they wish:

The Price of Greed: Worldly wealth belonging to the target model of this curse starts crushing them under its weight. 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 rolls).

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 be already 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. Injuries caused by a direct hit are rolled with 2D6 and models within a 3" blast radius are rolled with -1 DICE. In a similar vein, their Grenade Launchers have the GAS keyword instead of the SHRAPNEL keyword, have a -1 D to injury rolls and ignore armour.

Infernal Rivalry: Mammon is a rival of Beruth, the great devil of wrath and murder, who is the Patron of Death Commandos. 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 of 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).

Debtors to Mammon: Wretched of the warband are not tied by Mammon's Chosen rule.

“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 a 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. The charging model must be able to 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 make anyone kneel before the Prince of Greed.

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 as if it was a weapon, both in ranged and melee combat. Any enemy entering melee combat with 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 it 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

20 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 inflict 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	15 ducats (Bayonet Lug)
Pistol	6 ducats
Automatic Pistol	20 ducats (LIMIT: 2)
Molotov Cocktail	5 ducats
Incendiary Grenades	15 ducats
Submachine gun	2 Glory Points (Bayonet Lug, Shield Combo)
Musket	5 ducats (Bayonet Lug)
Shotgun	10 ducats (Bayonet Lug, Shield Combo)
Flamethrower	30 ducats
Machine Gun	2 Glory Points
Sniper Rifle	2 Glory Points
Warcross	5 ducats
Punt Gun	20 ducats (LIMIT: 2)

Melee Weapons

Trench Knife	1 ducat
Bayonet	2 ducats (Shield Combo)
Trench Club	3 ducats
Sword/Axe	4 ducats
Flail/Scourge	5 ducats
Polearm	10 ducats (Shield Combo)
Great Hammer/Maul	10 ducats
Great Sword/Axe	12 ducats
Anti-Tank Hammer	35 ducats (ELITE only, LIMIT: 3)
Misericordia	15 ducats (LIMIT: 1)

Armour

Standard Armour	15 ducats
Reinforced Armour	40 ducats (ELITE only)
Trench Shield	10 ducats
Holy Icon Shield	2 Glory Points (ELITE only)

Equipment

Iron Capirote	7 ducats (Headgear)
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	5 ducats
Field Shrine	2 Glory Points
Musician's instrument	15 ducats (LIMIT: 1, Non-ELITE only)
Incendiary Ammunition	15 ducats (LIMIT: 1, CONSUMABLE)
Martyrdom Pills	20 ducats (CONSUMABLE, LIMIT: 3)
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 Capirottes shield 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, a punt gun adds +1 DICE to all rolls to hit and to injury rolls. Before a model shoots with the punt gun, you can overcharge it with a shot, giving the weapon BLAST 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 within 8" of the Prophet (including the Prophet) that are not engaged in melee can immediately move up to 3" towards any enemy model they can see by the optimal path that reduces the distance between the moving model and the enemy. This move allows them to enter combat as if they charged the enemy and are considered to have done so until the end of the turn.
- **Memento Mori:** The War Prophet is touched by a higher power 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, LEADER



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:** At any point 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, a Castigator is allowed to attack friendly models with melee attacks within 1". They 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 can remove one BLOOD MARKER from themselves, if they have any.
- Bodyguard:** If any model with the PILGRIM Keyword within 1" of the Communicant is hit by a ranged or melee weapon (excluding BLAST weapons), you can choose to redirect the hit against the Communicant instead. Determine the injuries exactly as if the weapon just hit the Communicant.

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 after the battle as a Martyr-Penitent resurrected by a Meta-Christ for a cost of 45 ducats. 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, but lose any Scars and advancements they had if they were ELITE via Campaign promotion.
- **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

Ecclesiastic Prisoners are equipped with Iron Capiroles and this equipment cannot be removed, except by being Broken on the Wheel. Prisoners fight unarmed in melee, flailing feebly with their manacled arms. The -1D penalty to melee combat is already included in the profile above. Ecclesiastic Prisoners cannot be equipped with any weapons, armour or equipment from the Trench Pilgrims Armoury. They may be equipped with Martyrdom Devices for 35 ducats (**LIMIT: 4, CONSUMABLE**).

- **Martyrdom Device:** A Prisoner strapped with a Martyrdom Device can trigger it at any point during their Activation. This does not require an ACTION. When detonated, the explosion is treated as a BLAST 3" weapon targeting the prisoner model. Models within 1" of the prisoner hit by the explosion roll their injuries with +1 DICE. The prisoner rolls 4d6 and adds them together to determine the results of their injury roll. If the explosive goes off and the prisoner somehow survives the battle, you can buy them a new explosive for 35 ducats as normal, or simply field them without.



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 Armoury. The only ranged weapons that Nuns can be equipped with are pistols, automatic pistols and warcrosses.

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.

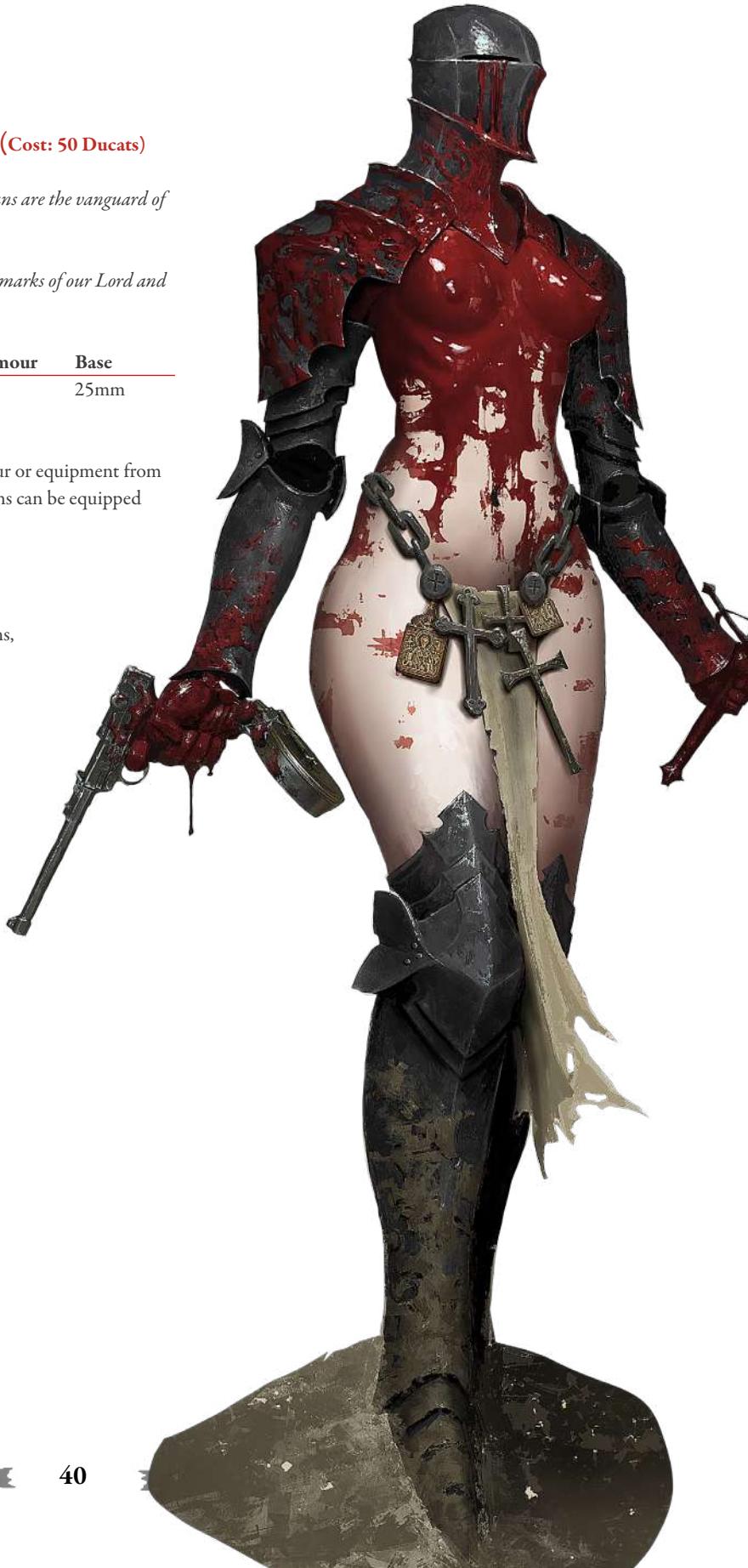
Agile: Stigmatic Nuns may take any Dash ACTION or jump/climb/Diving Charge ACTION with +1 DICE.

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 Shrine Anchorite

(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 Shrine Anchorites. Each Anchorite is equipped with a special suit of armour (reflected in the profile), 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 treats the Catherine Wheel as a one-handed melee weapon with the Keywords RISKY and HEAVY that grants a +1 DICE bonus to hit (for a total of +3 DICE due to its Melee Characteristic). Because of the enormous weight and the skill of the Anchorite Shrine in inflicting maximum pain, the Catherine Wheel rolls on the Injury Chart with 3D6 (instead of usual 2D6), adding all three dice together!
- **Bonebreaker Mace:** The Anchorite 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 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 (permanently remove all weapons, armour and equipment from the victim and use/store them as you wish). The Anchorite will then shatter the bones of the volunteer and carry the broken victim to the battle on its Wheel. As long as the volunteer is not taken Out of Action, any Attacks against the Anchorite are redirected to the volunteer. The volunteer cannot be independently targeted by any abilities or attacks (including BLAST weapons). For all rules purposes and attack effects (such as forced movement), the two models are treated as a single model, including sharing BLOOD, INFECTION and BLESSING MARKERS. Treat Down results against the volunteer as a Minor Hit. The volunteer cannot take any ACTIONS, be Activated separately or move – for obvious reasons. At the end of the battle, even if the volunteer may 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 Capiroles, 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 Capiroles. Those troops with Capiroles 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, warband models with the ELITE Keyword may acquire Holy Icon Armour (see below).
- **Punishing Millstones:** All models in the Procession of the Sacred Affliction (except Ecclesiastic Prisoners who are not worthy) add extra +1 DICE to injury rolls in melee against models that are *Down*.
- **Melee-focused:** This warband may not have any Machine Guns and only one Punt Gun.
- **Zealot Strength:** Up to three Trench Pilgrims may purchase the Zealot Strength upgrade.
- **Hammer and the Anvil:** The Anti-tank Hammers of this 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 against this attack.
- **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 in the warband a BLESSING MARKER.

Cavalcade Special Equipment

Sacrificial Lamb 5 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

Warband Variant: War Pilgrimage of Saint Methodius

From the Night of Fire and Blood that laid low the Greater Moravian monastery of Velehrad emerged a single monk of the Orthodox Order of St. Methodius. Though the rest of the brotherhood perished in the catastrophe, slaughtered by a squadron of ruthless Death Commandos, the sole survivor brought with him the books of the Saint and his faith out of the ruin.

With the loss of the workshops and monastic libraries of Velehrad, it was believed that the secrets of the Anchorite construction were lost, especially since the Church no longer wished to pursue their construction due to advances in armour technology elsewhere. But this was in error. The monk, named brother Akakios, still knew the craft.

Akakios fled to the Theocratis of Hellas and founded a new monastery on the slopes of holy Mount Athos. Many monks lived in the monastic communities on the slopes of the mountain and some were attracted to join their brother. Thus Akakios became the first War Prophet of the Order and many lay members joined or became supporters and, eventually, the foot soldiers of the well-equipped and disciplined War Pilgrimages of St. Methodius. No other Pilgrim Progression can match the methodical and technical approach of the soldiers of the Order.

In their fortified monastery the learned monks hoard and protect the knowledge of modifying the sacred designs of St. Methodius. Their Shrine Anchorites are without a peer and feature many modern weapons and adjustments which allow them to carry modern long-range weaponry. No other warband has such abundant access to Anchorites or the variety of sophisticated weaponry and equipment.

Following the ancient Orthodox creed, the pilgrims of St. Methodius reject many of the teachings and customs of other Pilgrim Processions. They consider the creation of the Communicants as a dangerous heresy and condemn the use of Martyrdom Devices as an affront to God's commandment against suicide, as well as holding to other beliefs many of the Trench Pilgrims view as an essential part of their crusade against the forces of Inferno. Bitter schisms and arguments with other sects sometimes erupt into violence, and the Church itself accuses the Order of Heterodoxy of clinging to the outdated Eastern Orthodox faith.

However, due to their formidable fortress monasteries upon Mount Athos and their undenial zeal on the

battlefield, the Princes of the Church turn a blind eye to the affairs of the followers of St. Methodius, as long as they focus all their zeal in the seemingly impossible task of relieving the city of Trebizond. Here, according to the visions of prophet Akakios, the unsullied faith is still practiced and the Salvation of Mankind will be achieved. To this end, the Order sends one War Pilgrimage after another to the front line. Not one has made it within sight of the fabled walls of Trebizond, but this only increases the zeal of the Order and rouses them into ever greater efforts to reach the City of the Hill.

Special Rules

- **Anchorite Cloister:** This warband may buy up to two Anchorite Shrines.
- **Anchorite Armoury:** This warband may alter the weaponry and equipment of their Anchorites as indicated below. Anchorites of St. Methodius have +0 DICE to their Ranged Characteristic.
- **Mortal Sin:** No Ecclesiastic Prisoner of the warband may be equipped with a Martyrdom Device and no member of the warband can be Broken on the Wheel.
- **Communicant Heresy:** The Pilgrims of St. Methodius oppose the creation of Communicants and therefore cannot include them in their warbands. This includes Mercenaries.
- **Treasure in Heaven:** The Trench Pilgrims of this warband cannot be resurrected as Martyr-Penitents.
- **Chaste Order:** While they revere the holy stigmata of the nuns of the order, the fathers of the monasteries shun the ecstatic revelry of many Trench Pilgrims and insist on modest dress. All Stigmatic Nuns of the warband must wear Standard Armour. In addition, the warband may only have a maximum of three Stigmatic Nuns.
- **Gunsmith Monks:** The warband can buy Machine Guns (**LIMIT:** 2) at a cost of 50 ducats each, an Automatic Rifle (**LIMIT:** 1) for 40 ducats and a Submachine Gun (**LIMIT:** 1) for 30 ducats.
- **Followers of St. Methodius:** The Patron of the warband is always a Learned Saint.

Anchorite Weapons

Due to its construction and immense size, any Anchorite of this warband may use any one of these weapons as a single-handed weapon. The Anchorite may replace its Breaking Wheel with one of these weapons at the cost indicated below. You can change these weapons and equipment between battles, but you must sell the old weapon at half price before installing a new one.

Heavy Flamethrower

(Uses standard Heavy Flamethrower rules)

45 ducats**Anti-Materiel Rifle**

(Uses standard Anti-Materiel Rifle rules)

2 Glory**Punt Gun**

(Uses standard Punt Gun rules)

10 ducats**Trench Mortar****40 ducats**

A trench mortar is a smooth-bore, muzzle-loading weapon with high angles of fire. The shell contains both explosives and deadly Greek Fire.

Name	Type	Range	Modifiers	Keywords
Trench Mortar	2-handed	48"	Ignore Cover, +1D Injuries	FIRE, HEAVY, BLAST 3"

Rules: Specify a point on the battlefield within 36" (must be in line of sight) that you want to target. 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 bombard shot lands 2" away, as $7 - 5 = 2$). The direction is decided by your opponent. All models within 3" of the 1 x 1 mm landing spot are hit as the shell explodes – no roll to hit is needed. This weapon has a BLAST radius of 3" – all models within this range are hit. Add +1 DICE to all injury rolls.

Autocannon**55 ducats**

Autocannons are fully automatic guns that are capable of rapid-firing large-calibre 20 mm shells. Capable of generating extremely rapid firepower, autocannons overheat quickly if used for sustained fire.

Name	Type	Range	Modifiers	Keywords
Machine Gun	2-handed	48"	3 Attacks, +1D to injuries	HEAVY

Rules: Autocannons 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. Add +1 DICE to all injury rolls. They can shoot up to five times instead of three if they take ALL the attacks as RISKY ACTIONS.

Gas Censer**50 ducats**

This swinging censer is both a lethal chemical weapon as well as an object of veneration to the pilgrims of the warband. It acts as both a corrosive and respiratory weapon.

Name	Type	Range	Modifiers	Keywords
Gas Censer	2-handed	Special	Ignore Armour	GAS, BLAST 6"

Rules: The Anchorite may make an injury roll against all models within 6" except the Anchorite itself. Note that all models within range, friend or foe, are hit if the weapon is used. No Line of Sight is needed. The attack has the Keyword GAS and Ignores Armour, unless the models are in Cover in which case armour works as normal. The use of the Gas Censer always ends the Activation of this model.

Special Anchorite Equipment

Each Shrine Anchorite of the War Pilgrimage of St. Methodius can equip up to two of the following equipment pieces.

Gas Filters

5 ducats

The Anchorite is installed with a holy incense system that cleanses and purifies the air the monk inside the Anchorite breathes.

Rules: This upgrade counts as a gas mask.

Holy Diesel Engine

10 ducats

The Anchorite is equipped with an advanced diesel engine with an experimental cooling system.

Rules: The Anchorite can add +2 DICE to its Dash ACTIONS, but it automatically gains one BLOOD MARKER if it succeeds in a Dash ACTION.

Sacred Geometry

10 ducats

The monk controlling this Anchorite is well-versed in geometries intended to make the viewer see the world through mathematics and, through this understanding, gains a better understanding of the divine. This allows the Anchorite to target its enemies with far more accuracy.

Rules: This upgrade increases its Ranged Characteristic to +1 DICE. (LIMIT: 1)

Grand Anchorite

15 ducats

Built to an extraordinary size, the Anchorite Shrine is all but impossible to stop or slow down once it starts moving.

Rules: The Anchorite Shrine can always move out of Melee combat with any enemy without the enemy having a chance to attack it. Additionally, it can move out of Melee combat as part of a Standard Move, Charge or Dash. (LIMIT: 1)

Piston Legs

10 ducats

The feet of the Anchorite Shrine are equipped with special piston engines designed to grind its enemies into a shattered ruin of broken bones and burst flesh.

Rules: Once during its Activation, the Anchorite Shrine may make an extra Melee Attack ACTION against a Downed enemy model on a 32mm or smaller base. Resolve the attack as if the Anchorite Shrine was armed with a Trench Club.

Hallowed Anchorite

10 ducats

The anchorite has been anointed with holy Chrism, the oil made of pure myrrh, the ash from burnt icons and fifty-six other sacred ingredients. This makes the Anchorite pleasing to the Lord and its blessings can become manifold over time.

Rules: This Anchorite can be promoted to ELITE during campaigns. (LIMIT: 1)

Wrathful Cherub Face

20 ducats

The Anchorite is decorated with an angelic face that is the very image of the wrath of the Lord. All must cower before the face of the Lord.

Rules: If the model fighting the Shrine Anchorite in Melee is affected by the Keyword FEAR, one of the ACTIONS it has to take when it is activated must be Retreat from Melee Combat.



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.

Armour

Standard Armour	15 ducats
Reinforced Armour	40 ducats (ELITE & Janissaries only)
Alchemist Armour	50 ducats (ELITE only, LIMIT: 1)
Trench Shield	10 ducats

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.

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 Jezzail, Siege Jezzail, Alaybozan or Halberd-Gun)
	15 ducats (LIMIT: 1, Non-ELITE only)
	25 ducats (LIMIT: 1, ELITE only)
	10 ducats (LIMIT: 2)
	1 Glory Point (LIMIT: 1)
	10 ducats (ELITE only)
	2 Glory Points (ELITE only)

Ranged Weapons

Jezzail	7 ducats
Siege Jezzail	30 ducats
Musket	5 ducats (Bayonet Lug)
Pistol	6 ducats
Shotgun	10 ducats (Bayonet Lug, Shield Combo)
Alaybozan	9 ducats (Sappers only, Shield Combo)
Sniper Rifle	35 ducats (ELITE and Janissaries only, LIMIT: 2)
Grenades	7 ducats
Incendiary Grenades	15 ducats (Alchemist only)
Machine Gun	50 ducats (LIMIT: 1)
Flamethrower	30 ducats (LIMIT: 3)
MURAD Bombard	50 ducats (LIMIT: 1, Brazen Bull only)
Flame Cannon	60 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	30 ducats (Brazen Bull only)
Assassin's Dagger	15 ducats (Assassin 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: Specify a point on the battlefield within 36" (must be in line of sight) that you want to target. 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 bombard shot lands 2" away, as $7-5=2$). The direction is decided by your opponent. All models within 3" of the landing 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 to 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 shot in ranged combat, draw a straight 12" line that is 1mm wide from the Brazen Bull. All models along the path of the line are automatically hit – 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 during this Activation. Note that this move does not grant enemies free attacks. Assassins can use both normal and Dash move 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 Reinforced Armour and therefore grants a -2 modifier to all injury rolls made against the model wearing it. All attacks with the Keyword FIRE and/or GAS suffer a -1 DICE penalty to injure this model. Additionally, this model does not suffer additional **BLOOD MARKERS** caused by 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, Halberd-Guns 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: Once per battle, you may add +3" to the Movement characteristic of this model **once** during the activation. Declare this when the model is Activated.

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, LEADER



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 Armoury.

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 Armoury.

Abilities

- **Time Slip:** If any type of attack (melee, ranged, mine etc.) misses the Assassin, they may slip into a moment in the future. The Assassin can move into any unoccupied space within 6", though they cannot be moved within 1" of any enemy model or leave the gaming table. If moving out of melee this way, 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 a Melee Attack ACTION this Activation. Choose up to two enemy models within the charging distance of 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:** The Assassin 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 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 Armoury. 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 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	+1 Dice	+0 Dice	0	25mm

Equipment

Sappers are equipped with shovels. This equipment can never be removed. They can be equipped with any weapon, armour and equipment from the Iron Sultanate Armoury.

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 (see Scenarios) they move in contact with. If they fail, the mine blows causing damage as per 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 playing a scenario that 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, 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	30 x 60mm/ 50mm

Equipment

Lions can be equipped with armour (except shields) and Wind Amulets. They cannot be equipped with any other items. They do not suffer penalties for fighting unarmed. You can mount the Lion on two different base sizes as indicated in the profile due to the variance of their shape and size.

You can upgrade any Lion of Jabir into a Fierce Lion of Jabir at the cost of +5 ducats. Fierce Lions are not affected by the Keyword FEAR.

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/Jump/Climb/Diving Charge ACTION with a +1 DICE bonus.

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 Armoury.

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 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

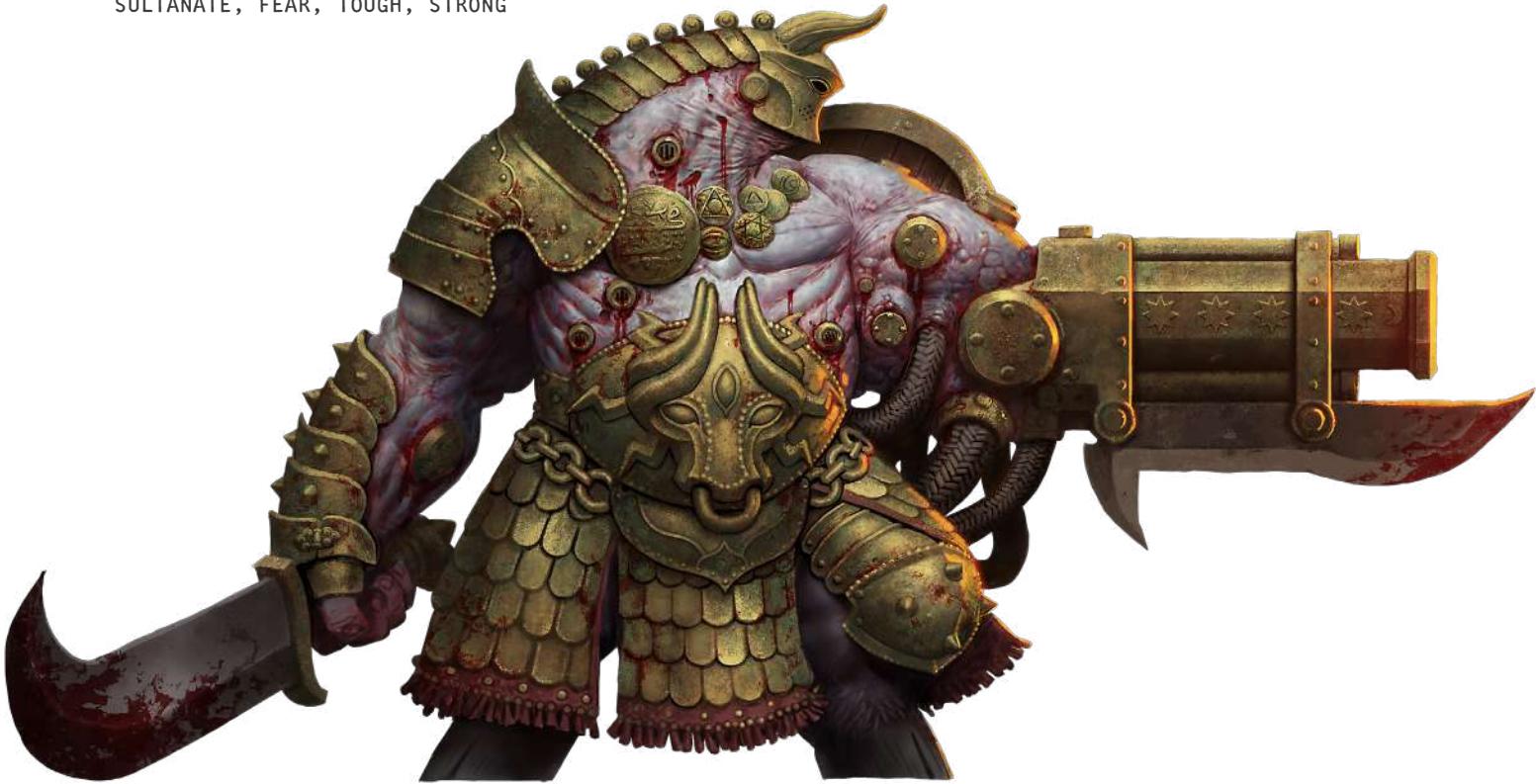
A Brazen Bull can be equipped with any weapon, armour and equipment from the Iron Sultanate Armoury. Due to its vast strength and size it can only use weapons with the Keyword **HEAVY** – it will simply crush weapons of normal size by accident. It can carry up to two Brazen Bull Only weapons.

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 into 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 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:** Your warband may have a single Fireteam. These Fireteams may consist of any two models from your warband. Models in Fireteams gain the Keyword FIRETEAM.

■ **Dervishes:** The warband may include up to four Dervishes (use Janissary statistics including Armoury selection, but they cannot use Reinforced Armour). These troops have the Whirling Dervishes special rule instead of the Keyword STRONG:

■ **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 an Off-Hand weapon.

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 only buy one for each Assassin.

Hallucinogen Disguise 20 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 15 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 or not 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 in contact with an 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: Adds +1 to injury rolls (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 with one Melee Attack ACTION. This effect also applies to a Golden Khanjar wielded off-hand.

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"	Ignores 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 that 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 the Move ACTION at a later point on this turn, if it hasn't already. Note that if the bow takes the target Out of Action, no BLOOD MARKERS are caused 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: Before the battle begins, a model may use this item to gain the Keyword STRONG until the end of a battle.
CONSUMABLE, LIMIT: 4.

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 Kavass 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 from New Antioch and one from the Trench Pilgrim armoury, following all of 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 plus another model of your choice is immune to the effects of the Keyword FEAR.

Takwin Creatures

You can bring one Takwin creature for each Alchemist in your warband. 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 Formulae may be applied to it. When you acquire a new Alchemist, if you have any unallocated Takwin creatures, you must allocate that new Alchemist with one of your unallocated 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 is taken 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 spend 40 ducats at any time between battles to bring it back to life with all of its weapons and abilities.

■ **Artificial Body:** Created through the Jabirean alchemy, the Homunculus has no vital organs and they have to 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 Formulae for 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 Alchemic 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 Wings formula.

■ **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, though 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. Cannot be combined with the Wings formula.

■ **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 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 (10 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 (25 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 ANTIOTH

"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	15 ducats (Bayonet Lug)
Automatic Rifle	40 ducats (LIMIT: 1, Bayonet Lug)
Pistol	6 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)
Heavy Shotgun	20 ducats (LIMIT: 2, Shield Combo)
Sniper Rifle	35 ducats (LIMIT: 3)
Grenade Launcher	30 ducats (LIMIT: 2)
Grenades	7 ducats
Incendiary Grenades	15 ducats (LIMIT: 2)
Machine Gun	50 ducats (LIMIT: 2)
Flamethrower	30 ducats (LIMIT: 3)
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
Sword/Axe	4 ducats
Polearm	7 ducats (Shield Combo)
Great Hammer/Maul	10 ducats
Great Sword/Axe	12 ducats
Misericordia	15 ducats (LIMIT: 1, Combat Medic only)

Armour

Standard Armour	15 ducats
Reinforced Armour	40 ducats (ELITE & Mechanized 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	10 ducats
Heavy Ballistic Shield	15 ducats (Models wearing Machine Armour only)

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	1 Glory Point (Consumable, ELITE Only, LIMIT: 2)
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

Your warband may have up to two Fireteams. These Fireteams may consist of any two models from your warband. Models in Fireteams gain the Keyword **FIRETEAM**. Fireteams gain the Concentrated Attack rule:

■ **FIRETEAM:** This model is part of a **FIRETEAM** made up 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 to a failed **RISKY ACTION** for example), it ends both Activations.

Allies cannot be part of a **FIRETEAM**.

■ **Concentrated Attack:** If a model in the **FIRETEAM** makes any kind of Attack **ACTION** (ranged or melee) against an opponent, where the other member of their **FIRETEAM** has already hit it with an attack **ACTION** during the same activation, the cost of a Bloodbath is reduced to three **BLOOD MARKERS** against this opponent, whether the model is standing or *Down*.

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 Armoury.

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, 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. This ends the Activation of the Lieutenant.

Keywords

ELITE, NEW ANTIOCH, TOUGH, LEADER



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 Armoury.

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 BLESSING MARKER.
- **Onwards, Christian Soldiers!**: All friendly models that are within 8" of the Trench Cleric at the start of their Activation are not affected by FEAR.

Keywords

ELITE, NEW ANTIOCH



0-2 Sniper Priests

(Cost: 50 Ducats)

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

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 +5 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 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 at a reduced cost of 5 ducats. You can swap this 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 Armoury. At the cost of +10 ducats per model, up to two yeomen can be upgraded to Trench Moles (up to three in warbands of over 1000 ducats value), scouts who make use of tunnels that criss-cross No Man's Land. They gain the Keyword INFLITRATOR.

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 Armoury.

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

Combat Engineers are equipped with a Shovel and Engineer Body Armour. This equipment and armour can never be removed. A Combat Engineer can be equipped with any weapon or equipment from the New Antioch Armoury.

■ **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 applicable rules.

Keywords

NEW ANTIOTH



0-3 Mechanized 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

Mechanized 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 to Machine Armour (despite not being ELITE and LIMIT: 1) for +10 Ducats (40mm Base). They can be equipped with any weapon, armour and equipment from the New Antioch Armoury.

Abilities

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

Keywords

NEW ANTIOTH, STRONG



0-1 Combat Medic

(Cost: 65 Gold Ducats)

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

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

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

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

Equipment

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

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

Abilities

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

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 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 and the Lieutenant 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. If the crucifix is lost, a new one can be acquired at the cost of 3 Glory Points.
- **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.
- **Lector:** Any Trench Cleric in the Papal Intervention Force can select the following prayer in addition to the ones usually available to a Trench Cleric:
 - 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: Eire Rangers

Eire is a stronghold of the Church and an ancient centre of learning. Due to the constant and devastating raids of the Heretic Navy, they are bitter enemies of the Infernal forces. The Emerald Isle has endured hunger and ravaged by the Black Grail, as well as a full-fledged invasion aimed at destroying the famed House of Manuscripts where many of the holiest of texts are kept. After this century of ruthless battles and brutal guerrilla warfare against the invaders, the warriors of Eire are now masters of skirmish fighting, hit-and-run tactics and ambushes. Elite Fianna warrior-hunters are especially adept at these guerrilla tactics: they uphold the ancient tradition of a band of roving warriors living off the land. While seen as trouble-makers and godless hellraisers, they are nevertheless expert skirmishers, and easily find employment in the warbands who take the Cross and travel to New Antioch to strike back at the enemy. These warriors adorn themselves with grisly trophies in the manner of their pagan ancestors, carrying skulls of the vanquished – much to the irritation of the Church.

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

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

Rules

The Eire Rangers has the following special rules:

- **Fianna:** Any Shocktroopers in an Eire Warband can be made a member of *Fianna*, the famed warrior-hunters. They cost +10 ducats each and have the Keywords SKIRMISHER and INFILTRATOR.
- **Carnyx:** Your army can purchase a special Carnyx instead of a generic musical instrument. This horn is identical to a musical instrument (including equipment restrictions and LIMIT), except it can be carried by an ELITE model and the model carrying it 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: Eire 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 each choose to replace their *Onwards, Christian Soldiers!* ability with one from the list below.

■ Loose organisation: Your warband may only have up to one FIRETEAM from the New Antioch Fireteams feature. Additionally, your Lieutenant loses the *On my command!* ability and gains the Keyword SKIRMISHER.

■ Light Infantry: The warband is allowed to field only one Mechanized Heavy Infantry trooper. No model (save for the single Mechanized Heavy Infantry) may carry a HEAVY weapon or wear Heavy or Machine Armour. This does not apply to 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 from the New Antioch Fireteams feature.

■ 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 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 shocktroopers and can have up to eight. the warband can have only one mechanised heavy infantry, one sniper priest and no trench moles.

■ Lightly-armoured: Apart from mechanised heavy infantry and the lieutenant, no model in the warband can be equipped with reinforced or machine armour.

■ Light Melee: Prussian shocktroopers lose the Assault Drill ability.

Prussian Special Equipment

Tank-splitter sword

15 ducats

It takes years of gruelling Mensur practice and field drills to acquire the required precision and speed to use the specialist tank-splitter swords of the Gardekorps. Despite their great size (often over 6 feet long!) they are remarkably light, and due to the large quantities of Orichalcum used in their forging process, they are virtually unbreakable. They are often used to disable tanks and other armoured vehicles by either slicing their armour open or disabling them with an accurate swing to sever their tracks. Before any battle they are treated with a special metal-melting chemical compound which melts the armour, making it far deadlier against armoured targets than those who wear none.

Name	Type	Range	Modifiers	Keywords
Tank-splitter	2-handed	Melee	+1D to Injury Rolls	CUMBERSOME, CRITICAL

Rules: Adds +1 DICE to injury rolls. If the model the sword hits has an armour modifier from any source other than a shield, the player may set one die of the injury roll to a 6 before the roll is made. The rest of the dice for the injury roll are rolled as normal.

Prussians only. **LIMIT:** 3



Warband Variant: Kingdom of Alba Assault Detachment

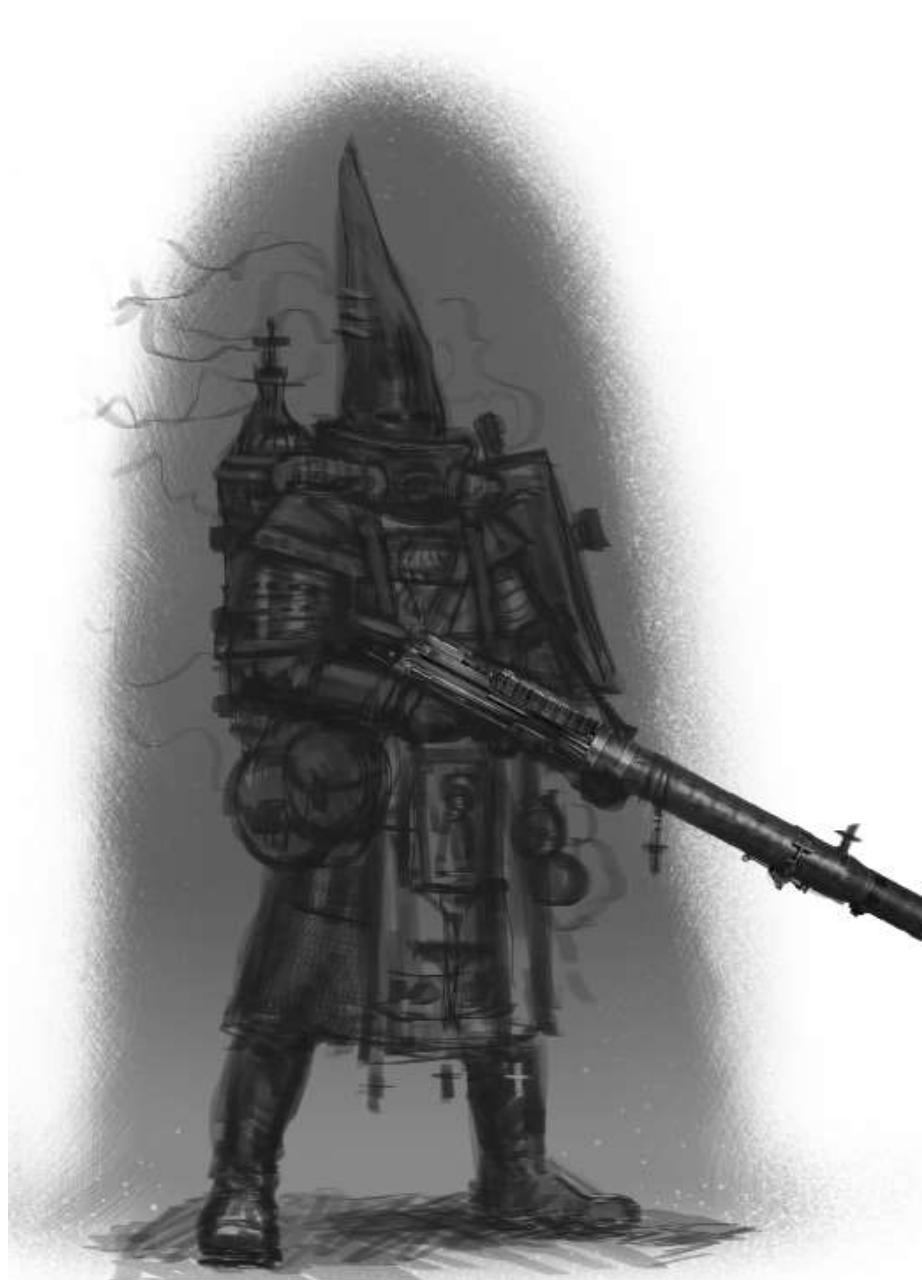
Hailing from the Scottish Highlands where the Church is strong, these men (and a few fierce women!) come to New Antioch in search of glory, forgiveness of their sins, as well as dreams of acquiring valuable loot to send back to their island home, but above all to get their hands on some Devil-worshippers!

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 this warband ignore the penalty for Defended Obstacles.
- **Melee-focused:** Mechanized 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:** Your warband can purchase special bagpipes instead of a generic musical instrument. These bagpipes are identical to a musical instrument (including their equipment restrictions and LIMIT), but friendly models within 4" of the model carrying them are immune to 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 mechanized heavy infantry and the lieutenant, no model in the warband can be equipped with reinforced or machine armour.

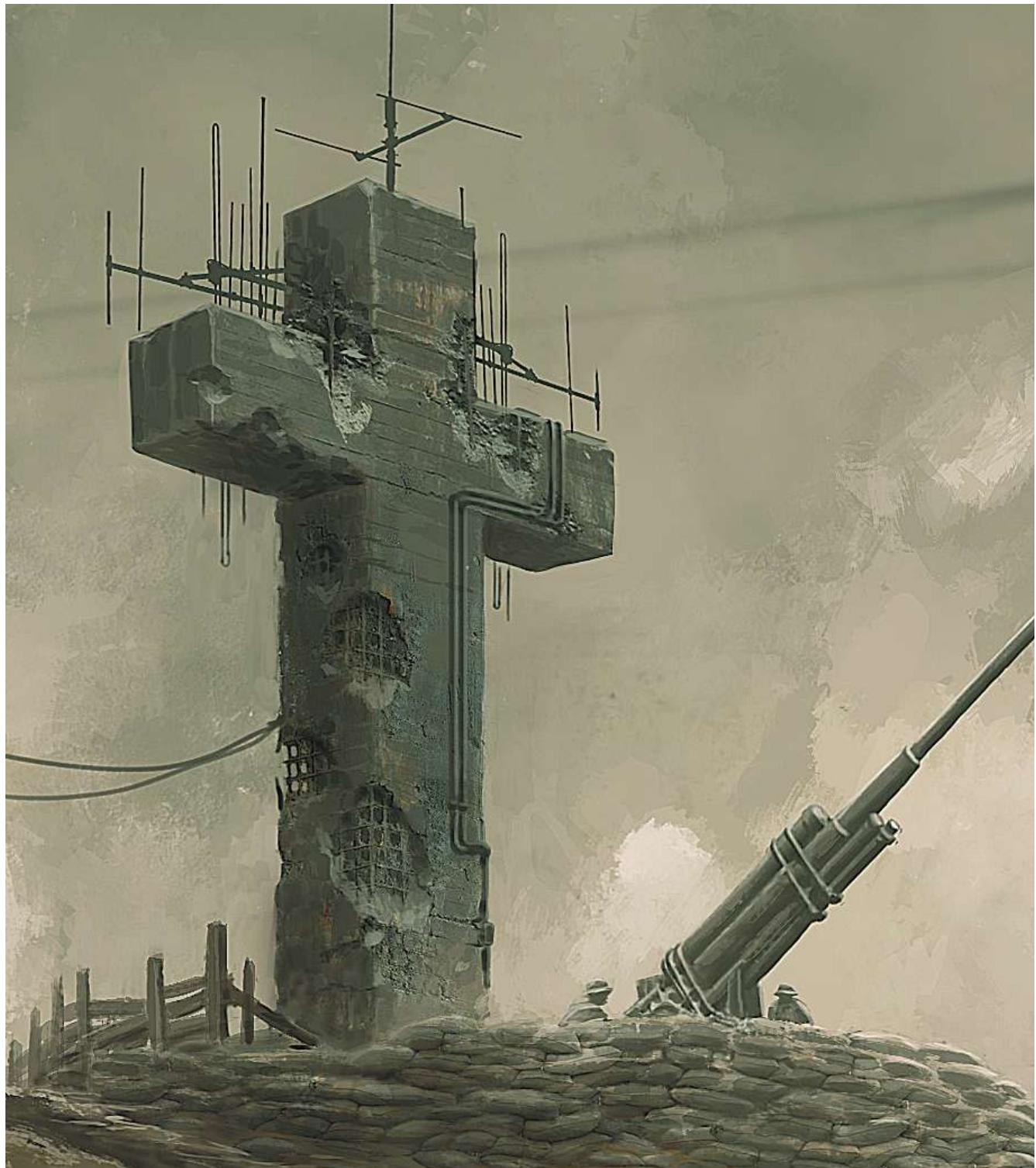


Lochaber axe**15 ducats**

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 Dún Éideann 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.



Warband Variant: Expeditionary Forces of Abyssinia

Most of what was once the ancient realm of Egypt now rests under the Shadow of Hell and the stronghold of the servants of the Prince of Greed, who has long dreamed of plundering the whole continent of its riches. Beautiful Alexandria and even mighty Cairo have fallen, their ports serving as anchorage for the heretic fleet and mustering grounds for Hell's legions as they strike south and west.

But thus far, Mammon's plans to sweep across the northern coast of Africa all the way to Mali and Axum has been frustrated. For this front is every bit as bitterly contested as the European theatre of war. Here the heretic legions are opposed by a coalition of Nubia, Numidia and the Solomonic Empire of Abyssinia (more commonly known as the Ethiopian Empire in Africa) that have thrown their lot together to resist the invader. Blood stains the waters of the Nile as the coalition struggles to contain the grinding offensives of Mammon's Legion of the Ten Golden Horns. The plan of the Prince of Greed is two-fold: to overcome the holy churches of Lalibela – desecrating and auctioning off the legendary relics within the churches and cathedrals of Axum – and to claim the fabled gold mines of the Queen of Sheba for himself, which he covets beyond any other treasure trove on Earth.

War has honed the soldiers of Ethiopia into masters of mobile warfare and taking the enemy on in loose formation, a style of fighting well-suited to their rugged country where scarce roads restrict the movements of large armies. Most levies fight armed with rifles, seeking to close in on the enemy to ensure the effectiveness of their volleys; while the Chewa are the warrior-elite, trained in hand-to-hand combat since childhood. They are encouraged to take on lions and other fierce predators as part of their upbringing, and warriors that have taken down a male lion single-handedly have the honour of wearing its mane as a headdress. Their famed war cry "Together! Together!" is often the last thing the invaders hear.

Claiming a direct lineage from the legendary queen of Sheba and King Solomon, the Emperors of Abyssinia are staunch members of the Faithful alliance, and the representative of the African continent in the Sword Congress of Vienna. It is a matter of pride and prestige to the House of Solomon that the tithe to New Antioch is met punctually. So once in seven years the Negarit war drums sound the kitet, the call to arms. The volunteers gather at Axum, the spiritual capital of the nation, where the Ark of the Covenant is said to be kept under the

watchful eyes of warrior monks who are born to their role and never leave their post.

There is never any lack of warriors willing to join the expeditionary force to aid New Antioch. Adventure, unrivalled status given to those who go to serve the Duke and the chance to fight the enemy in their heartlands ensures that the bravest young soldiers compete for the chance to join the expeditionary force.

Before being accepted into this force, all volunteers to New Antioch must make a pilgrimage to Abuna Yemata Guh, the chapel that rests on a mountainside at a dizzying height of some 8500 feet. It is the most inaccessible place of worship in the world, and volunteers must travel to receive the blessing from this shrine in the sky carrying their full military kit and gear. Miraculously, there have been exceedingly few deaths caused by soldiers losing their footing and plummeting to their deaths. Each one of those who have fallen have been found to be a heretic infiltrator, and their broken and rotting bodies are left unburied as a warning to those traitors who would defile the sanctity of the shrine.

Once the pilgrimage is done, the forces assemble and are laden with gold, silver, precious stones, icons and holy relics as gifts from the Emperor to the Duke. The warriors of the Emperor march to the hidden ports of the coast that are still free of the enemy. There is no land route for the warriors of Ethiopia to reach the Principality and the Heretic Fleet dominates both the Erythraean Sea and the Red Sea, leaving the perilous crossing of the mediterranean as the only viable option.

Thus there is the war on the waves of the Mediterranean as the Faithful fleet clashes with heretic dreadnoughts. Ships will be sunk and the gold from the mines of the Queen of Sheba is lost to the sea, but when the songs and drums of the warriors of Solomonic Throne can be heard in the harbour and echoing on the famed walls of New Antioch, the citizens know that aid has come once more.

Fewer than one in ten volunteers ever return to the rock-hewn Churches of Lalibela to give thanks for their deliverance. The rest give their lives in brutal battles in No Man's Land, like countless millions before them. In the eyes of these survivors one can catch a glimpse of the horrors that have scarred them for life.

Rules

The Expeditionary Force of Abyssinia has the following special rules:

■ Chewa: Any shocktroopers or ELITE models in an Abyssinian warband can be made a member of Chewa, the traditional warrior-elite. This costs +5 ducats per model and can be done after the model has been recruited. These models gain +1 DICE against enemies that are in melee combat with a model other than the Chewa. If this enemy is in melee with 2+ other models, this bonus is increased to +2 DICE.

■ Faith of Ethiopia: The sect of the Sniper Priests does not operate in the Solomonic Dynasty, so your warband cannot contain any Sniper Priests.

■ Flanking Forces: The warband cannot have Trench Moles, but instead you can upgrade up to four Yeomen to Vanguards at the cost of +5 ducats each. They have the following special rules: Unless the scenario prohibits use of the special deployment of INFILTRATORS, you may deploy the Vanguard on any table edge as long as they are at least 8" away from any enemy model after INFILTRATORS are deployed. Vanguard can also be deployed in your own deployment zone as standard.

■ Short-Range Marksmanship: Yeomen, Vanguard and the Lieutenant in this warband gain +1 DICE to all hit rolls if they are using their ranged weapons at short range (i.e. half or less of their maximum range). This bonus does not apply to GRENADES or weapons with the Keyword HEAVY.

■ Abyssinian Healers: Your warband can have up to two Combat Medics.

■ Holy Warriors: The warband may include up to two Holy Warriors (use Trench Cleric characteristics) and they can each choose to replace their “Onwards, Christian Soldiers!” ability with one from the Abyssinian Holy Warrior abilities list below.

■ Chieftain Panoply: The Mechanized Infantry of the warband cannot be upgraded to use Machine Armour.

■ Weapons of Mobile Warfare: Your warband can have a maximum of three ranged weapons with the Keyword HEAVY. This limitation does not include satchel charges.

Abyssinian Holy Warrior Abilities

■ Blessed Psalm: As an ACTION, the Warrior removes one BLESSING MARKER it has and adds it to any other member of the warband. This ACTION succeeds automatically.

■ God’s Mercy: Select one friendly model within 3” of the warrior and take an ACTION. If successful, the target immediately stands if Down and loses up to one BLOOD MARKER or INFECTION MARKER (your choice) it has.

Abyssinian Special Equipment

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

Shotel

5 ducats

Since the days of ancient Axum, the Shotel has been the weapon of choice for the Abyssinian warrior-elite. Its curved blade is designed to reach around an opponent's shield and stab them in vital areas, such as the kidneys or lungs.

Name	Type	Range	Modifiers	Keywords
Shotel	1-handed	Melee	Ignore shield	CRITICAL

Rules: The Shotel is specifically designed to overcome enemy shields. It ignores the target's penalty to injury rolls from its shield, if any. The Holy Icon Shield and similar effects still apply.

Chewa or ELITE only.

Holy Water of Lalibela

3 ducats

Vials of holy water from the rock-hewn Churches of Lalibela are carried by the Ethiopian warriors on their campaigns. It has great power over demonic entities and aids in healing.

Rules: This model gains +1 DICE on any ACTION that would remove one or more BLOOD MARKERS or INFECTION MARKERS if successful.

CONSUMABLE, LIMIT: 4

Anfarro (Warrior's Crown)

10 ducats

An Anfarro is made from a ring of lion's mane hair, held in a filigree gilt metal coronet studded with blue and red gemstones. It is granted by the Emperor to an aristocratic warrior and lion hunter as a token of honour and bravery.

Rules: This model's Melee characteristic is improved by +1 DICE (as only the best warriors are granted the honour of wearing an Anfarro). This model is also immune to FEAR. Note that the Anfarro cannot be worn together with a helmet.

Headgear, ELITE only or Chewa only. LIMIT: 6

Tabot

4 Glory Points

Made from alabaster, marble or wood from an acacia tree, these are blessed replicas of the Ark of the Covenant. A priest that accompanies the forces of the King of Kings to New Antioch, they will take the holy Tabot with them, wrapped in silk cloth decorated with gold string. Its miraculous powers reward those who perform virtuous deeds on the battlefield.

Rules: Each time an ACTION is taken by any model of your warband that heals one or more BLOOD MARKERS or INFECTION MARKERS, the model carrying the Tabot gains one BLESSING MARKER.

Abyssinian Holy Warrior only. LIMIT: 1



The Cult of the Black Grail

Cpidemics 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 in a similar fashion to **BLOOD MARKERS**. **INFECTION MARKERS** can be used to modify dice rolls exactly like **BLOOD MARKERS** (i.e. **ACTION** rolls and injury rolls and used in Bloodbaths). 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 if a model has one or more **INFECTION MARKERS** when activated, it gains +1 **INFECTION MARKER**.

Morale: Fighting against the Black Grail is a terrifying prospect. Enemy Warbands roll Morale Tests with -1 **DICE** when fighting a Black Grail Warband. The Court Warbands and other Black Grail Warbands ignore this penalty.

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

Melee Weapons

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

Armour

Standard Armour	15 ducats
Reinforced Armour	40 ducats (ELITE only)
Trench Shield	10 ducats
Black Grail Shield	20 ducats (ELITE only)

Equipment

Combat Helmet	5 ducats (Headgear)
Compound Eyes Helmet	10 ducats (ELITE and Heralds only, LIMIT: 3 , Headgear)
Grail Devotee	15 ducats (ELITE or Herald only, LIMIT: 2)
Unholy Trinket	15 ducats (CONSUMABLE)
Unholy Relic	15 ducats (ELITE only)
Troop Standard	10 ducats (LIMIT: 1)
Musical Instrument	15 ducats (LIMIT: 1)
Field Shrine	2 Glory Points

Black Grail Special Weapons & Equipment

The following weapons, armour and equipment are exclusively available to the Black Grail 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 injuries for this weapon, the total modifier to injuries from a model's armour (including shields) is reduced by 1. Thus Reinforced Armour, for example, only offers a -1 modifier to injury rolls this weapon causes.

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"	-	GAS

Rules: This weapon automatically hits and it ignores armour. Because this weapon has the Keyword GAS, it inflicts an additional BLOOD MARKER on a hit.

Putrid Shotgun

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

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

Rules: This weapon rolls attacks with +1 DICE and causes INFECTION MARKERS instead of BLOOD MARKERS.

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	24"	+2D to Attacks	HEAVY

Rules: This weapon rolls attacks with +2 DICE, as even the slightest splash can kill. After resolving an injury caused by this weapon, this model may choose to suffer up to three BLOOD MARKERS to inflict the same number of additional BLOOD MARKERS upon the target of the attack.

Plague Blade

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: This weapon causes INFECTION MARKERS instead of BLOOD MARKERS.

Beelzebub's Axe

With blades crafted in the form of a fly spreading its wings, this enormous axe is eternally covered with the corruption and filth of Beelzebub.

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

Rules: This weapon rolls injuries with +2 DICE, causing INFECTION MARKERS instead of BLOOD MARKERS.

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: This counts as a Trench Shield. In addition, when this model is targeted by a ranged attack, it can draw on the power of the Black Grail to disturb the flow of reality as an ACTION. If successful, the ranged attack is rolled with -2 DICE. If this ACTION is a Critical, the ranged attack automatically misses. This can be done outside of the model's Activation and can be done each time the model is targeted by a ranged attack.

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 this weapon hits a model, the target is moved up to 3" in a single direction of the attacker's choosing. This can be used to move the model out of cover, to fall from a high position or even into Melee Combat with their enemies. Models that are immune to FEAR cannot be moved by this weapon.

Compound Eyes Helmet

This ancient helmet fuses itself to its wearer, connecting its nerves into the compound eyes of the helmet, granting enhanced vision.

Rules: This counts as a Combat Helmet. Additionally, this model increases its Ranged characteristic by +1 DICE.

Grail Devotee

Given birth by Matagot Hags after devouring living victims whole, these diminutive thralls are driven by an unspeakable thirst for fluids tainted by the Black Grail. They attach themselves to the nobles of the Order of the Fly, endlessly begging for any secretion or discharge of fluid their master might be able to spare. Nobles of the Fly pass their ammunition and blades through the devotee's digestive system to enhance the deadliness of their weapons.

Rules: A single model may be accompanied by up to two Grail Devotees. For each Devotee a model is accompanied by, it rolls injuries with a flat +1 bonus with all of its attack ACTIONS. Note that although Grail Devotees can be represented by a model, they are not treated as models for any rules purposes. As equipment, they must remain stationary and wholly on the base of the model that they accompany.

The Order of the Fly

Noble Hierarchy: When your warband is created, you must choose whether it will be led by a Lord of Tumours or a Plague Knight.

- **Lord of Tumours:** Your warband must include a Lord of Tumours when it is created. Your warband may include up to one Lord of Tumours and up to two Plague Knights.
- **Plague Knight:** Your warband must include a Plague Knight when it is created and may include up to three.

0-1 Lord of Tumours

(Cost: 130 ducats)

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

Name	Movement	Ranged	Melee	Armour	Base
Lord of Tumours	6"/Infantry	+1 Dice	+4 Dice	0	40/50mm

Equipment

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

Abilities

- **Beelzebub's Touch:** If a melee attack by the Lord of Tumours hits the target and causes at least one **BLOOD MARKER** or **INFECTION MARKER**, the Lord of Tumours inflicts an additional **INFECTION MARKER** on the target. Additionally, the Lord of Tumours is never considered unarmed and any of its empty hands count as Trench Clubs.
- **Undead Fortitude:** Non-FIRE injuries against the Lord of Tumours are rolled with -1 DICE. Additionally, this model ignores any additional **BLOOD MARKERS** caused by the 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, LEADER



0-2 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

A Plague Knight cannot be fielded, unless it is equipped with a suit of armour. In addition, a Plague Knight can be equipped with any weapon, armour and equipment from the Black Grail Armoury.

Plague Knight Ranks

You may have one rank per Plague Knight if you pay the necessary cost, as indicated:

- **Knight Companion of the Fly:** Add +1 DICE to Ranged or Melee. Costs +5 ducats.
- **Knight of the Rotten Cross:** When acquired, this model may purchase any weapon from the New Antioch or Heretic Legion list. The Knight of the Rotten Cross cannot give its weapon away but can purchase a new one if the old one is lost. Costs +5 ducats.
- **Plague Almoner:** This model requires one less BLOOD MARKER/INFECTION MARKER to cause Bloodbath. Costs +10 ducats.

Abilities

- **Undead Fortitude:** Non-FIRE injuries against the Plague Knight are rolled with -1 DICE. Additionally, this model ignores any additional BLOOD MARKERS caused by the Keyword GAS.
- **Fear:** Plague Knights are unnatural, horrifying creatures and as such cause FEAR.
- **Strong:** Ignores the effect of the Keyword HEAVY on any weapon they wield.

Keywords

BLACK GRAIL, ELITE, FEAR, STRONG



0-3 Corpse Guard

(Cost: 55 Ducats)

Only the strongest human devotees can survive the 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 Armoury.

Abilities

- **Parasitic Tick:** If the Corpse Guard inflicts one or more BLOOD or INFECTED MARKERS with a melee attack on a non-BLACK GRAIL model, it can remove one of its own BLOOD or INFECTED MARKERS.
- **Bodyguard:** If a BLACK GRAIL model within 1" of the Corpse Guard is hit, the Corpse Guard can redirect the hit to itself. The injury and any additional effects of the attack are resolved against the Corpse Guard instead of the original target. This ability cannot be used against BLAST weapons.
- **Undead Fortitude:** Non-FIRE injuries against the Corpse Guard are rolled with -1 DICE. Additionally, this model ignores any additional BLOOD MARKERS caused by the Keyword GAS.
- **Fear:** Corpse Guard are unnatural, horrifying creature and as such cause FEAR.

Keywords

BLACK GRAIL, ELITE, 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.

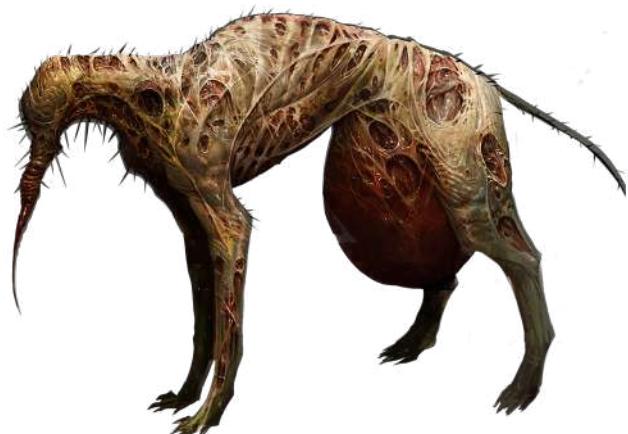
Name	Movement	Ranged	Melee	Armour	Base
Hound	8"/Infantry	N/A	+1 Dice	0	30 x 60mm

Equipment

The Hounds cannot be equipped with any weapons, armour or equipment. They do not suffer penalties for fighting unarmed. At the cost of +5 ducats, they cause INFECTED MARKERS with their unarmed attacks instead of BLOOD MARKERS.

Abilities

- **Undead Fortitude:** Non-FIRE injuries against the Hound are rolled with -1 DICE. Additionally, this model ignores any additional BLOOD MARKERS caused by the Keyword GAS.
- **Frightening Speed:** Hounds roll to Dash with +1 DICE and they do not



suffer any penalties to movement after they Stand from being Down.

■ **Disease Carrier:** If an enemy model is Activated while in Melee Combat with a Hound, that model suffers one INFECTION MARKER.

■ **Fear:** Hounds are unnatural and horrifying creatures and therefore cause FEAR.

Keywords

BLACK GRAIL, FEAR

Grail Thrall/Fly Thrall

(Cost: 25 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	5"/Infantry	N/A	-1 Dice	0	25mm
Fly Thrall	6"/Flying	N/A	-1 Dice	0	25mm

Equipment

Thralls cannot be equipped with any weapons, armour or equipment. They do not suffer penalties for fighting 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:** Non-FIRE injuries against the Grail Thrall (but **not** Fly Thrall) are rolled with -1 DICE. Additionally, this model ignores any additional BLOOD MARKERS caused by the 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"/Flying	+0 Dice	+0 Dice	0	40mm

Equipment

Heralds can be equipped with any ranged weapon from the Black Grail Armoury. They cannot be equipped with any other items, except for Compound Eyes Helmets or a single Grail Devotee. When they fight unarmed in Melee Combat, the attack is always modified by Infected Proboscis. One Herald can have the *Maddening Buzz* ability (see below) at the cost of +10 ducats.

Abilities

- **Infected Proboscis:** Heralds do not suffer penalties for fighting unarmed, and they cause INFECTION MARKERS with their unarmed attacks instead of BLOOD MARKERS. If this attack inflicts an INFECTION MARKER on a non-BLACK GRAIL enemy model, the Herald can remove one of their own BLOOD MARKERS.
- **Maddening Buzz (+10 ducats):** Every ACTION taken by non-BLACK GRAIL models 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 ignores any additional BLOOD MARKERS caused by the Keyword GAS.
- **Skirmisher:** Heralds are fast and elusive, and thus have the Keyword SKIRMISHER. SKIRMISHERS can move D3" when they are targeted by or would intercept a Charge, unless they are in Melee Combat or they are Down. This helps them keep out of reach of close-range threats.
- **Fear:** Heralds are unnatural and repulsive creatures and therefore cause FEAR.

Keywords

BLACK GRAIL, FEAR, SKIRMISHER





0-1 Amalgam

(Cost: 140 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 Armoury for weapons – it never carries any other gear except weapons, though one of its arms may carry a single trench shield (representing pieces of armour it has absorbed). It may not carry Grenades and it can only wield up to two weapons with the same name. The Amalgam can take a Ranged Attack ACTION once per Activation with each ranged weapon it is equipped with and it can take a Melee Attack ACTION once per Activation with each melee weapon it is equipped with. None of its weapons are off-hand weapons. The Amalgam cannot benefit from Shield Combo.

Abilities

- **Corpulent:** An Amalgam is a vast bulk of diseased flesh and is extraordinarily difficult to kill. Injuries against the Amalgam are rolled with -2 DICE.
- **Tough:** The Amalgam is extremely difficult to bring down with conventional weapons. It is subject to the rules for TOUGH Creatures.
- **Toxic:** This model ignores any additional BLOOD MARKERS caused by the Keyword GAS.
- **Trample:** Once during its Activation, the Amalgam may make an extra Melee Attack ACTION against a Downed enemy model on a 32mm or smaller base. 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:** Enemy models never get free attacks against the Amalgam when it Retreats. Additionally, the Amalgam can move out of Melee Combat using its Standard Move, Charge and Dash.
- **Fear:** Amalgam is a mountain of morbid, murderous flesh and therefore causes FEAR.
- **Strong:** Two of the arms of the Amalgam have the Keyword STRONG. It can wield any two HEAVY weapons of its choice, each using one hand regardless of the weapon rules.

Keywords

BLACK GRAIL, FEAR, TOUGH, STRONG





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 when 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 characteristics) who has the Keyword TOUGH and a Ranged characteristic of +1 DICE. The Executor costs 80 ducats.
- **The Lamenters:** The warband can include up to three Plague Knights (including the Executor) 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 include a maximum of two Hounds (known as *Wailers*) and a maximum of two Heralds of Beelzebub (called *Weepers*).
- **The Bereaved:** The Grail Thralls and Fly Thralls of the warband are called the *Bereaved*. Bereaved have a Ranged characteristic of +0 DICE and cost 30 ducats each. Grail Thralls (but not Fly Thralls) can be equipped with ranged weapons, standards and musical instruments from the Black Grail Armoury.
- **Dishonoured:** No model in the warband may carry a 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, Putrid Shotgun LIMIT: 3 and Viscera Cannon LIMIT: 3. Non-ELITE models can be equipped with Viscera Cannons.

Hegemon's Will

Using the remnants of the lingering power of a fallen Hegemon, a Plague Knight of the Warband can directly command a nearby Thrall.

During its Activation, a Plague Knight in this warband can remove an **INFECTION MARKER** from any model in play to enable a friendly 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 (though not multiple commands to the same Thrall) during a single Activation, if all the conditions are met.

- **Move:** The Thrall takes a standard Move ACTION.
- **Ranged Attack:** The Thrall takes a Ranged Attack ACTION with any Ranged weapon it has.
- **Charge:** The Thrall takes a standard Charge ACTION.
- **Melee Attack:** The Thrall takes 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: When this model is Activated, each enemy model in Melee Combat with it suffers one **INFECTION MARKER**. Despite its name, this item is not Headgear. **ELITE** only. **LIMIT: 1**

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: Ranged attacks against this model and other models within 3" of it are rolled with -1 DICE. **ELITE** only, **LIMIT: 1**

Blunderbuss**5 ducats (shield combo)**

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

The Court of the Seven-Headed Serpent

Jutting from eternally belching plumes of stinking, corrosive smoke is the Iron City of Dis; and atop its shrieking, black keep can be found the Infernal War Council. There sits seven of the greatest, most wicked and cunning of Arch-Devils, each representing one of the Seven Mortal Sins made manifest. They are the rulers of the Court of the Seven-Headed Serpent which oversees Hell's war against Creation on Earth. Each is known as one of the Heads of the Serpent, and ultimately it is their commands that dictate all the military forces of the Great War in the service of the infernal hierarchy.

In this twisted, treacherous and ever-shifting political arena, even the mightiest of Devils rarely sit at the great War Council for long. Towering statues of the Serpent Heads representing Wrath, Envy, Pride, Gluttony, Greed, Sloth and Lust are erected in Dis by slavering work gangs of yoke fiends, only to be torn down again and crushed into rubble as new Devil Lords rise to the pinnacle of power by trampling over their rivals.

The hierarchy of the Court is anything but stable: only Mammon is said to have held the position of the Serpent Head of Greed almost without break for the duration of the entire Great War. Other positions have seen a bewildering parade of dukes, marquises, margraves, barons and baronesses, paramounts, princes, lords, ladies, earls and myriad other high nobles that make up the infernal hierarchy. This whirlwind of political glory, followed by utter ruin, is reflected as shifts of power amongst their mortal followers on earth. The Council operates on majority vote and often with the thinnest of margins. It takes very little for an ambitious prince or princess of Hell to make so many enemies that they are deposed and their wings torn, forced them to begin their ascent from the bottom once more, with the mockery of their rivals burning them like venom.

Countless envious pretenders work against the Heads of

the Serpent, seeking to replace them and gain the glory and prestige that comes with such a lofty position. The might of the demons also waxes and wanes based on how many mortal followers they can corrupt to their cause, and thus there is a constant change in which demon lords can don one of the seven serpent-headed crowns.

While Beelzebub is the most powerful Devil of Gluttony by far, the Lord of the Flies scorns his rightful place at the Court, waging his battle against creation through his Black Grail instead. This leaves his seat open so the lesser fallen angels can struggle for the honour of sitting on the Hungry Throne.

Upon the commands of the Court, the warbands of Hell gather at the Hellgate and strike out to blight our unhappy world. Yoke fiends muster under the banners of their praetors and sorcerers. The shattered forms of the Hell Knights are forced into their suits of armour, emerging from their fiery tombs where their bodies are kept crushed under mighty, ever-turning slabs of black basalt while they are not serving in the war effort. Desecrated Saints are brought forth to act as unholy war altars that pollute and pervert the land which they travel over. Ahead of the warbands fly Pit Locusts, the clatter of their wings heralding the coming of the Court, their poison stings leaving burns that cannot be healed. And sometimes, when the deathly omens in Hell's burning sky and black stars are favourable, a Hunter of the Left-hand Path will join a warband as they strike out from the Mouth of Hell. As the warband marches to join the Great War, joyous and triumphant music played by unseen hands can be heard at these times, for taking part in one of these hunts is seen as a great privilege within the Sheol.

Before most warbands, the whips of the yoke fiends drive living human slave soldiers of the Court known as the wretched. These unfortunate souls possess not a drop of demon blood. They act as disposable shock troops or are used as subjects of torture to power the Goetic magic of

the sorcerers and other users of the dark arts. Captured during one of the hunts of the Court, sold to the devils in the heretic domains or having the misfortune to have foolishly pushed through in the places where the borders of the world are thin, their minds are scarred by witnessing the horror of damnation while still alive. Willing to do anything to escape their fate a million times worse than death, they grasp at the thinnest of straws. Should a wretch bring down a mighty opponent, the Law of Hell is clear: the mortal will gain its freedom, in memory and honour of the First Rebellion when there was war in Heaven and blood of the angels painted the firmament red.

The Court and the Great War

When the Gate of Hell was opened by the Ultimate Heresy of the Templars, it was the warbands of the Court that poured out and took the Levant by the storm, long before the first Heretic Legion was ever formed. They fell upon the people of the Middle East, Asia and Europa. They crushed the mortal armies sent against them like fire burning dry chaff. Only at Antioch and at the Iron Wall were they eventually checked, though at a terrible cost. Meanwhile, awed even by these least of Hell's servants, countless men and women fell to their knees at the sight of the dark splendour of the Court and worshipped them as gods. Those with truly wicked hearts were spared and they became the first heretics. Eventually their numbers would swell into the millions who now fill the teeming cities and domains under the shadow of the Hellgate.

Being both of the material world and of the world of spirit, the Court's foot soldiers can march to make war on Earth without a fear of divine retribution as they do not break the Covenant of Hell. The Court also carefully limits the size of these warbands, so that most of the suffering and dying of the Great War is done by mortals, both to spite the God-Tyrant YHWH, but also to enhance their own power, as more humans are corrupted and die in the rebellion, the more God's plan is disturbed and the greater the power of the devils waxes.

The missions of the Court against the Faithful do not follow the same logic as one a mortal commander might have. A mighty praetor could strike at a militarily insignificant village only to kill a new-born future saint, betray their own mortal followers by suddenly falling upon some unsuspecting heretic settlement or even clash with a warband of a rival Head of the Serpent. The wise do not question the motives of Hell's rage and Heretics accept these occasional attacks against their forces as a fitting judgement for their lack of success in the war against the Faithful.



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.

Seven Deadly Sins

You must select which of the Seven Deadly Sins the warband is dedicated to: Choose either Wrath, Envy, Pride, Gluttony, Greed, Sloth or Lust.

Keyword Demonic

Due to their infernal origins, models with the Keyword **DEMONIC** negate additional **BLOOD MARKERS** caused by the Keyword **FIRE**.

The Court Armoury

The Court 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

Blunderbuss	5 ducats (Shield Combo)
Arquebus	8 ducats
Ophidian Rifle	25 ducats (ELITE only, LIMIT: 3)
Pistol	6 ducats
Shotgun	10 ducats (Bayonet Lug, Shield Combo)
Gas Grenades	10 ducats
Incendiary Grenades	15 ducats (LIMIT: 2)
Serpent Assault Gun	50 ducats (LIMIT: 2)
Flamethrower	30 ducats (LIMIT: 2)
Heavy Flamethrower	55 ducats (LIMIT: 1)

Melee Weapons

Trench Knife	1 ducat
Trench Club	3 ducats
Sword/Axe	4 ducats
Polearm	7 ducats (Shield Combo)
Great Hammer/Maul	10 ducats
Great Sword/Axe	12 ducats
Torture Instrument	8 ducats
Headtaker	15 ducats (LIMIT: 2)
Hellblade	15 ducats (LIMIT: 3)
Malebranche Sword	50 ducats (LIMIT: 1)

Armour

Standard Armour	15 ducats
Reinforced Armour	40 ducats (ELITE only)
Trench Shield	10 ducats
Infernal Iron Armour	50 ducats (Hell Knights only)

Equipment

Combat Helmet	5 ducats
Gas Mask	5 ducats
Shovel	5 ducats (Yoke Fiend and Wretched only)
Unholy Trinket	15 ducats (CONSUMABLE)
Unholy Relic	15 ducats
Incendiary Ammunition	15 ducats (CONSUMABLE, LIMIT: 1)
Troop Flag	1 Glory Point (LIMIT: 1)
Musical Instrument	15 ducats (LIMIT: 1)
Crown of Hellfire	15 ducats (ELITE and Pit Locusts only)
Restraining Muzzle	10 ducats (Yoke Fiend only, LIMIT: 3)

The Court Special Equipment

The following weapons, armour and equipment are exclusively available to the Court warband.

Arquebus

A primitive matchlock weapon that is simple enough that even a yoke fiend is capable of operating it.

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

Rules: If a model equipped with an arquebus has two hands free, it can use it in melee combat as if it were a trench club.

Ophidian Rifle

This wheel-lock hunting rifle is produced in the forges of the demon Sabnock, the Great Marquis of War. Made of both infernal and earthly metals and materials, it exists simultaneously in the twisted dimension of Hell as well as on Earth. A thing that should not be, the shots of this firearm pervert the laws of God, so taking cover from its bullets and firing over great distances aid the user of this hell-made rifle instead of hindering the aim.

Name	Type	Range	Modifiers	Keywords
Ophidian Rifle	2-handed	30"		HEAVY

Rules: This weapon ignores the penalties for Cover and Long Range, and rolls attacks against models at Long Range or in Cover with +1 DICE. These bonuses stack for a possible total of +2 DICE.

Serpent Assault Gun

This terrifying and enormous hand cannon contains a portal to the foetid swamps and bogs of the Fifth Circle of Hell. Each bullet it fires is enveloped with an awful gas.

Name	Type	Range	Modifiers	Keywords
Serpent Gun	2-handed	36"		GAS, HEAVY, ASSAULT

Rules: When this model takes this ranged attack ACTION, it can make up to two attacks with this weapon. These attacks can target separate models, but the targets must be within 6" of each other.

Bow of Lethe

This bow is grown by the Hunters of the Left-Hand Path out of their own flesh. It can be tipped with a deadly poison made from the blood of the nameless beasts that the Hunters stalk in the wastelands of Hell, or it can shoot one of the iron bolts of Pandemonium that weigh nine tonnes on Earth.

Name	Type	Range	Modifiers	Keywords
Bow of Lethe	1-handed	24"	+2D to Injuries/ Ignores Armour	ASSAULT

Rules: Before rolling an injury for this weapon, choose **one** of the following effects to apply to that roll:

- The injury ignores armour
- Roll the injury with +2 DICE

Torture Instrument

Great scourges made from living spines, red-hot rods, man-catchers and all the tools of torment fashioned by the sadistic smiths of Dis are widely used by Court warbands. Their main function is not to kill, but to cause as much agonising pain as possible. Forged in hellfire and quenched in the black waters of river Styx. The agony their wounds bring lasts for days.

Name	Type	Range	Modifiers	Keywords
Torture Instrument	2-handed	Melee		

Rules: This weapon rolls D6 on the Injury Chart, or 2D6 on a BLOODBATH. This weapon causes an additional BLOOD MARKER for each BLOOD MARKER it inflicts from an injury result.

Hellblade

Crafted from iron ore from the mines of Dis in Inferno, this weapon burns with unquenchable fires as it has been plunged into Phlegethon, the burning river of blood, one of the five great rivers in Hell.

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

Rules: This weapon rolls for injuries with +1 DICE. Because this weapon has the Keyword FIRE, it inflicts an additional BLOOD MARKER on a hit.

Head Taker

Said to contain a tiny sliver of the stone that Cain used to murder Abel, this weapon allows its wielder to clearly see each spot in the body of their enemy that would bring it instant and agonising death. This makes it a superb ambush weapon much favoured by the Hunters of the Left-Hand Path.

Name	Type	Range	Modifiers	Keywords
Head taker	1-handed	Melee	+2 to Injuries vs not Activated	

Rules: This weapon rolls injuries against unactivated models with a flat +2 bonus.

Malebranche Sword

These forked abyssal swords are both terrible weapons as well as symbols of prestige, given to demons who have performed great deeds in the service of the Court. They were once carried by fallen Seraphim in battles against Heaven.

Name	Type	Range	Modifiers	Keywords
Malebranche Sword	2-handed	Melee	3D6 Injury roll	HEAVY

Rules: This enormous evil sword rolls 3D6 on the Injury Chart, adding the results together.

Crown of Hellfire

This burning crown is held aloft by the pain-seared hands of an invisible damned soul, whose weeping cries can still be heard. It is a reward that an elite member of the Court can earn through some extraordinary act in the service of the Serpent Head they are pledged to. Of the slave soldiers of the Court, only the Pit Locusts are allowed to wear this symbol of prestige due the fundamental role they played at the start of the Great War.

Rules: When this model ends its Activation, each enemy model in melee combat with it suffers a BLOOD MARKER. Any effect or ability that negates BLOOD MARKERS from the Keyword FIRE negates this BLOOD MARKER.

Infernal Iron Armour

This armour is forged simultaneously in Hell and on Earth, so that no weapon, whether infernal or man-made, can overcome its protection. It serves both as protection and a torturous prison for the Hell Knights that are forced to wear it.

Rules: Injuries against this model are rolled with a flat -2 penalty. This penalty applies against injuries that ignore armour.

Restraining Muzzle

Yoke Fiends are unruly beasts, and almost impossible to control when they smell mortal blood. Court nobles use these cruel, barbed muzzles to bring them to heel. Each is attuned to the will of the noble in the charge, who can constrict them until the pain becomes so unbearable that even the most bestial Yoke Fiend is made to obey.

Rules: Any Yoke Fiend equipped with a Restraining Muzzle is not affected by the Hateful rule and therefore does not have to charge certain enemies within Charge range. With this device in place, the unruly Yoke Fiends can be trained better and add +1 DICE to their Ranged Attack characteristic.

THE COURT only, Yoke Fiends only, LIMIT: 3

Goetic Powers & Spells

Many of the warriors of the Court have access to Goetic abilities – Powers and Spells which use the suffering of mortals as spiritual energy to unleash the reality-bending powers of the Demons. As God's plan for the universe is disrupted and perverted, the infernal sorcerers and other demonic creatures can use the released primordial energy of Creation to alter reality. Demons have to be quick, however: God's omnipotence will soon reassert itself and the opportunity for Demons to disturb the world is lost. Thus infernal creatures have a continuous and growing need for human sacrifices, pain and endless warfare to enable their supernatural powers.

Goetic Spells are marked with the Keyword GOETIC (x) where the number in brackets indicates how many BLOOD MARKERS will have to be spent to trigger the effect of the Spell. If multiple numbers or a range of numbers are listed in the brackets, any one of those numbers can be chosen. These BLOOD MARKERS can be taken from any model currently taking part in the battle, be they friendly or enemy models. However, they must come from models that do not have the Keyword DEMONIC or BLACK GRAIL.

BLOOD MARKERS used this way are removed from the game and the described effect of the Goetic Spell or ability then takes effect as described – no ACTION roll is needed, unless outlined in the spell. Despite not requiring an ACTION roll, Goetic Spells are ACTIONS and, as with other ACTIONS, spells can only be used by the model once per Activation. Some Goetic Powers are not marked with the Keyword GOETIC (x). These powers are typically passive abilities.

Seven Deadly Sins

Many of the warriors of the Court have access to a selection of devastating Spells and other Powers as detailed in the list below which can be purchased at the indicated cost when the model is initially purchased. Depending on the type of model and which Deadly Sin the warband is dedicated to, the selection available to you may vary. All such limitations are clearly marked below.

Any Warband

Burning Inferno

15 ducats

As a Ranged Attack ACTION with GOETIC (1-3) spell the Sorcerer opens a portal to the Lake of Fire and draws forth a great screaming ball of infernal lava mixed with damned souls. Select a 1x1mm point within 36" that the Sorcerer can see. Next, make a ranged attack ACTION: this attack suffers penalties for Long Range but not for Cover. If the roll fails (i.e. you roll 6 or less), the fireball lands 1" away from its intended location, multiplied by the number representing the degree of failure (for example, if you rolled 5, the fireball lands 2" away, as 7-5=2). The direction is decided by your opponent. The Burning Inferno has the Keyword BLAST X", where X is the amount of BLOOD MARKERS spent. Additionally, if the Burning Inferno lands directly on top of a model, it ignores that model's armour. This attack has the Keyword FIRE.

Sorcerer only, any Warband

Slavemaster**10 ducats**

As a GOETIC (1) spell, this model can command any friendly Yoke Fiend within 12" to do one of the following:

- **Move:** The Yoke Fiend takes a Standard Move ACTION of up to 6".
- **Ranged Attack:** The Yoke Fiend takes a Ranged Attack ACTION with any Ranged weapon it has.
- **Melee Attack:** The Yoke Fiend takes a Melee Attack ACTION.
- **Sacrifice:** The Yoke Fiend kills itself (it is removed from the board immediately as a casualty).

ELITE only, any Warband

Wrath**Charge of Hatred****10 ducats**

When this model Charges, it can always move the maximum distance of 12", although it suffers penalties to this movement as standard (Difficult Terrain, Standing etc.). Additionally, it must make a RISKY ACTION to Charge an enemy model other than the closest one.

ELITE only, Wrath Warband only, LIMIT: 3

Lesser Mark of Cain**20 ducats**

An inferior copy of the mark that God-Tyrant YHWH placed on the forehead of Cain, the First Murderer.

Injuries against this model are rolled with -1 DICE.

ELITE only, Wrath Warband only, LIMIT: 1

Blind Rage**10 ducats**

This model rolls to Dash with +1 DICE.

ELITE only, Wrath Warband only, LIMIT: 3

Envoy**Envious Eyes****5 ducats**

This model can be equipped with one weapon or suit of armour (excluding shields) from the Trench Pilgrim, New Antioch or Iron Sultanate warband armouries, including ranged weapons. You must pay the cost of this item as standard and, if it is lost, it must be purchased again as soon as you have the funds. This item follows the normal limitations. The model will never willingly trade this item away or allow it to be removed. A Sorcerer with this Power can be equipped with a ranged weapon purchased in this way, even though they can normally only equip melee weapons.

Praetor or Sorcerer only, Envy Warband only

Coveted Position**10 ducats**

As a GOETIC (2) Spell, this model changes positions with any other model it can see within 12", as long as the bases of the models fit into their positions. This cannot be done if either model is engaged in Melee Combat.

Praetor or Sorcerer only, Envy Warband only

What is Yours is Mine**10 ducats**

As a **GOETIC** (1) Spell, this model can remove a **BLOOD** or **BLESSING** MARKER from any model that it can see. This model then gains a marker of that type. This marker can come from models regardless of their Keywords and is separate from the **BLOOD MARKER** used to cast this spell.

ELITE only, Envy Warband only

Lust**Forbidden Pleasures****10 ducats**

Before the Battle begins, select one model in your warband without the Keyword **DEMONIC**. It starts the Battle with three **BLOOD MARKERS**.

Praetor or Sorcerer only, Lust Warband only

Exquisite Pain**15 ducats**

As a **GOETIC** (1-2) Spell, this model inflicts X **BLOOD MARKERS** on an enemy model that it can see, where X is the amount of **BLOOD MARKERS** spent.

ELITE only, Lust Warband only.

Call of Flesh**15 ducats**

None can resist the call of Lust.

As a **GOETIC** (2) Spell that ends this model's Activation, beckoning magic fills the air. When the enemy next Activates a model during this Turn, that model must Move as its first **ACTION**. This Move must be a Retreat if the model started its Activation in Melee Combat with a model other than the caster of this Spell. If that model is Down, it instead Stands and then Moves. During this movement, it moves in a direct path toward the caster of this Spell through any passable terrain, including Dangerous Terrain, Jumping Down etc. The model suffers injuries as normal. It can act normally after taking the prescribed **ACTION(S)**, or attempting to take the prescribed **ACTION(S)** if it couldn't, but cannot target the caster of this Spell during this Activation with ranged or melee attacks.

Praetor or Sorcerer only, Lust Warband only

Pride**Proud Defiance****15 ducats**

While this model is on the battlefield, its Warband automatically succeeds Morale Tests.

ELITE only, Pride Warband only

Too Proud to Fall**10 ducats**

As a **GOETIC** (2) Spell, when this model would otherwise fall Down for any reason, it instead doesn't. If used to negate a Down result, this model still suffers any **BLOOD MARKER** as normal. This Spell can be cast outside of this model's Activation. Note that if a **TOUGH** model suffers an Out of Action result, which is then converted into Down, this Spell can be used, but **TOUGH** is considered to have been used.

Praetor or Sorcerer only, Pride Warband only

Light of Samael**15 ducats**

As a GOETIC (2) Spell, this model can hit an enemy model it can see within 24" with punishing light. That model rolls on the Injury Chart. If the target is on a 32mm or smaller base and was not taken Out of Action, it is pushed D6" directly away from the caster of this Spell, stopping if it hits another model or a solid object. They also stop if they would otherwise enter Impassable Terrain or if they would be pushed out of the battlefield.

Praetor or Sorcerer only, Pride Warband only

Sloth**Morphean Mind****15 ducats**

The mind of this Demonic creature warps the flow of time so it can take as long as it wishes to decide on its actions.

No more than one BLOOD MARKER at a time can be used to negatively affect an ACTION or RISKY ACTION this model takes.

Sloth Warband only, ELITE only

Charm of Acedia**10 ducats**

The great aversion to effort possessed by this infernal warrior seeps to nearby creatures or to the very Creation itself, forcing them to bend to its will and thus avoiding the need for the demonic creature to struggle to achieve its aims.

This GOETIC (1) spell can be cast right before the model casting it takes an ACTION involving any model, friend or foe (including the model itself and thus covering Dashing, Climbing, Jumping etc). The target ceases any potential resistance or tension, seeing no point in such effort, making the ACTION succeed automatically with no dice rolled.

ELITE only, Sloth Warband only

Daemonium Meridianum**20 ducats**

It is all but impossible to approach this infernal warrior with any energy or enthusiasm.

Open Terrain within 6" of this model is considered Difficult Terrain for enemy models. Dangerous Terrain within 6" of this model is considered both Dangerous Terrain and Difficult Terrain for enemy models.

ELITE only, Sloth Warband only, LIMIT: 1

Gluttony**Belly of the Beast****5 ducats**

This creature is known to feast on vast mounds of flesh before it leaves Hell. If it is cut in battle, its opponents suffer agonizing burns as the acidic contents of their gut gushes all over them.

Whenever an enemy model inflicts one or more BLOOD MARKERS on this model with a melee attack, that model suffers one BLOOD MARKER.

ELITE only, Gluttony Warband only

Uncaring Gluttony**10 ducats**

This curse drives its target mad with an unnatural hunger, making them heedless of any danger as it seeks to consume any matter its manipulated mind perceives as edible.

As a GOETIC (2) Spell, this model can curse any enemy model that has not been Activated during the Battle with ravenous hunger. Pick any one equipment item (i.e. not weapon or armour) the model is carrying. This item is discarded for the duration of the battle as the model has been chewing on it, rendering the item temporarily unusable.

ELITE only, Gluttony warband only, LIMIT: 1

Eater of the Flesh**10 ducats**

An unnatural hunger for the flesh haunts this creature. Whenever the blood of a mortal creature is spilled this demonic entity may consume it through tears in reality, to gorge themselves in viscera and guts.

Whenever a model without the keyword DEMONIC or BLACK GRAIL suffers one or more BLOOD MARKERS in melee combat against this model, you can remove those markers and heal an equal number of BLOOD MARKERS from this model. This model may charge and engage friendly models in melee combat.

Praetor or Sorcerer only, Gluttony warband only, LIMIT: 1

Greed

Body of Gold**15 ducats**

So great is the devotion of this servant of greed that their entire body takes on the aspect of the precious metal.

This model gains the Keyword GOLEM. If the model has the Keyword TOUGH it loses it.

ELITE only, Greed Warband only, LIMIT: 1

Black Heart**15 ducats**

Greed has corrupted the heart of this fallen creature to such an extent that within their chest is a gaping hole. When it desires something enough, it bleeds black tar that empowers this servant of avarice.

This GOETIC (1) power allows the model to add +1 DICE to any ACTION it takes. Can be used multiple times per activation, but only once per ACTION.

Greed Warband only, LIMIT: 3

Universal Greed**15 ducats**

The greed of others is just as welcome to Hell as that displayed by its own servants.

For every model in the opposing force that is worth 150 ducats or more, this model gains +1 BLESSING DICE at the start of the battle.

ELITE only, Greed Warband only, LIMIT: 1

Nobles of the Court

Your warband must include a Praetor OR a Sorcerer as your leader when it is created.

0-1 Praetor

(Cost: 115 ducats)

Praetors are demonic commanders and magistrates within a small corner of the fiefdom of a mighty Arch-Devil or Demon Lord. Each commands small cohorts at their liege's behest, raised from the denizens within the ever-shifting domains of Hell. Yoke devils muster at their command and Hell Knights bound to blind obedience bend their knees to these field commanders of Hell.

Name	Movement	Ranged	Melee	Armour	Base
Praetor	8"/Flying	+3 Dice	+3 Dice	0	50mm

Equipment

The Praetor can be equipped with any weapons, armour and equipment from the Court Armoury.

Abilities

- **Goetic Powers:** You may purchase up to two GOETIC Powers or Spells for the Praetor (or only one if you command a Wrath Warband).
- **Tough:** Demonic vitality makes the Praetor very difficult to slay. They are subject to the rules for TOUGH Creatures.
- **Strong:** The Praetor possess supernatural strength and therefore has the Keyword STRONG.
- **Demonic Horror:** The Praetor causes FEAR.

Keywords

THE COURT, DEMONIC, ELITE, TOUGH, STRONG, FEAR, LEADER





0-1 Sorcerer

(Cost: 75 Ducats)

Sorcerers come in many forms and manipulate their own bodies to better cast the mighty spells they are charged with. Some have many arms, others multiple heads or countless alterations and terrible improvements – some self-administered, others by force – based on the whims of the Arch-devil and their cabal of High Sorcerers who lead their Goetic strategy. A Sorcerer's feet do not touch the ground – a distant echo of their angelic past – but instead float across No Man's Land, chanting the cruel gospel of Hell as they advance. Their dark wisdom and cunning make them equally capable of leading one of the Court's warbands or acting as advisors to one of the Praetors as they stride forth into the mortal realms.

Name	Movement	Ranged	Melee	Armour	Base
Sorcerer	6"/Flying	+1 Dice	+1 Dice	0	50mm

Equipment

The Sorcerer can be equipped with any melee weapon, armour and equipment from the Court Armoury.

Abilities

- **Goetic Magic:** You may purchase up to three GOETIC Spells or Powers for the Sorcerer and must purchase at least one.
- **Demonic Horror:** The Sorcerer causes FEAR.
- **Blessing of the Serpent Moon:** This GOETIC (2/4/6) Spell can be cast immediately before an injury is rolled for the Sorcerer. If it is, deduct 1 from the injury result for every two BLOOD MARKERS spent. This Spell can be cast outside of this model's Activation.

Keywords

THE COURT, DEMONIC, ELITE, FEAR





0-1 Hunter of the Left-hand Path (Cost: 110 Ducats)

The hunters of the Court of the Seven-headed Serpent are followers of the Left-hand Path. They stalk the primordial hinterlands of hell, where they hunt terrifying beasts and perform vile magicks and auguries, using the innards of their still-living prey to discern portents and omens.

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

Equipment

The Hunter can be equipped with any melee weapons, armour (though not Infernal Armour which would disrupt the powers of the Hunter) and equipment from the Court Armoury. The Hunter always carries the Bow of Lethe as its ranged weapon and it cannot swap or lose this weapon. It always takes the use of one of the arms of the Hunter.

Abilities

- **Shadow Walker:** As a Retreat ACTION with GOETIC (2), the Hunter Retreats from Melee Combat without enemy models getting any free attacks against it.
- **Left-Hand Path:** Once during its Activation, when the Hunter moves into contact with a piece of scenery at least 2" wide, it can cast this GOETIC (2) Spell to walk the path between Hell and Creation. Remove the Hunter and immediately place it into contact with any other piece of scenery over 2" wide on the battlefield, including on top of or inside it. The Hunter then continues its movement as normal. It can cast this Spell again as part of the same movement, spending a BLOOD MARKER each time, but it cannot cast it later as part of a different movement during the same Activation. This spell can be cast as part of any movement the Hunter takes during its Activation (Standard Move, Retreat, Charge, Dash etc.). If it is cast as part of a Charge, it does not need to take the most direct route possible, but it still selects the target as normal (Line of Sight, within 12" etc.).
- **Oracle Beast Cloak:** Once per Turn, the Hunter can use this GOETIC (3) after an injury is rolled against it to negate the result (and any other effects caused by the triggering event) entirely. Effects from the triggering event, such as BLAST weapons that originally targeted the Hunter, still affect other models as normal.

Keywords

THE COURT, DEMONIC, ELITE, INFILTRATOR





0-3 Hell Knight

(Cost: 100 Ducats)

The silent battalions of Hell, summoned to serve when the Court of the Seven-Headed Serpent seeks sport, are composed of Hell Knights. Their ever-burning banners stream as they march to war, carrying out the bidding of their masters. They are the bannerets of the High Lords of the Court, champions who respond to foolish mortals daring to challenge the hunting parties of the Serpent's nobility, who embark on hunting excursions beyond the Gate for their amusement.

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

Equipment

The Hell Knights are always equipped with a suit of Infernal Iron Armour which is included in their cost. This armour can never be removed or lost. Hell Knights can be equipped with any weapons, armour and equipment from the Court Armoury.

Abilities

- **Strong:** The Hell Knight possess supernatural strength and therefore has the Keyword **STRONG**.
- **Blood Magic:** Before rolling an injury caused by the Hell Knight's melee or ranged attack, it can cast this **GOETIC (1)** Spell to roll that injury with **+1 DICE**. When this Spell is used on an injury caused by a **BLAST** weapon, it applies to every injury caused by that attack **ACTION**.
- **Goetic Powers:** You may purchase one **GOETIC** Power or Spell for the Hell Knight.

Keywords

THE COURT, DEMONIC, STRONG, ELITE



War Slaves

Yoke Fiend

(Cost: 30 Ducats)

A Yoke Fiend stands some seven to eight feet tall, with layers of shivering fat and muscle branded by their masters, carved by the knives of the Hell-Priests to mark them as property of greater demons. They exhibit bestial features such as horns and hooves of cattle or goats, ape-like limbs with immensely dense bones. They hate seeing their own reflections, as in their heart of hearts they know the beauty and glory they have lost for all eternity.

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

Equipment

Yoke fiends can be equipped with any melee weapon, armour and equipment from the Court Armoury. They can be equipped with any one ranged weapon from the Court Armoury that costs 30 ducats or less.

Abilities

■ **Hateful:** When a yoke fiend is Activated, if there is an enemy model without the Keyword **BLACK GRAIL** or **DEMONIC** within 12" that it can see, it must make a Charge against the closest enemy model without the Keyword **BLACK GRAIL** or **DEMONIC** as its first ACTION. If it begins its Activation Down and the above conditions are true, it must stand and then Charge, unless it cannot stand. If it begins its Activation in melee combat, it ignores this ability.

■ **Torturer:** The Yoke Fiend can target friendly non-**DEMONIC** models within 1" with melee attacks. When it does, it can only make a single melee attack during its Activation.

Keywords

THE COURT, DEMONIC



Wretched

(Cost: 20 Ducats)

(Your Warband may include any number of Wretched as long as they are outnumbered by models with the Keyword **DEMONIC**.)

These unfortunate souls possess not a drop of demon blood. They act as disposable shock troops or are used as subjects of torture to power the Goetic magic of the sorcerers and other users of the dark arts. Captured during one of the hunts of the Court, sold to the devils in the heretic domains or having the misfortune to have foolishly pushed through in the places where the borders of the world are thin, their minds are scarred by witnessing the horror of damnation while still alive. Willing to do anything to escape their fate a million times worse than death, they grasp at the thinnest of straws. Should a wretch bring down a mighty opponent, the Law of Hell is clear: the mortal will gain its freedom, in memory and honour of the First Rebellion when there was war in Heaven and blood of the angels painted the firmament red.

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

Equipment

The wretched can be equipped with any melee weapon, armour and equipment from the Court Armoury. None of their weapons, armour or equipment can cost more than 10 ducats each. They must be equipped with at least one weapon.



Abilities

- **Law of Hell:** If a Wretch manages to take an enemy ELITE model Out of Action or performs a Glorious Deed, it gains its freedom and is immediately removed from the Battle and from your Warband permanently. It does not count as a casualty, but your Warband's total size for this battle is reduced by one for purposes of Morale.

Keywords

THE COURT

0-3 Pit Locust

(Cost: 90 Ducats)

Pit Locusts are terrifying, horse-sized winged and armoured creatures with twisted faces resembling humans. They fight with rending blades attached to their limbs and with poison stingers.

Name	Movement	Ranged	Melee	Armour	Base
Pit Locust	8"/Flying	+0 Dice	+2 Dice	-2	30 x 60mm

Equipment

A Pit Locust wears a suit of Reinforced Armour which is reflected in its profile above. They can have no other armour, weapons and equipment, except for the Crown of Hellfire. They do not suffer penalties for fighting unarmed.

Abilities

- **Swarming Attack:** When the Pit Locust makes a melee attack, it can make an additional attack with its stinger if it charged during this Activation. Pit Locusts suffer no penalties for fighting unarmed, nor do they suffer penalties or restrictions for making Off-Hand Attacks with their stingers. The first attack made by a Pit Locust has the Keyword SHRAPNEL and therefore causes an additional BLOOD MARKER.
- **Demonic Horror:** A Pit Locust causes FEAR.

Keywords

THE COURT, DEMONIC, FEAR





0-1 Desecrated Saint

(Cost: 140 Ducats)

Desecrated Saints are the most prized possessions of the Lords of Hell: men and women once destined to become saints, great prophets or holy ones according to God's Plan, but who were led astray and fell from Grace.

Name	Movement	Ranged	Melee	Armour	Base
Desecrated Saint	6"/Infantry	N/A	+3 Dice	-3	60mm

Equipment

The Desecrated Saint is encased in nigh-impregnable Cocytus Armour reflected on the profile above. This armour cannot be removed or lost. The Desecrated Saint has three functional arms. They can carry up to three melee weapons, only one of which can be a two-handed weapon. The Desecrated Saint can be equipped with any melee weapons from the Court Armoury, and can make a Melee Attack ACTION once per Activation with each melee weapon it is equipped with and suffers no off-hand penalties.

Abilities

- **Tough:** Desecrated Saints are blasphemous creations with unnatural vitality and are subject to the rules for TOUGH creatures.
- **Demonic Horror:** The Desecrated Saint is a blasphemous creation of Hell and causes FEAR.
- **Strong:** The Desecrated Saint possesses supernatural strength and therefore has the Keyword STRONG.
- **Demonic Aura:** Depending on which Deadly Sin the warband is dedicated to, the Desecrated Saint has one of the following auras:
 - **Aura of Sloth:** Enemy models within 8" of the Saint treat Minor Hit results as a Down result instead. This affects models that normally treat Down results as a Minor Hit result (such as models wearing Machine Armour).
 - **Aura of Envy:** Enemy models within 12" of the Saint cannot Charge enemy models that are already engaged in melee combat with one of their allies.
 - **Aura of Pride:** When the Desecrated Saint ends its Activation, all enemy models within 8" of it suffer one BLOOD MARKER from the light of the Morningstar that the Saint emits.
 - **Aura of Greed:** When an enemy model declares a Charge, they must Charge the Desecrated Saint if it is visible, not in cover and within 12" of the Saint. The charging model must be able to reach this model without Climbing, Jumping or crossing Dangerous Terrain.
 - **Aura of Wrath:** All friendly models within 8" of the Saint (including the Saint) roll melee attacks and to Dash with +1 DICE.
 - **Aura of Lust:** Enemy models within 6" of the Desecrated Saint (unless they have the Keyword BLACK GRAIL) gain no benefit from any armour they wear, as they are naked before the Serpent Head of Lust in the Hell-dimension that the Saint projects all around it. This includes additional effects, such as Machine Armour's ability to reduce Down results to Minor Hit results, but not penalties or neutral effects (such as the Charging penalty or the base size adjustment). Note: Holy Icon Shields and Armour, Infernal Iron Armour or similar armour that always grant armour save are not affected by the Aura of Lust.
 - **Aura of Famine (Gluttony):** Enemy models within 8" of the Desecrated Saint (unless they have the Keyword BLACK GRAIL or ARTIFICIAL) roll ACTIONS with -1 DICE.

Keywords

THE COURT, DEMONIC, FEAR, TOUGH, STRONG





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.

They also have the following options for Melee weapons:

- One two-handed melee weapon OR
- Up to two one-handed melee weapons.

All weapon entries clearly indicate if you need one or two hands to effectively use the given weapon. Unless clearly stated in the Range characteristic, a ranged weapon cannot be used in melee combat. 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.
- 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 or Armour can be carried by models as indicated in the rules. They take up one of the hands of the model 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 ranged combat and cannot be switched out.
- One standard/banner/flag which always takes one hand to use in both melee and ranged combat and cannot be switched out.
- One musical instrument which always takes one hand to use in both melee and ranged combat and 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 $+/- \text{ DICE}$ as indicated by the ranged characteristics entry for the model in the relevant Warband Armoury.

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, 2 attacks	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"	2 attacks	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 and ignore the penalty to hit rolls when attacking at long range. However, injuries are rolled with -1 DICE at long range due to the 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 and ignore the penalty to hit rolls when attacking at long range. However, injuries are rolled with -1 DICE at long range due to the low penetration power.

Heavy Shotgun

Mostly used by Mechanized Heavy Infantry, this massive 8 bore shotgun is used to take down extremely powerful and large opponents at short range. It is known as a "Wolf-Killer" in New Antioch as it is the weapon favoured by the soldiery of the Duke to take down the Heretic War Wolf assault beasts. Heavy Shotguns use tungsten-orichalcum alloy shot which explains their enormous stopping power at short ranges.

Name	Type	Range	Modifiers	Keywords
Heavy Shotgun	2-handed	12"	+1D to Attacks, +2D to injuries at Short Range	HEAVY

Rules: This weapon rolls attacks with +1 DICE and rolls injuries at Short Range with +2 DICE.

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

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

- Book of Martyrs 4:16

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.

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

Rules: This weapon rolls attacks with +1 DICE. On a Critical attack roll, this weapon ignores armour. If this model is equipped with a Scope, this weapon ignores the penalty for Long Range.

Grenades

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

Name	Type	Range	Modifiers	Keywords
Grenade	GRENADE	8"	-	ASSAULT, SHRAPNEL, 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 cause +1 BLOOD MARKER upon a hit due to their FIRE Keyword. The incendiary grenades ignore armour on a Critical Hit (12+ to hit).

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, BLAST 3"

Rules: Gas Grenades ignore all penalties for cover and armour but roll injuries with -1 DICE. They have BLAST 3" – they 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.

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

- Cataclysms 5:17

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, ignores armour	HEAVY, BLAST 3", CONSUMABLE

Rules: You can aim the Satchel Charge at either a 1mm x 1mm point on the ground or 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 bombard shot lands 2" away, as 5-5=2). The direction is decided by your opponent. A Satchel Charge adds +1 DICE to injury rolls. 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, Ignores Armour	FIRE

Rules: A Flamethrower hits one model within range automatically with its Attack ACTION. Ignores 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, even if no other damage is caused.

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"	Ignores Armour	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 and within the Heavy Flamethrower range. 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. Roll on 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.

"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."

- Novac Revelations 56:10

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: Models suffer -1 DICE when fighting unarmed, both to see if the attack hits and when rolling on the Injury Chart. Note that you can never fight with unarmed as an Off-Hand weapon to get an additional attack in melee. 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 fitted with a 'Bayonet lug' (indicated in each Warband's Armoury). They do not count towards the maximum melee weapons a model can carry.



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 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.

"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 Revalations 66:3

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-Demons 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.

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: When using this weapon add +1 to all injury rolls (example: a roll of 7 on 2D6 becomes 8).

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 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: Always takes one hand to use in both melee and in ranged combat, and cannot be switched out. 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 2-handed weapon with the 'Shield Combo' indicator, the Trench Shield does not take a hand to wield but still functions as normal.

Heavy Ballistic Shield

These massive shields are made of aramid fibre mesh and orichalcum-steel alloy. They are so heavy that they can only be carried by Heavy Mechanized infantry, and even then they are too cumbersome to be used in fast paced melee. They are mainly used for protection during their ponderous advance towards the enemy.

Rules: Always takes one hand to use in both melee and in ranged combat and cannot be switched out. The target is always considered to be in Cover when shot, and counts as fighting behind a defended obstacle when an enemy charges them. These bonuses cannot be combined with Polearms, shovels, cover or defended obstacles. For the purposes of wielding a 2-handed weapon with the 'Shield Combo' indicator, the Heavy Ballistic 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.

Reinforced Armour

Reinforced 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, and treats Down Injury results as a Minor Hit instead (note that the TOUGH Keyword ability to avoid Out of Action with Down overrides this). 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, unless the model wearing it is already on 50mm or bigger base.

If worn by a model that is not part of a New Antioch force/subfaction, the only bonus the armour gives is the -3 injury modifier, as the chemical treatment that allows the wearer to withstand the rigors of the armour is a carefully guarded military secret. D3 charge distance remains in force.

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

The simple combat helmet has proven its value on the battlefield time and again.

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

Iron Capirote

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

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

Medi-kit

Battlefield first aid has brought many soldiers back from the brink of death. Blessed ointments can seal fatal wounds completely, while the black blood of demons used by twisted heretic medics allows mangled troops to 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" range or allow one friendly model (including themselves) that is Down to regain their footing.

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. Keywords: **CONSUMABLE, CRITICAL**.

Incendiary Ammunition

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 is covered 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.

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. Acts as three models for Morale Tests. It has a base size of 40mm. Can be destroyed if any type of attack hits it.

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 defendable 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

Both players place these large terrain pieces until they have both placed at least three pieces each. In addition, both players should add six smaller terrain pieces like boxes, sandbags, bomb craters, wells, fountains etc. anywhere on the table to create additional 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 instruct (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 will have 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 of their Pre-Battle Abilities, the other player may resolve the remainder of theirs.

Victory Points

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

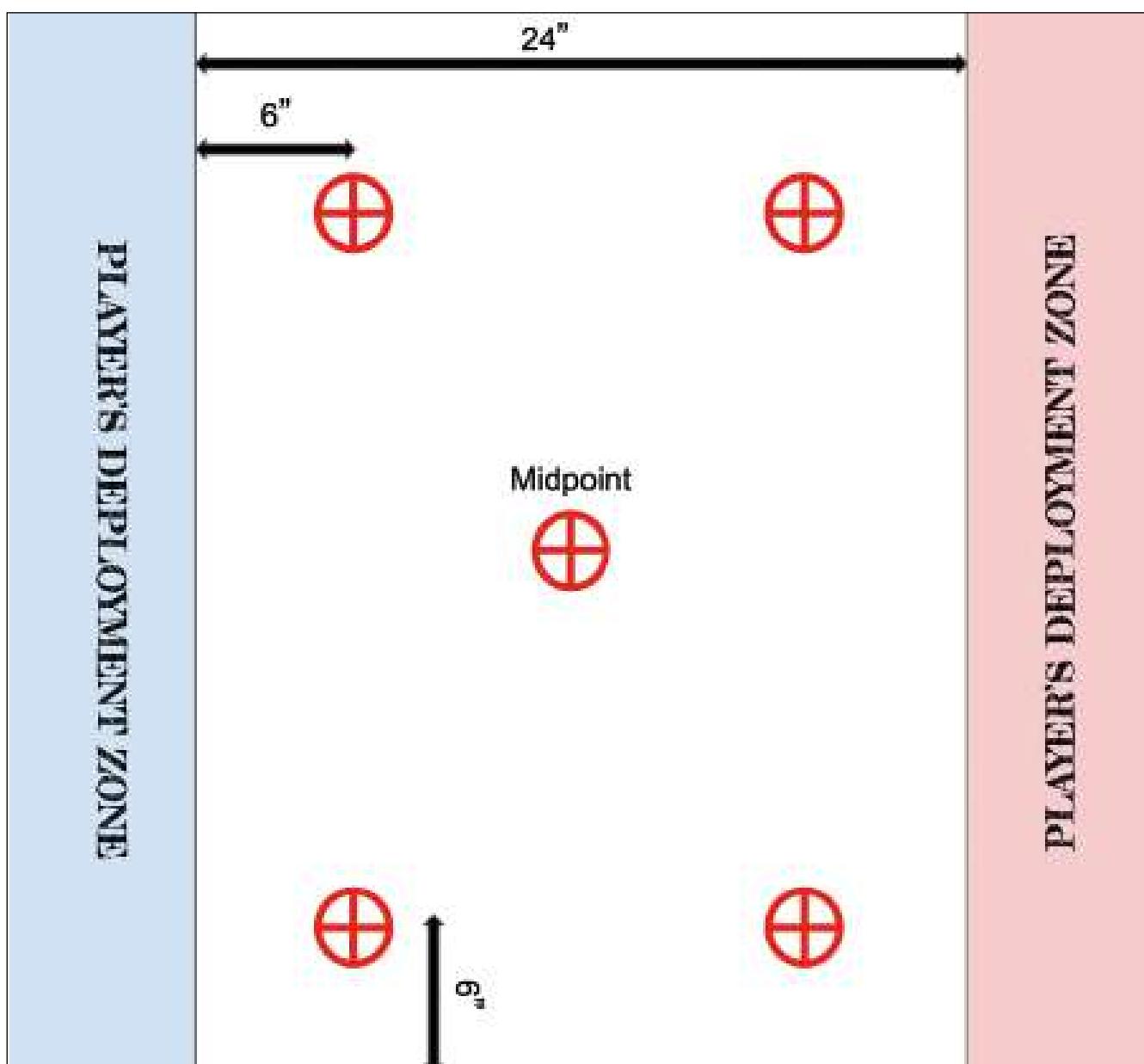
If you are playing the Campaign, the winner always gains 5 VPs if otherwise the result would indicate less.

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 VP for each Objective building that they have a model within 1" of or two VPs for each Objective building that they control.
- 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 entirely within the edges of the building's footprint, as agreed by the players.
- Calculate VPs for both players at the end of the round and add them together. The player with the higher number of VPs wins, otherwise the game is a draw.

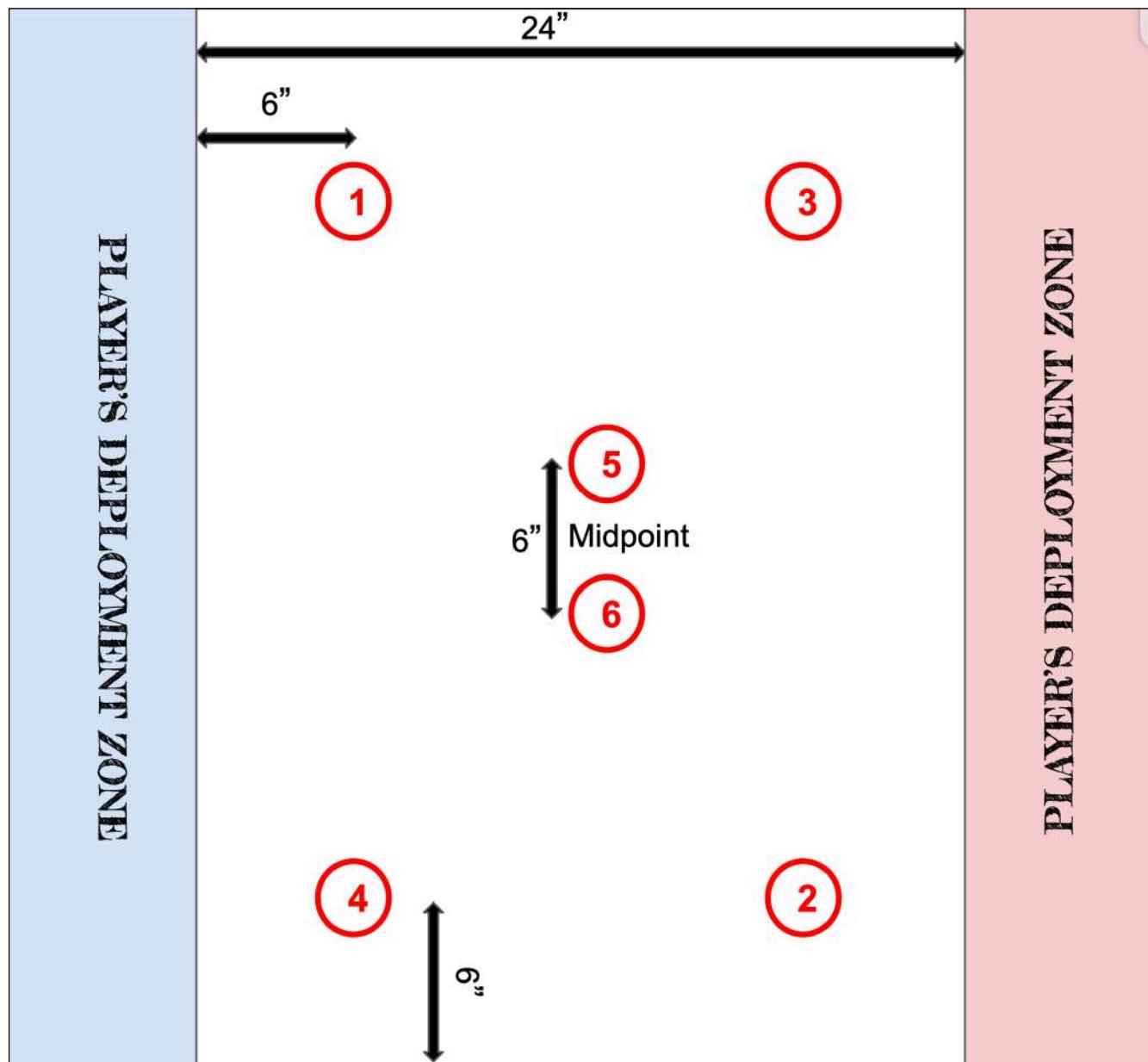
Glorious Deeds

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 two or more 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" or more thanks to your action (shooting, melee, Supernatural Power etc.).
- **Bloodletting:** Make one of your enemies suffer a sixth BLOOD MARKER with an attack from one of your models.
- **Hold your Ground:** Pass a Morale Test.
- **Suicidal Bravery:** Charge two enemy models with one of yours during a single Activation.
- **Resist and Bite:** Take out an enemy with a model that is *Down*.

Scenario 2:

Relic Hunt



Forces

Both players select up to six models from their warband. No models on 40mm+ sized bases can be included. If your warband must contain a specific model upon creation, you may field that model even if it would be excluded by this restriction.

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

The Battlefield

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

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

Infiltrators

Infiltrators can be used in this Scenario.

Deployment

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

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

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

Battle Length

The battle lasts for four turns.

Victory Conditions

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

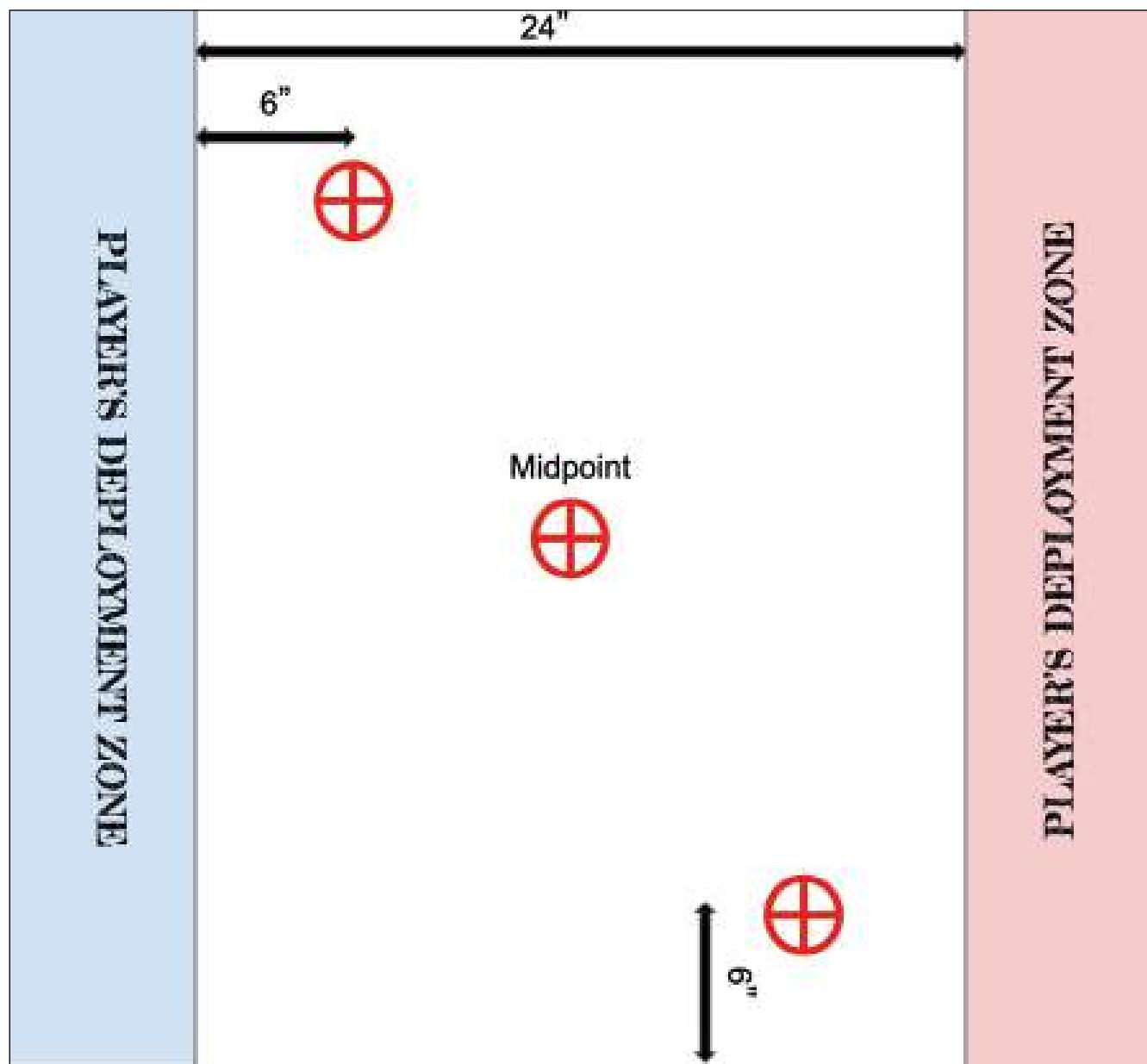
- No Morale tests are taken during this scenario.
- A player scores one VP when they have models touching one of the Reliquary markers and make a successful ACTION roll. Once the VP is claimed, flip the marker over to show it has been claimed this turn. It can no longer generate VPs this turn for you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

Glorious Deeds

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.
- **Cast them Down:** Make an enemy fall from a height of 3"+ thanks to your action (shooting, melee, Supernatural Power etc.).
- **Blood Sacrifice:** One of your models takes at least three enemies out of action during the battle.
- **Resist and Bite:** Take out an enemy with a model that is Down.
- **Relic Hunter:** One of your models claims at least two different Reliquary Markers during the game.
- **Protect the Relic:** Take out an enemy that is touching one of the Reliquary Markers.

Scenario 3: Hunt for Heroes



Forces

Both forces 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, 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.

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 entirely 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.

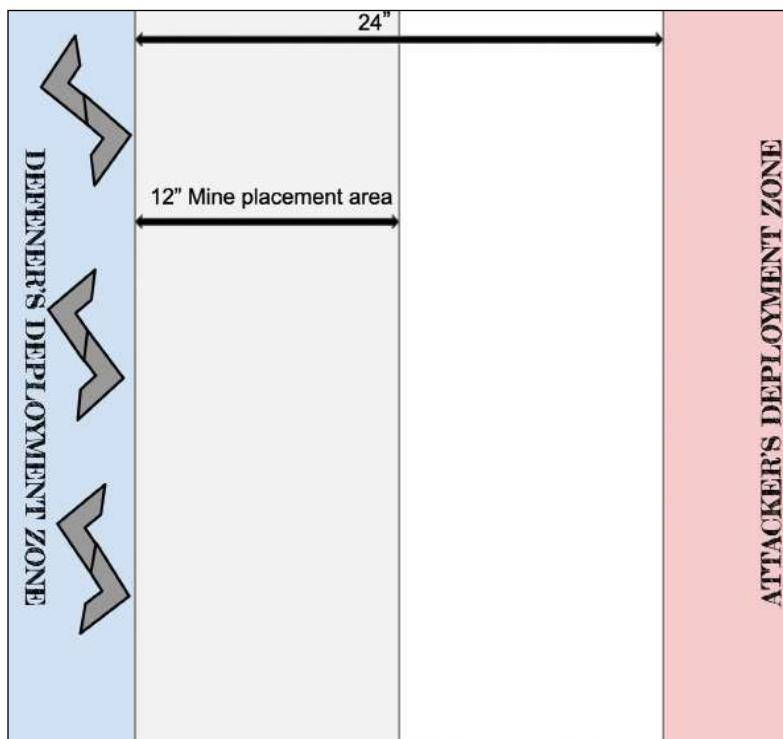
Glorious Deeds

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 the attacker is and who the defender is.

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 view (face down). 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 the 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 as a result of the 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" of 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

At the end of the fourth turn, the Attacker rolls 1D6. On a roll of 1-2, the battle ends. Otherwise the game lasts for five turns.

Victory Conditions

If one warband is wiped out completely or 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 VPs as follows:

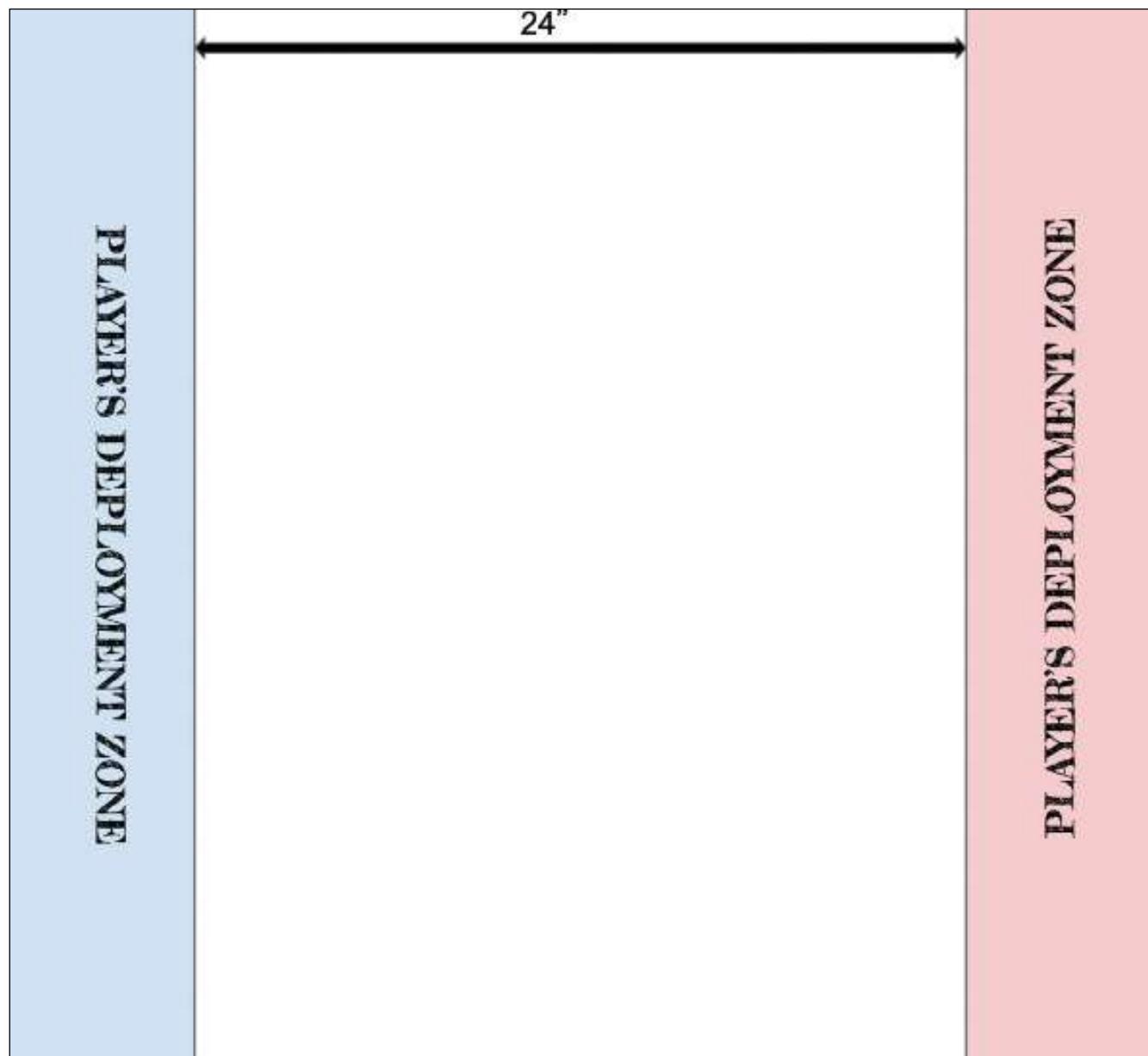
- At the end of the battle, the defender scores 2 victory points for each trench section that has one of the defender's models and no enemies in it. The defender scores 1 VP for each trench section that has one of their models, but also has one or more enemy models.
- At the end of the battle, the Attacker scores 2 VPs for each trench section that has one or more of their models, but also has one or more enemy models.
- At the end of the battle the Attacker scores 3 VPs for each trench section that has one or more of their models but no enemy models. Calculate VPs 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 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. 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 during the battle and is not taken Out of Action.
- **Into the Trenches!**: Charge an enemy model in a trench and take it Out of Action during the same turn.
- **Headshot:** Retreat from melee 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.

Morale

This is a 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. 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 VPs equal to the ducat value of the model (including any equipment) divided 10, rounding any fractions up to the nearest full number.
- Mercenaries & Allies are worth three times their Glory Points cost as Victory Points.
- Glorious equipment is worth three times the Glory Points cost of the equipment as Victory Points

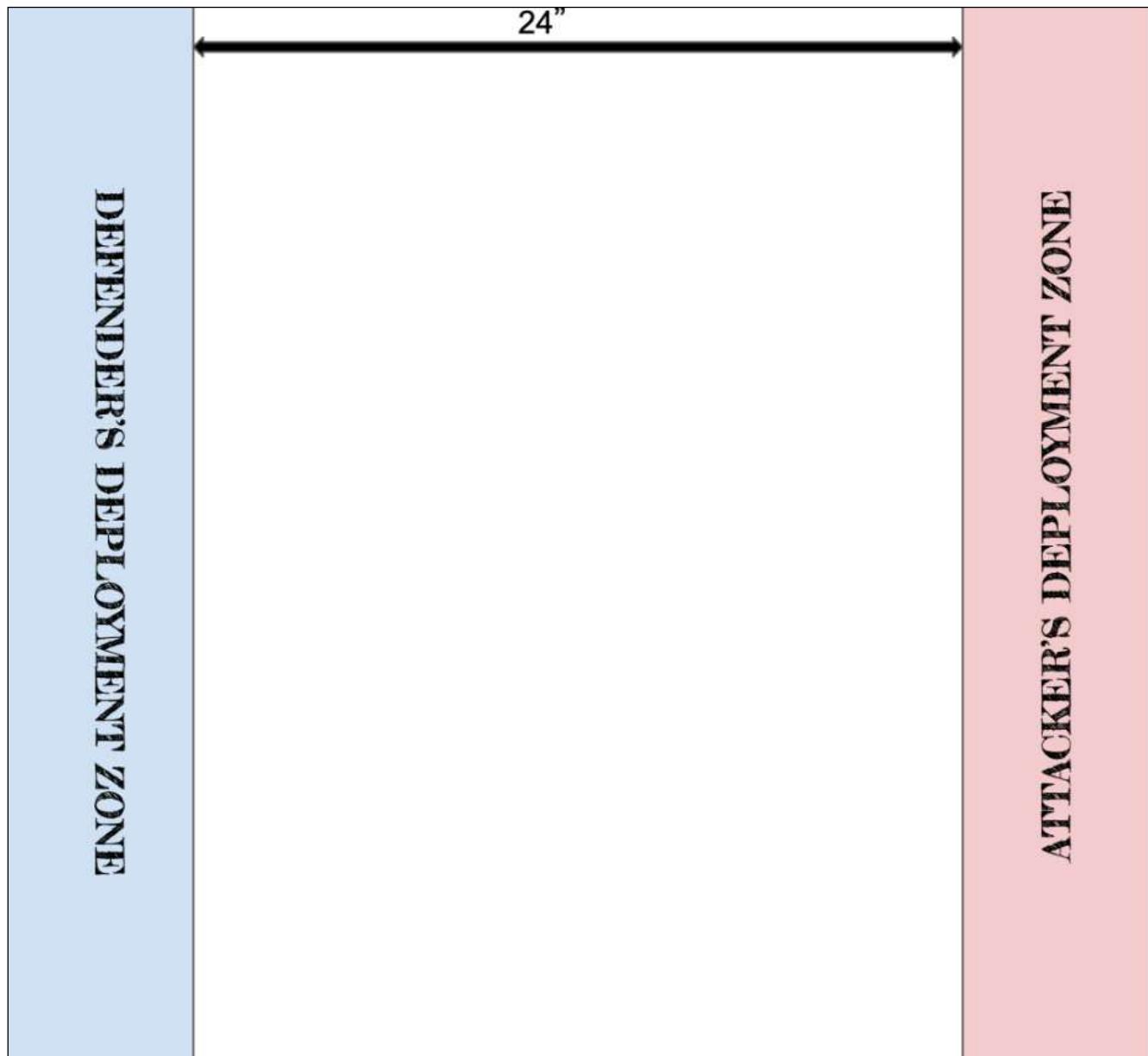
Glorious Deeds

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 6+D3 models from their warband.

At the beginning of turn two, 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 rest of 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 attack that hits them, or a 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 VPs as follows:

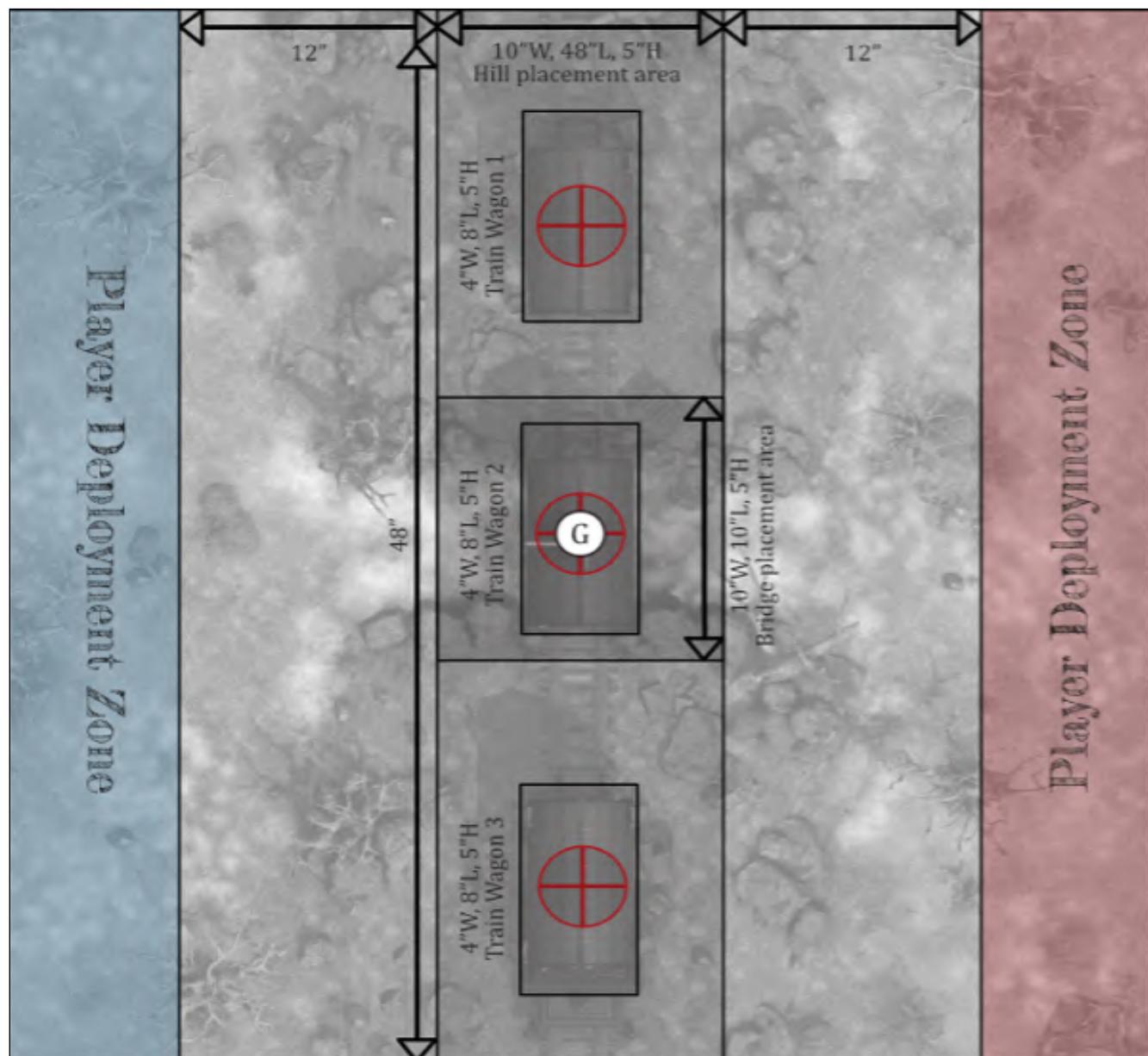
- 1 VP is gained per enemy model taken Out of Action.
- The Attacker gains 1 VP for each Objective Marker that is destroyed.
- At the end of the battle, the Defender gains 2 VPs for each Objective that remains on the table.
- Calculate VPs for both players and the end of the battle and add them together. 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. Glory Points for these can only be gained once – whichever player completes them first gets the Glory Points!

- **Daring Raid:** The Attacker completes this Glorious Deed if they destroy one Objective Marker in the opponent's Deployment Zone.
- **Rampage:** The 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:** The 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!** The Defender completes this Glorious Deed if four or more supplies are left at the end of the fourth turn.

Scenario 7: Armoured Train



Overview

An armoured train has been derailed. While no clear reason has been determined, some speculate that this ill-fated transport could have been sent by loyal citizens desperate to support their forces in the front lines. Others say that it was part of a military effort that was ambushed by enemy forces, or that it could have been contraband intended as a commercial venture by merchants seeking to profit from the demands of war. Truth be told, any other misfortune might have fallen upon it. What truly matters is that the train carried supplies vital to keep the engines of war up and running: food, ammunition, medicine and even relics—holy and unholy. The loss of its contents has sparked a frenzy and now warbands from all sides rush to claim what remains. Evidence of a brutal fate lies scattered across the landscape, with barbed wire, scattered shells and fading blood trails hinting at a crew that vanished without a trace.

Forces

Both forces can use up to 15 models from their warband.

The Battlefield

The game is played on a standard-size battlefield (we suggest 4' x 4'). The table must contain:

- A hill spanning its entire middle section, as indicated on the map
- A bridge dividing the hill in half, forming a tunnel that allows access to both sides of the map and
- A train with three wagons spread throughout the highest section of the hill.

Both the hill and the bridge should be about 5" high. Models up to 125mm tall can pass under the bridge. Parts of each side of the hill must contain patches of barbed wire. The hill sides should also be considered as Difficult Terrain, due to the steep elevation.

Fill the rest of the battlefield with terrain in the usual way, using models such as guard towers, ruined buildings etc., placing them at least 1" away from the hillsides.

Infiltrators

Infiltrators can be used in this scenario but must be deployed as normal troops.

Deployment

The players roll-off. The winner 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.

Then place a Gun Turret model, represented by a circled G, on top of the wagon at the centre of the map. Once placed, neither of these can be moved during the game. See the Field Artillery rules for the weapons' profile and specifications.

Battle Length

The battle lasts for six turns.

Train Wagons

The derailed train has three wagons. Each wagon is 4" wide (W), 8" long (L) and 5" high (H). The wagons have a set of ladders on both sides, allowing models to climb on top of a wagon as part of their standard Move. A wagon also provides cover to a model that is in base contact with it.

The train was carrying supply crates, containing precious weapons, materials and holy relics. The supply crates are spread between the three wagons.

Place three initial markers representing Objectives on the table as indicated on the map. These markers represent an X quantity of supply crates inside a wagon. The wagons are all closed, making it impossible to see the contents inside.

A wagon can be opened from either side by a model within 1". The model must roll on the Action Success Chart to force open a wagon's door. **BLOOD MARKERS** and **BLESSING MARKERS** can be used to hinder, or aid, this Action.

Upon opening a wagon, the player must then roll a D3:

1 - There is one supply crate inside the wagon:

Place one Objective Marker beside the model who opened the wagon to represent the crate and remove the previous marker from the table

2 - There are two supply crates inside the wagon:

Place two Objective Markers beside the model who opened the wagon to represent the crates and remove the previous marker from the table

3 - There are three supply crates inside the wagon:

Place three Objective Markers beside the model who opened the wagon to represent the crates and remove the previous marker from the table.

contact with any table edge, it has escaped with the crate successfully and does not return to the table, in which case remove the Objective Marker representing the extracted supplies from the table and the model that extracted it.

■ **Destroy Supplies:** The model that has Claimed a crate, or that is extracting it, can attack it as an ACTION. If successful, the crate is destroyed, in which case remove the Objective Marker representing the destroyed supplies from the table.

■ **Use Supplies:** As an ACTION, a model that has Claimed a crate can attempt to open it and use the relics inside. If successful, gain a BLESSING MARKER, in which case remove the Objective Marker representing the used crate from the table.

An enemy model cannot attack a crate that has been Claimed, or that is being extracted by another model, but they can attack the model normally.

If the model that has Claimed a crate, or is extracting it, is taken Out of Action, the crate is immediately dropped within 3" of the fallen model, in a direction of the enemy's choice. If it lands in contact with another model, the model can immediately Claim it, except if they're engaged in melee combat with an enemy model, in which case the crate must be dropped again in a different direction.

If the game ends while a model has a Claimed crate, or is in the process of extracting it, they have failed to either extract it, destroy it or use it, and so it does not count towards the final VPs calculation.

Supply Crates

During the game, any model that ends its move in contact with a marker can Claim it, without the need for a roll, as long as they're not engaged in melee combat. The model has then Claimed a crate. A model can end a Claim without the need for a roll at the start of the model's Activation, dropping the crate within 1" of the model, in a direction of the model's choice. The same model cannot make a new Claim during that Activation. A model can only Claim one crate at a time and must immediately choose one of the three following options:

■ **Extract Supplies:** The model picks up the crate to start extracting it, without the need for a roll. The crates are HEAVY and must be held with all hands a model may have. Any weapons a model might be carrying, or is integrated with, will be rendered unusable while the model is extracting the crate. As long as a model is extracting the crate, it cannot Attack, cannot Dash and any other method of movement (teleportation, Puppet Master etc.) cannot be used to move the model due to the mystical effect of the holy relics inside, other than their standard Move.

At the end of its Activation, the model can pass the crate it is extracting to any friendly model within 1" range, as long as neither model is in melee combat with an enemy model. The model receiving the crate is considered to have ended their Activation this turn, if it has not yet done so. A model extracting a crate can drop it without the need for a roll or be forced to drop it if engaged in melee combat, dropping the crate within 1" of the model in a direction of the model owner's choice.

A model can also change its choice to **Destroy Supplies** (see below) without the need for a roll at any point. If a model extracting a crate moves into

Victory Conditions

If one warband is wiped out completely or 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 VPs as follows:

- A player scores 3 VPs for each crate successfully extracted from the map.
- A player scores 2 VPs for each crate destroyed during the game.
- A player scores 1 VPs for each crate used during the game.

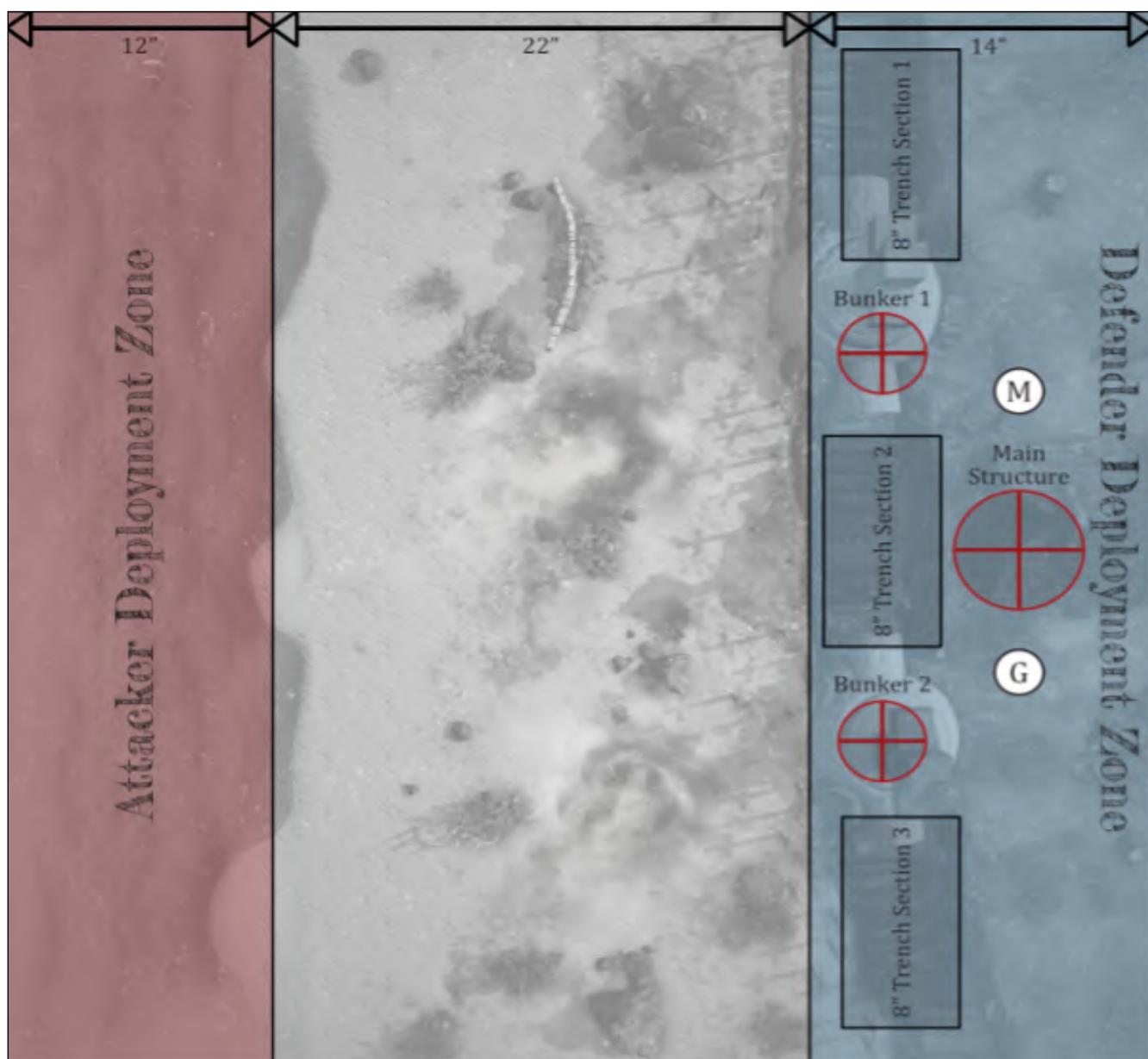
Calculate VPs at the end each turn for both players and the end of the game and add them together. The player with the higher number of VPs wins, otherwise the game is a draw.

Glorious Deeds

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

- **No Stone Left Unturned:** The same model successfully opens two wagons.
- **Not On My Watch:** Take out an enemy operating the Gun Turret with a ranged attack at Long Range.
- **Supply Run:** Successfully extract at least two crates from the map. The model that extracts the second crate gets the Glory Point.
- **Meat-grinder:** Take out three enemies using the Gun Turret with the same model.
- **King of the Hill:** Have a model spend at least three consecutive turns on the top of the hill, within 3" of a wagon and without suffering any BLOOD MARKERS.
- **Over the Enemy Line:** Successfully extract a crate through the opposing player's deployment zone.

Scenario 8: Storming the Shores



Overview

The shoreline of this beach, river, lake or swamp stands as a vital stronghold - its bunkers, trenches and heavy emplacements forming an unyielding wall against invasion. Guarding a crucial supply route, the defenders rely on their fortifications and firepower to hold the line with minimal troops, confident in the terrain's advantage. Yet, the attackers have taken note of the thinly stretched defences, massing their forces in overwhelming numbers to breach the coastal bastion. The horizon brims with movement, the tide of war rolling in to test the strength of the shoreline's iron grip.

Forces

The player with the higher number of models is the Attacker. The Attacker must declare the size of their warband, up to sixteen models max. If the Attacker has two or fewer **ELITES**, they must field all of them. The opponent is the Defender and they can have up to half of the total number of models the Attacker has declared, rounded down. If both warbands have the same number of models, roll a dice to see who the Attacker and who the Defender is.

The Battlefield

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

The Defender places three 8"-long Trench sections in their Deployment Zone. They can be placed as the Defender wishes and can be continuous. However, in the division between each of the three trench sections the Defender must place a bunker model (as indicated by the small Red Markers on the map) of at least 4" x 4" and up to 3" high, so that models of up to 75mm tall may enter the bunker's interior.

The Defender must place a Main Structure in the location indicated on the map by a large Red Marker. This structure can be a church, a large bunker, a tower etc. It must be at least 6" x 6" and up to 6" high, so that models of up to 150mm tall may enter the building's interior.

The Main Structure and the bunkers are the Objectives of the scenario, hereafter referred to as Objective Buildings, and score Victory Points (VPs).

The Defender then places three defence works (sandbags, barricades, low wall etc.) each of which counts as a defended obstacle and is at least 4" long

horizontally. They are max 1" high. Use the following instructions to deploy these defence works.

- Within 18" of the centre of the battlefield (measured to the centre).
- At least 12" away from another defence work (measured from the centre).
- Not within or surrounded by Impassable terrain.

The Defender places either a Gun Turret or a Mortar, represented by a circled **G** and a circled **M**, respectively, on the scenario map, in any location within their deployment zone. Once placed, neither of these can be moved during the game. See the Field Artillery rules for the weapons' profile and specifications.

Fill the rest of the battlefield with terrain in the usual way, using models such as barricades, ruined buildings, trees, sandbags etc.

Infiltrators

Infiltrators can be used in this scenario but they cannot be within 8" of any of the Defender's Objective Buildings.

Deployment

The player with the higher number of models is the Attacker. The other deployment zone will be their opponent's, as the Defender, with half the number of models the Attacker has declared.

The Defender starts by deploying their models and also placing the Gun Turret (or Mortar) where they wish according to the parameters set below. After the Defender has deployed their models, the Attacker deploys theirs.

Models must be set up wholly within their own deployment zone.

Once the players have set up their models, deployment ends and the battle begins.

Battle Length

At the end of the fifth turn, the Attacker rolls 1D6. On a roll of 1-2, the battle ends. Otherwise, the game lasts for six turns.

Unforeseen Events

These rules represent the treacherous and often unforeseeable tides of war that can suddenly shift the battle unexpectedly. Starting on the second turn of combat, roll 1D6. On a roll of 1-3, a random event occurs, otherwise the game continues until the start of the next turn, when another roll will be required. These events will always occur at the start of the combat turn, before any model Activation (unless stated otherwise). Upon the occurrence of a random event, roll another 1D6 for the Unforeseen Events chart below to see what exactly happens and follow the directions. No more than one random encounter will ever take place in a single game, so after a random encounter is rolled, a player no longer needs to roll at the start of a combat turn. The entries below refer to the corresponding number rolled and its respective effects:

1. Rising Fog

Heavy fog covers the entire combat zone, drastically limiting visibility for all models. All Ranged Attacks have their total range halved, according to the weapon's profile and respective modifiers that may have been applied (such as scopes etc.) The fog lasts for two turns before it dissipates.

2. Striding Mercenary

A Mercenary appears on the ridge overlooking the shore. Witnessing the unfolding carnage, they decide to seize the opportunity and offer their services to the warband with the most Glory Points currently accumulated (if both warbands have the same number of points, roll-off 1D6 to see whom they offer their help to). On a roll of 1-3, the Attacker wins, and a roll of 4-6, the Defender wins the roll-off). The Mercenary will offer their services to the warband for a single turn, even if they have already hired their maximum number of Mercenary models for 1 Glory Point.

You can choose any of the Mercenary units available to your warband and immediately deploy them at least 6" away from any other model in the battlefield, but not within the opponent's Deployment Zone. You can also deny the Mercenary's services if you don't have the required amount of points to pay them.

At the end of the turn, the warband that they aided must pay them their required amount of Glory Points before they leave the battlefield. If the warband cannot (or will not) meet the Mercenary's standard, they leave, but not before taking out their frustration on a random member of the warband (only choose among members of the warband who haven't been taken Out of Action yet). Roll directly on the Injury Chart for this member, according to the Mercenary's profile statistics for the

attack (the opponent chooses which attack was used), applying any applicable modifiers.

3. Unearthed Relics

Relics are suddenly unearthed in the battlefield. Each player places two Objective Markers to represent the relics, for a total of four, each at least 6" away from any Deployment Zone, at least 6" away from each other and at least 6" away from any model. The relics cannot be placed on impassable terrain or surrounded by it. A model that comes into base contact with the relic claims it. The model's owner decides if it is a holy or unholy relic, according to the restriction of their faction's warband. The model either gains +1 BLESSING MARKER (for a holy relic) or starts radiating a malignant aura and causes FEAR (for an unholy relic).

4. The Beast of No Man's Land

The scent of blood soaking the ground and the incessant sound of gunfire has brought the attention of a prowling beast. Rumours have been spreading about this fiend. Some say it is a stray War Beast, a hell-spawn abomination that escaped captivity before it could be made into a War Wolf. Others claim it is something much older, something that scarred the earth and fed upon its inhabitants long before the start of the war. Whatever it is, the creature knows no bounds and sees neither friend nor foe, only meat.

The Beast must be placed within 6" of a side of the board that is not a Deployment Zone and at least 6" away from a Deployment Zone. The players roll-off to determine on which side of the board the creature will appear. The winning player chooses the board side and the losing player places the creature where they deem fit, according to the parameters above.

Note that the Beast cannot be initially placed anywhere within 12" of a warband model.

At the end of each of a model's Activation, the player must roll 1D6. On a roll of 1-4, the Beast is Activated subsequently, before the opponent activates one of their own models. The same player then acts out the Beast's actions, as described in its profile. If by the end of the turn the Beast hasn't been activated, it is before the start of the next turn. The Beast can only be Activated once per turn. Below is the Beast's profile and special rules:

Name: Beast | **Movement:** 8"/Infantry

Ranged: N/A | **Melee:** +2 Dice

Armour: 0 | **Base:** 120 x 80mm

Keywords: FEAR, TOUGH

Rules: The Beast model can be up to 60mm tall, placed on a base of 120 x 80mm. It is armed only with its vicious Claws and devastating Bite. These are natural

parts of the creature itself and cannot be removed or lost in any way.

The Beast will seek out the nearest model with the most **BLOOD MARKERS**, driven by its bloodthirsty frenzy. The Beast will Charge the model through the fastest route and will Climb, Jump Over Gaps, Between Ledges of Unequal Heights and Down (as long as the height won't cause an injury to it) to get at a warband model. However, note that it will not move through Dangerous terrain if it can be avoided. The Beast does not need to have line of sight of a model to Charge it. If the beast cannot Charge a model, it will just Move toward the nearest one.

When the Beast reaches a model, it will make one attack **ACTION** with each of its Claws and one attack **ACTION** with its Bite, all in Melee Combat (so it can make three attacks per Activation). If the Beast Charges more than one model, it will split its attacks amongst the opponents.

Equipment

- **Bite:** The Beast treats its Bite as a melee weapon 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 Bite does not take any hands to wield.
- **Claws:** The Beast treats its Claws as two one-handed melee weapons with the Keywords RISKY. The Claws have a +1 DICE bonus to injure. Because the Claws are wielded alongside the Bite, they are both treated as Off-Hand Weapons and suffer penalties accordingly.

Abilities

- **Resilient:** The Beast is a massive creature with unnatural vitality and is subject to the rules for TOUGH creatures. Additionally, its hide is rough and thick, acting like natural armour. Attacks made against the Beast are made with -1 DICE.
- **Unrelenting:** The Beast may take its Dash and any of its Jump ACTIONS with +2 DICE.
- **Terrifying:** The Beast is a horrid abomination whose infamous repute has spread across many villages and towns caught in the tides of war. Trench tales speak of the carnage and desolation it leaves on its path, causing unfathomable FEAR.

5. Rat Frenzy

Rats have infested the trenches ever since the start of the war. Troops wake up to the skittering of their little paws, the grinding of their teeth gnawing and tearing at the dead, and even swarming upon the living when the rotten flesh runs low and dry from the bones of the fallen. The sounds of gunfire, the bombs detonating

upon the ground, the spreading of smoke and ash, and the disturbance of the troops storming the shore has stirred the rats' nest and the pests now scurry out of their holes in a ravenous frenzy, feeding on anything that stands in their way.

Rules: Use two templates of 80mm to represent the Swarms of Rats. Use two Swarm of Rats' models if you have them. The players roll-off to place each Swarm of Rats on the board. The Swarms must be placed within 8" of any piece of terrain, including terrain within Deployment Zones, but cannot be placed over Impassable terrain or surrounded by it, and cannot be placed directly on top of another model or in base contact with them. The Swarms must be placed at least 3" away from any warband model.

The Swarms are considered Dangerous Terrain, with +1 DICE to injure. A model can Move through, start its Move or end its movement on a Swarm. If a model comes into base contact with a Swarm, they're considered to be standing on Dangerous Terrain.

If a model armed with a weapon, or that has an ability with the Keyword FIRE or BLAST, and that is not Knocked Down, comes into base contact with a Swarm, it can attempt a RISKY ACTION to disperse the Swarm without triggering the Dangerous terrain effect.

If successful, remove the Swarm from the game board and the Activation of the model is over regardless of any remaining ACTIONS the model might have.

Each Swarm moves 2D6" at the start of each combat turn, before the Activation of any model. They will always move toward the nearest model that is Knocked Down or toward the nearest model that is not engaged in melee combat and that is at least 6" away from any other model. The Swarms cannot move toward a model that causes FEAR. The Swarm must have line of sight to the model that is either Knocked Down or singled out in order to move toward them. If neither condition is met, the Swarm does not move on that turn.

The Swarms cannot be engaged in any form of combat. The Swarms will stay for D3 turns after which the rats will scurry back to their holes and disappear.

6. Long Lost Stash

The constant bombardment over the shore uncovers long lost stashes, containing several weapons and items, the spoils of war. Each player places one Objective Marker to represent these stashes to a total of two, each at least 8" away from any Deployment Zone, at least 8" away from each other and at least 6" away from any model. The stashes cannot be placed on impassable terrain or surrounded by it.

A model that comes into base contact with the stash claims it. The model's owner rolls 1D6 for a chance to get one of the following items:

- 1:** A Trench Shield
- 2:** A Standard Armour
- 3:** Grenades
- 4:** A Medi-kit
- 5:** Armour Piercing Bullets (the model that claimed the stash may, in this case only, use this item during this battle to have its respective effect until the end of the game)
- 6:** A Grenade Launcher.

The model that claims the stash may immediately equip the item they have looted for the duration of this game.

Victory Conditions

If one warband is wiped out completely or 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 VPs as follows:

- The players score five VPs for each Objective Building that they have taken control of. The Attacker scores two VPs for each Objective Building they have destroyed.
- The players control an Objective Building 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 entirely within the edges of the building's footprint, as agreed by the players.
- The Attacker destroys an Objective Building if at least one of their ELITE models that is wholly within the building plants an explosive charge. The model can plant the explosive charge with an Action (no roll required) but upon doing so, the Activation of the model ends. In any following turn, if the ELITE model is activated and moves at least 1" outside the building's footprint (previously accorded by the players), the Objective Building is immediately destroyed and any other model (friend or foe) that is still wholly within the building must immediately roll on the Injury Chart, ignoring armour. If the ELITE model is taken Out of Action before its next Activation, the explosive charge does not go off.

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

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

However, the following conditions can alter the tides of battle, granting the win regardless of the VPs a player may have accumulated:

- If the Attacker takes control of the Main Structure Objective Building for two full consecutive turns, they win the game regardless of the VPs the Defender may have.
- If the Defender takes all of the Attacker's ELITE models Out of Action, they win the game regardless of the VPs the Attacker may have.

If either of these two victory conditions are met at any point during the game, it is considered a decisive win for the respective player and the game immediately ends

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!

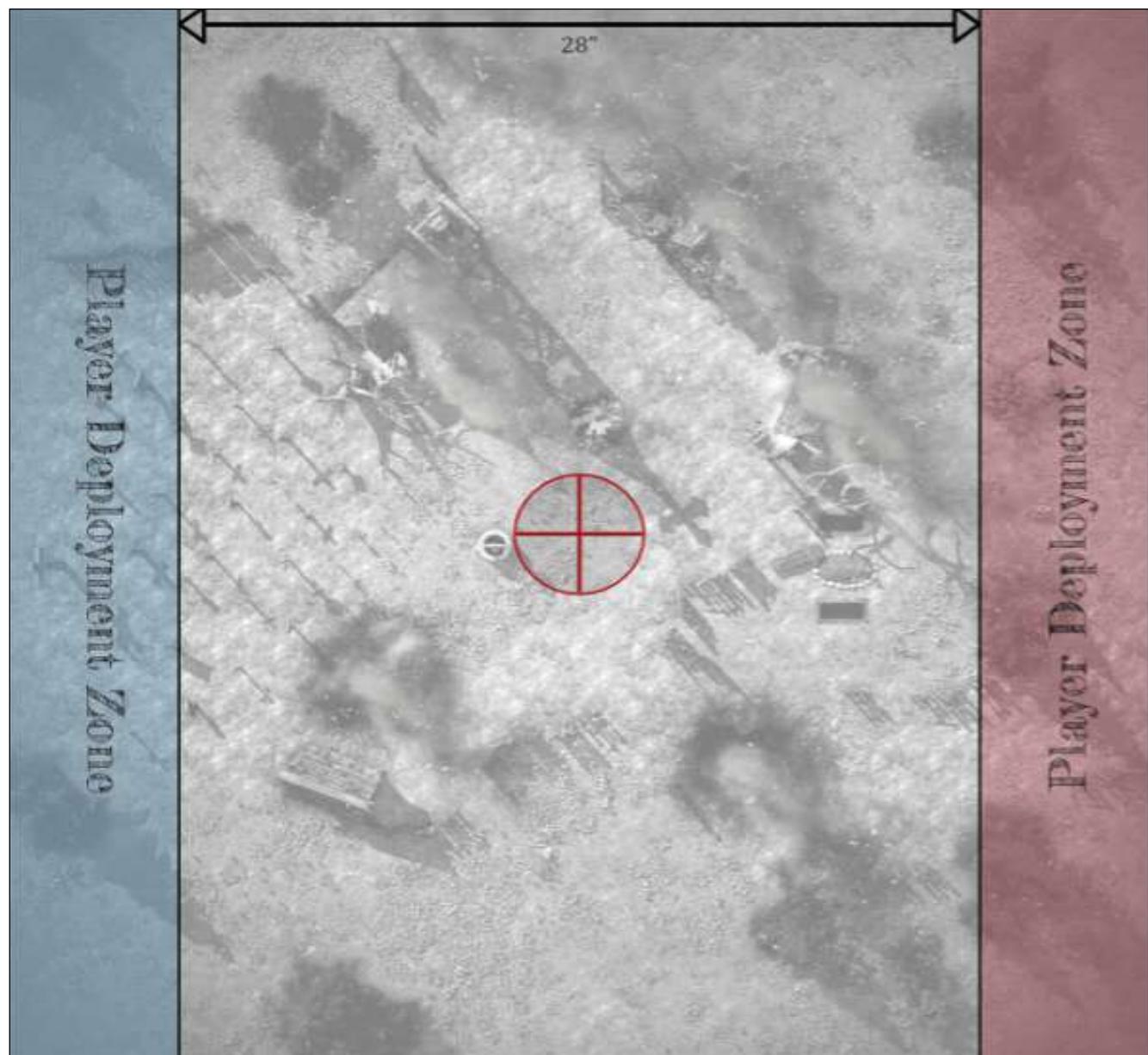
- **The Shore is Ours:** As the Attacker, win the game by taking control of the Main Structure Objective Building for two full consecutive turns. Your last activated model to have entered the Main Structure (and that was not taken Out of Action) gains the Glory Point.
- **The Head of the Snake:** As the Defender, take half of the Attacker's ELITE models Out of Action (rounded down) with the same model.
- **Battlefield Legend:** Take at least two enemy models Out of Action with the same model during the battle with any ACTIONS the model has, without suffering any BLOOD MARKERS. If the model suffers a BLOOD MARKER but reduces it back to zero, the count resets and the model is now eligible to score this deed again if they meet the necessary requirements stated above.
- **Blood Cloud:** Take at least three enemy models Out of Action with one of your models using a weapon with the Keyword BLAST.
- **Cold Blooded Killer:** Use 2+ BLOOD MARKERS on a Melee Attack of one of your models to take an enemy ELITE model Out of Action in a single Activation.
- **Ghost of Shores:** Take an enemy ELITE model Out of Action with one of your models with the Keywords INFILTRATOR or SKIRMISHER.

If agreed by the players prior to starting the game, you may replace one of the Glory Deeds above for one of the following options:

■ **Rat Catcher:** Disperse a Swarm of Rats that has taken another model Out of Action, with a model armed with a weapon with the Keyword FIRE.

■ **Bloody Beast:** Take the Beast Out of Action with a model that has at least 2+ BLOOD MARKERS at the start of its Activation.

Scenario 9: Dragon Hunt



Overview

Reports from the front lines tell of a massive entity tearing through the afflicted, plague-ridden villages surrounding No Man's Land. Some claim it to be a newborn Larval Beast, a Possessed Tank, others an Angelic creature gone rogue and some even say it is an actual Dragon. The descriptions vary, but all agree on its immense size and the trail of destruction and bloodshed it leaves behind. Showing no allegiance, the creature has trampled warbands and strongholds alike, spreading chaos indiscriminately. Hunting down "The Dragon," as it has been named in the scattered reports, has become a top priority. The warband that claims its head will secure prestige and glory across the theatre of war.

Forces

Both sides use their entire forces.

The Battlefield

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

Place a model on a base of at least 120mm to represent the Dragon at the centre of the table, as indicated on the map by the Objective Marker.

Each player then places three models each (that are on 25mm bases) where they see fit. These represent peasants. Note that the peasants must be placed at least 6" away from another model, at least 8" away from the Dragon, at least 6" away from a player's deployment zone and cannot be placed on – or be surrounded by – Impassable Terrain.

Fill the rest of the battlefield with terrain in the usual way, using models such as barricades, ruined buildings, trees, sandbags etc.

Infiltrators

Infiltrators can be used in this scenario but they cannot be placed within 8" of the Dragon model.

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

At the end of the fourth turn, a player rolls 1D6. On a roll of 1-2, the battle ends. Otherwise, the game lasts for five turns.

The Dragon

The Dragon is activated once per turn. At the end of each of a player's model Activation, the player must roll a 1D6. On a roll of 5-6, the Dragon is Activated subsequently, before the opponent activates one of their own models. The same player then acts out the Dragon's actions, as described in its profile. If by the end of the turn the Dragon hasn't been activated, it is before the start of the next turn. Below is the Dragon's profile and special rules:

Name: The Dragon | **Movement:** 10"/Infantry

Ranged: +3 Dice | **Melee:** +3 Dice

Armour: -3 | **Base:** 120mm+

Keywords: FEAR

Rules: The Dragon's model must be placed on a base of at least 120mm and can go up to a 300mm base. You can use a Larval Beast to proxy the model, or a Possessed Tank or even an actual Dragon model. The larger the model is the better – however, the less Movement it also has, according to the following metrics:

- On a 120mm to 200mm base = Movement: 10"
- On a 210mm to 250mm base = Movement: 9"
- On a 260mm to 300mm base = Movement: 8".

The Dragon is considered both an enemy model and as Difficult Terrain. When in base contact with it, a warband model can Climb the Dragon, Move through it, beneath it, on it and start or end its movement beneath it or on it. Ideally, the Dragon's model should be big enough to allow for two models on a 60mm base to stand on top of it (or up to four models on a 25mm base). A model that is on top of the Dragon rolls with

+1 DICE to hit it and **+1 DICE** to injure it. However, note that all **ACTIONS** taken by a model on top of the Dragon are considered as **RISKY**. Additionally, when the Dragon uses its Move, any model on top of it must immediately succeed at a **RISKY ACTION**. On a fail, the model is forcibly moved 2" in a direction of the opponent's choice and is knocked Down. If this movement forces the model to fall from the Dragon, the model's owner must also roll on the Injury Chart, as per the rules of Falling.

When Activated, the Dragon will Move towards the nearest Peasant model via the fastest route possible. The Dragon cannot Charge as usual. Instead, if its movement takes it into contact with a model it counts as charging and engages that model in melee combat, if that is the Dragon's intended target. When moving toward a targeted model, if the Dragon comes into base contact with another model that it is not targeting, it does not engage in melee combat with it, even if the model intends to engage it. Instead, the Dragon will run right over them. Any model moved over by the Dragon suffers an injury. The player controlling the Dragon immediately rolls on the Injury Chart with **+1 DICE** to injure, for any models trampled by the Dragon.

When attacked by a warband model, the Dragon will seek out the last warband model that attacked it on its next Activation. The Dragon will Move toward the model via the fastest route possible (even through certain impassable terrain pieces, if possible. See below). The Dragon ignores movement penalties and effects caused by Difficult Terrain and Dangerous Terrain. If the last model that attacked the Dragon is on top of it, or if the Dragon cannot reach the model that attacked it in one Activation, on its next Activation it will shift its focus to either move toward the nearest Peasant model, the last model that attacked it or to leave the area. If the Dragon attacks a targeted model at the start of its turn, it will then use its Movement to either move toward the nearest Peasant model or to leave the area.

Note that the Dragon does not need to have line of sight to a model to Move toward it.

If there are no more Peasant models present on the table before the end of the game, having either escaped the area (see the Peasant section) or been taken Out of Action, the Dragon will shift its focus to leave the area to continue its rampage elsewhere, using its Movement when Activated to reach the nearest edge of the table. If the Dragon comes into base contact with any of the table's edges, it successfully leaves the area. See the Victory Conditions section. Note that the Dragon cannot Dash.

The Dragon's limbs function as its weapons. It is armed with its Stomp, its Tail Swipe and its Fire Breath. These are parts of the creature itself and cannot be removed

or lost in any way. When the Dragon comes into base contact with a model that it has targeted, it will make two attack **ACTION**s with its Stomp in Melee Combat (so it can make two attacks per Activation with this weapon).

If the Dragon engages in Melee combat with multiple models, it will make one attack **ACTION** against each model, with its Tail Swipe instead (see below). However, after the Dragon is knocked Down twice, as per its Undying special rule (see below), it loses its tail, meaning that it cannot use its Tail Swipe attack any longer.

If the Dragon's movement does not get it into Melee range of a model, or if the model moves away from its Melee range but remains within range to use its Fire Breath, it attacks once with it instead in Ranged Combat.

Equipment

■ **Stomp:** The Dragon treats its Stomp as a melee weapon that grants a **+1 DICE** bonus to hit (for total of **+4 DICE**). Additionally, the attack ignores any armour worn by the target and has a **+1 DICE** bonus to injure. The Stomp takes one "hand" to wield.

■ **Fire Breath:** The Dragon treats its Fire Breath as a ranged weapon with 10" range. It hits up to two models within range automatically with the Attack **ACTION** as long as they are within 6" of each other. This attack has the Keyword **FIRE**, so it causes an additional **+1 BLOOD MARKER** on enemies it hits, even if no other damage is caused. Additionally, the attack ignores any armour worn by the target. The Fire Breath does not take any hands to wield.

■ **Tail Swipe:** The Dragon treats its Tail Swipe as a melee weapon. This weapon has the same rules as a two-handed hammer but its huge reach means that the Dragon may make one Melee Attack **ACTION** against each enemy model it is fighting in Melee.

Abilities

■ **Undying:** The Dragon is an extremely resilient opponent. If a model's attack would take the Dragon Out of Action, it is knocked Down instead. Every time the Dragon is knocked Down this way, any **BLOOD MARKERS** it may have are removed. Use a dice to match the corresponding number of times the Dragon has been knocked Down. The Dragon must then be knocked Down in this way two more times (for a total of three) before it can be taken Out of Action. However, note that on its last "life", the Dragon can only be taken Out of Action then when it accumulates six **BLOOD MARKERS**. These **BLOOD MARKERS** can then be used to cause a Blood Bath or to add **+DICE** to kill the Dragon.

■ **Resistant:** At the start of each of its Activations,

the Dragon can remove one **BLOOD MARKER** from itself, if it has any. Additionally, attacks with the Keyword **GAS**, **FIRE** or **SHRAPNEL** suffer a -1 **DICE** penalty to injure the Dragon.

■ Siege Weapon: The Dragon's massive size allows it to destroy buildings and other pieces of structures that are up to half of its base size. If what would normally be considered as an impassable terrain piece, that is in the Dragon's path and corresponds to the metrics above, when the Dragon moves it will pass over it, crumbling the structure completely. Remove the piece from the board – the area where it was becomes Difficult Terrain the same size as the building was. Additionally, any model that is wholly within the building's footprint (previously accorded by the players) when it crumbles must immediately roll on the Injury Chart, ignoring armour.

■ Terrifying: The Dragon instils horror in the minds of those who witness it, causing unfathomable **FEAR**.

possible from any warband model. However, note that the Peasant will not Move into Dangerous Terrain and will also try to avoid Difficult Terrain, if possible.

If a Peasant comes into base contact with any of the table's edges, it successfully leaves the area. Remove the corresponding Peasant model from the board.

The afflicted peasantry's feeble nature makes them vulnerable in any confrontation. Attacks made against a Peasant are made with +2 **DICE** to Hit and +2 **DICE** to injure.

The Peasants

The villages surrounding the frontlines have been tainted by all sorts of maladies and misfortune. The war has taken its toll on the peasantry, many of which are contaminated with never seen before afflictions. Hence the main reason why they have not been evacuated from the battlefield. However, their taint has attracted the attention of the Dragon. Rescuing them is not an option. They pose a great risk to the troops.

So, putting an end to their miserable lives is the only right thing to do and the order that every warband sent to claim the Dragon's head has been given to by their higher ups.

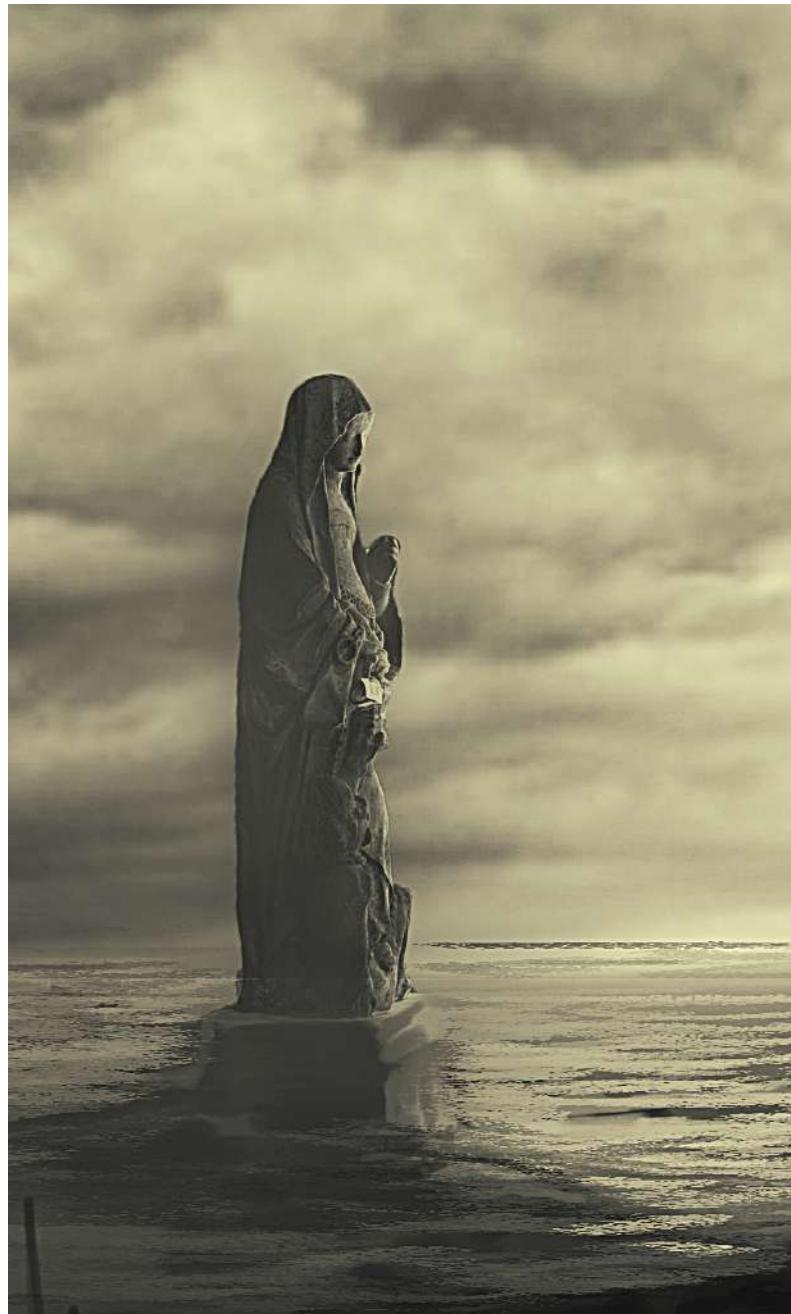
All Peasants are deployed at the start of the game (see the Battlefield section). Each Peasant is activated once per turn. At the end of each of a player's model Activation, the same player also Activates a Peasant model anywhere on the table that hasn't been Activated yet. The player then acts out the Peasant's actions, as described in its profile. The players alternate between Activating the Peasants until all have been Activated in that turn. Below is the Peasant's profile and special rules:

Name: Peasant | **Movement:** 5"/Infantry

Ranged: N/A | **Melee:** N/A

Armour: 0 | **Base:** 25mm

Rules: The Peasant has no attacks, equipment or abilities. They can only Move, as per their normal Movement, and cannot Dash. When Activated, a Peasant will always try to move as far away as possible from the Dragon, toward one of the table's edges. In this path, they should also try to keep as much distance as



Victory Conditions

If one warband is wiped out completely or 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 VPs as follows:

- A player scores four VPs for each time they knock Down the Dragon with one of their warband models.
- A player scores six VPs for taking the Dragon Out of Action with one of their warband models.
- A player scores two VPs for each Peasant taken Out of Action by one of their warband models. If a Peasant model escapes the area, neither player gains the VPs for that model.

Calculate VPs at the end of the game for both players and add them together. The player with the higher number of VPs wins, otherwise the game is a draw. However, the following condition can bring the game to an immediate end, regardless of the VPs the players may have accumulated:

- If the Dragon successfully leaves the battlefield, neither of the players win the game, regardless of the VPs they may have accumulated up until this point. Take into account only the Glorious Deeds performed, if any, and award no VPs.

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!

- **Dragon Slayer:** Take the Dragon Out of Action with one of your models (that is on top of it) using a melee weapon. This Deed is worth two Glory Points.
- **Genocidal:** Take at least three Peasants Out of Action with the same model.
- **Opportunist:** Use a Peasant during its Activation to lure the Dragon into moving over an enemy model. Your model whose turn was prior to the Peasant's gains the Glory Point.
- **Off My Back:** Make an enemy model that is on top of the Dragon fall due to your action (shooting, melee, Supernatural Power etc).
- **Fire with Fire:** Inflict 2+ BLOOD MARKERS on the Dragon with the same model, using a weapon with either the Keyword 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 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, the game ends at the end of the sixth turn.

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 the campaign, the winner always gains 5 Victory Points 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 Points 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 and they keep alternating until both players have placed all of 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 (friends and foes) 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, then the Attacker loses. If both players have destroyed exactly the same number of the 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 Victory Point for each enemy trench they have that has at least one of their own models and 2 VPs 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 setup type, and just before starting the Setup Warbands step, the players roll off and the winner picks any of the four table edges for their opponent to escape from. Then the opponent does the same, but they cannot pick the same table edge picked by the first player.

Any model that moves into contact with the 'extraction point,' which is the 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 Points are worth 30 ducats per Glory Point for this calculation. The highest scoring player wins.

Scenario Objective 6: Retrieve

Move the area of dense terrain (of at least 6" x 6" and that is closest to the centre of the table) so that it is in the centre of the table, and then place an objective marker on it, exactly in the centre of the table. This marker represents a small object, like relic or an 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 is 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 to 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 have 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 out of 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, they win the game. In any other case, the game is a draw.

Infiltrators must be deployed as normal troops.

Roll for Deployment Type

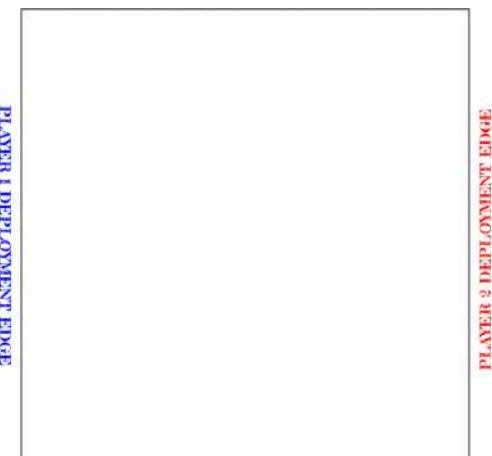
The player that did not roll for Missions rolls a D6 and consults the chart below to determine how the warbands deploy for the game.

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

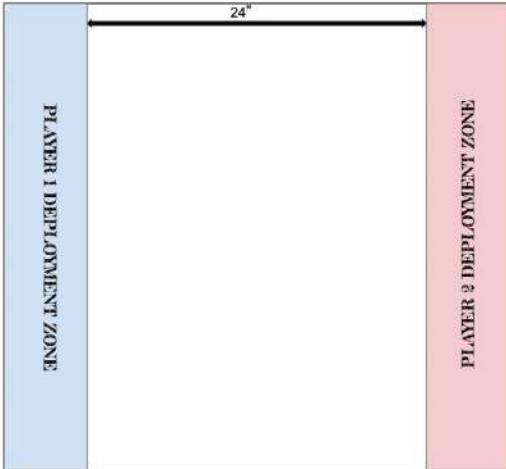
The players roll-off and the winner chooses which long table side belongs to them (or any edge if you are playing on a square area). The opponent gets the opposite table edge (see diagram). Models are not set up on the table at the start of the game. Instead, on the first turn of the game, half of the 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 two, the rest of the warband is deployed exactly the same way.

The scenario with Chance Encounter deployment lasts for a minimum of six turns.

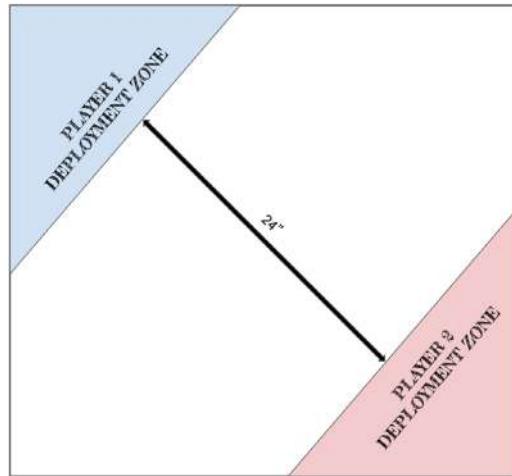


2. Standard Deployment

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

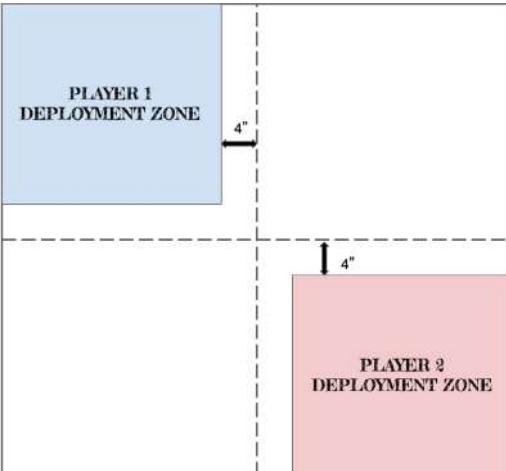


first player places another model and the two keep alternating until all models have been set up. Battles with this deployment last a minimum of six Turns.



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.

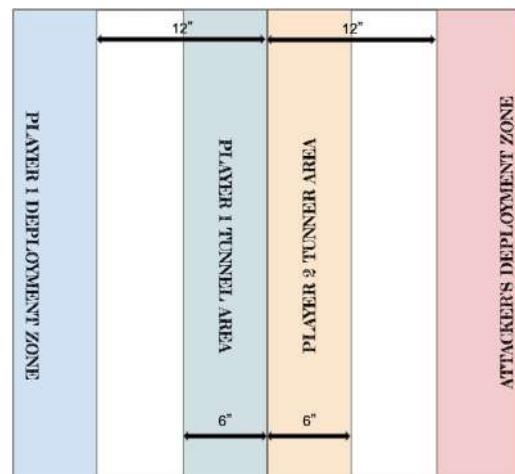


5. Tunnels

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. Their opponent does the same on the opposite side of the table's middle line.

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.



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

6. Fog of War

The players roll-off and the winner chooses which table side belongs to them. Their 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 the 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 it shows a different result. 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 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 with any ACTION the model has.
- 2 **Sharpshooter:** Take out an enemy in Cover while shooting from Long Range. Auto-hit weapons, grenades and weapons with a 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.