

TRENCH  CRUSADE™

Campaign rules

v1.3

by **Factory Fortress Inc.**

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Campaign rules

These rules govern playing a series of linked games with your friends. A minimum number of two players are required to complete a campaign, but the more players you can muster, the better! You can also play games against players who are not part of the campaign. Rules on how to do this are explained below.

Beginning the Campaign

At the beginning of a Campaign, your warband's *Threshold Value* is **700 ducats**. This is the maximum combined ducat value of models, items, upgrades and so on that you can field in a single battle. It will increase with each battle you fight during your campaign. You begin with an equal amount of ducats in your warband's pay chest. This is a reserve of wealth that you will use to recruit and arm your models. Whenever you make a purchase, you must deduct the cost from your pay chest and you must have enough to cover the entire cost.

Some warbands begin campaigns with a higher or lower *threshold value* and pay chest. This will be clearly outlined in each relevant warband's section.

Next, select the **Patron** for your warband.

Patrons

Select a patron for your warband from the list below. The choice of patron determines which *Skill* you may select whenever rolling for a *Patron Skill* (see *Experience and Advancement* below for details). One model cannot have duplicates of the same *Patron Skill*.

Warrior Saint

(Trench Pilgrims and New Antioch only)

Your patron is a mighty saint of warriors such as Saint George the Dragonslayer, Saint John the Warrior, Saint Joan of Arc or even the Archangel Saint Michael himself. Such patrons offer great power in personal combat and

divine protection on the battlefield.

This type of patron allows you to select one of the following when a *Patron Skill* is rolled on the **Skill Chart**:

☑ **Blessings of the Warrior Saint:** This model starts each battle with **D3 BLESSING MARKERS**.

☑ **Endure the Suffering:** The model has one additional *Scar* in their profile.

☑ **Dragonslayer:** When this model rolls on the **Injury Chart** in melee against an enemy that is *Down*, you don't have to roll one of the injury dice but can instead set it as 6. Then roll the rest of the dice pool as normal.

☑ **David and Goliath:** When this model makes a melee attack **ACTION** against an enemy model on a 40mm or larger base, they roll 3D6 to hit instead of 2D6, totalling the sum.

☑ **On Your Knees!:** Enemy models in melee combat with this model cannot automatically *Stand* at the start of their Activation.

☑ **Warrior's Prayer:** As a **RISKY ACTION**, this model causes **FEAR** until the end of its Activation and may also remove a **BLOOD MARKER** if it has any.

Learned Saint

(Trench Pilgrims and New Antioch only)

Your patron is a great teacher saint such as St. Patrick, St. Thomas Aquinas or St. Methodius. Followers of such a saint emphasise planning, sciences, strategy and organisational skills.

This type of patron allows you to select one of the following when a *Patron Skill* is rolled on the **Skill Chart**:

☑ **Walk With God:** This model can pick any skill from any **Skill Chart** allowed to it, including any

Exploration Skill.

- ▣ **Knowledge of Sciences:** You can increase the **LIMIT** of any weapon, piece of equipment or armour by 1.
- ▣ **Favoured by God:** At the end of each battle, your warband gains an additional Glory Point.
- ▣ **Pennies from Heaven:** At the end of each battle, if this model was fielded, your warband gains an additional D6x5 ducats.
- ▣ **Organisational Skills:** You can increase the number of models that are normally limited (such as shocktroopers) by one. This does **not** include **ELITE** models.
- ▣ **Healing Arts:** When this model rolls on the **Serious Injuries Chart**, it may re-roll the result. The second result stands.

Infernal Noble

(Heretic Legion & The Court of the Seven-Headed Serpent only)

Your Patron is one of the Fallen, a mighty devil noble such as Baal, Balam, Zepar, Astaroth or Gusion. Such patrons bestow magical powers, reward evil deeds and enhance the power of sins.

This type of patron allows you to select one of the following when a *Patron Skill* is rolled on the **Skill Chart**:

- ▣ **Blessed Murder:** Each time this model takes an enemy Out of Action via any **ACTION** it takes, the model gains one **BLOOD MARKER**.
- ▣ **Sadistic:** You gain +1 **BONUS DICE** for all injury rolls and to-hit rolls against opponents that are *Down*.
- ▣ **Hellfire:** The model can take a **RISKY ACTION** with -1 **DICE**. Select a friendly model within 18" of the caster that is in line of sight. Draw a straight line between the models which travels along the ground. Every model in the way spontaneously bursts into flames from Hell! Roll on the **Injury Chart** for each model including the friendly model at the end. The attack has the Keyword **FIRE**.
- ▣ **30 Pieces of Silver:** At the end of each battle, if this model was fielded, your warband gains an additional D6x5 ducats.
- ▣ **Blood Sacrifice:** With a successful **ACTION**, this model can transfer one of its **BLOOD MARKERS** to

any friendly model within 6".

- ▣ **Lash of Acheron:** With a successful **RISKY ACTION** you can select any model within 6". Roll on the **Injury Chart** for that model immediately. This attack ignores armour.

Sublime Gate

(Iron Sultanate only)

Your patron is one of the high-ranking nobles of the Sultanate: an Emir, Pasha, Vizier or even the Sultan himself.

This type of patron allows you to select one of the following when a *Patron Skill* is rolled on the **Skill Chart**:

- ▣ **Sword of Allah:** Select any skill you want from the *Melee & Strength Skills*.
- ▣ **Exotic Wares:** This model may buy, at the given cost, any one weapon or armour from the New Antioch Armoury. No other model in the warband may use this item.
- ▣ **Janissary Training:** During any Activation where the model has *Charged*, it gains +1 **DICE** to hit with melee attacks. Additionally, this model ignores any penalties for using an *Off-Hand Weapon*.
- ▣ **Güres:** This model ignores the penalties to **ACTION** rolls from being *Down*. Additionally, this model gains +1 **DICE** to hit and injure *Downed* enemy models with melee attacks.
- ▣ **Rightfully Guided:** At the beginning of the battle, select any one **ACTION** (aside from a Charge or a standard melee/ranged Attack) by any enemy model. This **ACTION** cannot target, affect or damage the *Rightfully Guided* model in any way.
- ▣ **Sultan's Favour:** You can increase the number of models that are normally limited (such as Janissaries) by one. This does not include **ELITE** models.

The Order of the Fly

(Black Grail only)

Your patron is a great infernal noble in the Order of the Fly, such as Enlil, Prince Vassago or even Beelzebub himself, the Lord of the Flies. Through you, these putrid and mighty devils bring a tidal wave of corruption upon the mortal world.

This type of patron allows you to select one of the

following when a *Patron Skill* is rolled on the **Skill Chart**:

▣ **Cockroach Vitality:** BLOOD MARKERS cannot be used to penalise the melee or ranged attacks of this model, though otherwise they can be used as normal.

▣ **Eyes of the Fly:** This model ignores the penalties associated with Cover and Long Range.

▣ **Wings of the Fly:** If this model has an *Infantry* Movement Characteristic, it gains the *Flying* Movement Characteristic with the same distance value.

▣ **Grail Plague:** At the start of each battle, select one enemy model without the Keyword BLACK GRAIL. This model starts the game with one INFECT ION MARKER.

▣ **Deceit of Beelzebub:** As a RISKY ACTION, this model can change places with another model within 8". Both models are removed from the battlefield and then replaced immediately in the other's location.

▣ **Knight of the Flies:** Ranged attacks against this model suffer -1 DICE to hit.

Playing a Campaign Game

To start the campaign, the two players select one of the scenarios to fight (see the *Scenarios* section on page 121 of the rulebook). At the end of each game the players work out how much experience their ELITE warriors have earned and how much loot the warband has collected, before returning to its barracks.

Experience is expressed as Experience Points (XP) which ELITE models receive for surviving each game. This is covered later in the *Experience* section. When an ELITE warrior has sufficient XP they receive a skill. Normal troopers taking part in a campaign will also get the chance of becoming ELITE.

You can recruit more warriors or buy new weapons from traders with the gold ducats or Glory Points that you have earned. All this is explained in the *Income and Trading* sections later.

Selecting a Scenario

When determining which scenario you wish to play, note how many battles you have played in the campaign thus far and roll on the appropriate table below. Neither player should play the same scenario twice in a row. If

this happens, re-roll until you get a new one.

If one player has played more battles than the other, then the player with the higher number of battles determines the chart you use. The player with the lower battle count determines who the Attacker and Defender is in each scenario. Otherwise roll a D6 to determine who is attacking and who is defending. See the *Scenarios* section for details on each battle.

Early Campaign (Battles 1 to 3)

Roll a D6 to determine which scenario to play:

1	Skirmish
2	Scouting Parties
3	Fallen Idols
4	Vanguard
5	Storming the Shores
6	Battle Trophies

Mid-Campaign (Battles 4-9)

Roll a D6 to determine which scenario to play:

1	Hunt for Heroes
2	Relic Hunt
3	Barbed Wire
4	Linebreaker
5	Claim No Man's Land
6	Armoured Train

Endgame (Battles 9-11)

Roll a D6 to determine which scenario to play:

1	Trench Warfare
2	Over the Top
3	Opposed River Crossing
4	Let Sleeping Beasts Lie
5	Poison Gas
6	Fields of Glory

Final Battle (Battle 12)

Play one of the Final Battles scenarios such as the Great War.

Injuries and Casualties

After every battle, for each model that was taken Out of Action, determine what injuries they sustained (if ELITE) or whether or not they died from their wounds (if not ELITE). See the rules for injuries below.

Experience and Skill Advancements

After each battle, determine the amount of Experience Points your ELITE troops gain and roll for their new

Skill Advancements. Also determine whether any of your standard troops are promoted to **ELITE** Status. See the rules for Experience below.

Reinforcement Threshold Value

As you play the campaign, word of your deeds on the battlefield spreads, attracting the attention of your superiors who will allocate more troops and resources at your disposal within their organisation, thus making greater reinforcements available to you. This is represented by the *Warband Threshold Value*. A warband's starting value is indicated in the Warband List and is typically 700 Gold Ducats. This value grows during the campaign as indicated below (additions to this value are cumulative).

Max Field Strength

The number of models you can field in a single battle is limited as listed in the table below. This maximum increases during the campaign, so in the first battle the maximum number of models you can field is 10, whilst it increases to 11 for the second battle.

Note that the warband can be bigger than this, you just cannot field more models in battle than indicated in the table below. Also, some scenarios limit the number of models. In such cases, follow the scenario's instructions.

Reinforcements

In Trench Crusade all warbands are part of one of the great military organisations or under the guidance of a powerful patron, and periodically receive reinforcements to offset their combat losses. Thus after each battle you

can build your force back up to the current Warband Threshold Value in Gold Ducats if the Warband Value has fallen under this threshold. When you do this, you must first do the following:

- ❑ Forego *Exploration & Looting Phase* completely. Your warband falls back and requests reinforcements, missing the opportunity to explore and loot.
- ❑ Give up/sell all weapons, armour and equipment that is not assigned to any of your models. Remember to adhere to the limits of equipment per model!
- ❑ Empty your warband treasury of all ducats.
- ❑ Once you've done this, calculate the current value of your warband in ducats.
- ❑ You may now buy new troops, weapons, armour and equipment up to the *Warband Threshold Value* (see above). **Do not keep any leftover ducats.**

Disbanding a Warband

You may disband your old warband at the end of any game and start again with a new one. All the warriors in the original warband and any equipment and other benefits they acquired are lost. **You cannot dismiss any warrior from your warband.** Your patrons expect you to use them to the last!

Models Killed in Action

When a model is killed all their weapons, armour and equipment are lost in the ruinous tumult of the battlefield. It is not possible to reallocate fallen warriors' weapons or equipment once they die.

BATTLE NUMBER	THRESHOLD VALUE	MAX FIELD STRENGTH
1	700	10
2	800	11
3	900	12
4	1000	13
5	1100	14
6	1200	15
7	1300	16
8	1400	17
9	1500	18
10	1600	19
11	1700	20
12	1800	22

Note that when your Threshold Value increases, you are **not** automatically granted any additional troops or equipment; you must either call for *Reinforcements* (see below) or spend your own stored resources to hire more troops.

Campaign Stages

Campaigns are divided into three Stages: *Early*, *Mid* and *Endgame*. You play a set number of games in each of these stages before moving on to the next. Once a player has played 11 battles in total they can play no more until all other players have played 11 games as well.

At this stage all the players play a game against another player who has also played 11 games. Once all the players have played the *Final Battle* Scenario, you can determine who has won the campaign as explained below.

Late Joiners to Campaign

Players often want to join a campaign that is already in progress. This is fine and new forces are purchased with the current *Warband Reinforced Threshold* of the campaign.

Winning the Campaign

Each scenario lists the number of Victory Points (VPs) the players may gain from it. At the end of the campaign, tally the points up to determine your ranking on the campaign leaderboard.

Injuries and Battle Scars

Whenever one of your **ELITE** models is taken Out of Action during a battle, you need to roll D66 for each such model after the battle ends. Consult the **Injury Chart** below to see what happened to your character.

Unless rules state otherwise, each injury causes a *Battle Scar*, so mark this on your warband roster sheet. You will notice that there are only two *Battle Scars* slots for your **ELITE** warriors. This means that if you sustain a third scar, the model dies and can no longer be used in your campaign. If the model has an ability that allows for their revival (such as the Trench Pilgrim), they use it. When they return to life, they ignore the last *Battle Scar* that killed them. Otherwise, their profile remains the same.

For non-**ELITE** models that suffer an *Out of Action* result during a battle, simply roll D6 for each model: on a result 1-2, they are dead or irrevocably wounded and you must remove them from your roster. On a roll of 3+, they survive the battle and fight on as normal. Whatever reason one of your soldiers die, their equipment is lost unless otherwise noted in the rules.

You can only have one of each type of *Battle Scar* or *Skill* per **ELITE**, unless explicitly stated in its entry. If a model rolls a result that would cause it to gain a *Battle Scar* that it cannot gain again, re-roll on the chart until a viable result is achieved.

Post-Battle Sequence Summary

After each battle, all players who took part must go through the following steps to prepare your warband for future battles.

1. Injuries: Determine the extent of injuries for each warrior who is Out of Action at the end of the game. Mark down any Scars your **ELITES** suffer. See the *Injuries* section for details.

2. Experience & Advancement: Heroes gain experience for surviving battles. See the *Experience & Advancement* section for details.

3. Increase the Warband Threshold Value: Increase the Threshold value of your warband (see the rules above).

4. Request Reinforcements: You may replenish your warband's losses until it's total value matches the highest current *Warband Threshold* value if you wish. You must first empty the warband treasury by giving up all the ducats and stored gear you have first, and you must skip the *Exploration* step.

5. Looting & Exploration: Roll to see what your warband discovers in the area they are currently occupying. See *Exploration* section for details.

6. Hire New Recruits: New recruits can be acquired from your Warband List and can be recruited and equipped from your Warband's Armoury list.

7. Trade: Buy items allowed for your warband. See your Warband Armoury list for the available items and the *Trading* section to see what other items might be offered to you. You may also sell any surplus weapons, armour and equipment, receiving **half of their base value** from the merchants. See *Trading* rules for details.

8. Use Glory Points: Use your Glory to attract mercenaries, acquiring special equipment and other benefits. See the rules for *Glory* for details.

9. Reallocate Equipment: Swap equipment between models as desired (provided they are eligible to use it). You can take any armour, weapons and equipment from the warband's strongbox and give them to any eligible model(s).

10. Update Warband Roster: Update your Warband Roster, including the total cost of the warband (a total cost, in ducats, of all your models and their weapons, armour and equipment). You are

Elites Injury Chart

Roll D66

11	Dead	The wound proved to be fatal. The character is permanently lost even if this was not the third <i>Battle Scar</i> it sustained.
12	Captured	The enemy captures the character. Players can negotiate a ransom price in ducats for the release of the character. For as long as this is not paid, the character remains in the hands of the opposing player. Otherwise, treat this result as <i>Full Recovery</i> . Any equipment belonging to the character is lost in either case.
13	Severe Nerve Damage	All ACTIONS this model takes (including melee and ranged attacks) are now classed as RISKY ACTIONS .
14	Hand Wound	The character suffers -1 DICE for all of its melee attack ACTIONS .
15	Lost an Eye	The character suffers -1 DICE for all of its range attack ACTIONS . Suffering two such injuries blinds the model and it has to retire from the campaign. A Sniper Priest is immune to this injury and suffers no <i>Scar</i> .
16	Chest Wound	All injury rolls made against this character are resolved with +1 DICE .
21	Insomniac	This character must always be deployed as the first model on your side in any battle it takes part in. It cannot use the Keyword INFILTRATOR if it has it.
22	Head Wound	This model loses the Keyword ELITE . It can regain it in the future as normal via promotion, representing recovery.
23	Shell-shocked	Roll a D6 before any battle this model is taking part in. On a roll of 1-2, it cannot take part in the battle.
24	Dark Memory	Mark down the opposing warband type that caused this injury, as well as the scenario. If you play the same scenario again, the model FEARS all enemy models if playing against the same type of warband, including all ranged and melee attacks.
25	Paranoid	This model cannot be deployed within 8" of a friendly model. Friendly models can be deployed as normal once this model is deployed.
26	Lost Arm	The model has one less hand, which limits the types of weapons/equipment it can use.
31	Leg Wound	The model's Movement Characteristic is reduced by 2" and it suffers -1 DICE to <i>Dash</i> .
32	Expensive Treatment	The character's wounds require constant treatment. To deploy this model, you must deduct 10 ducats from your strongbox. This payment does not count towards your <i>Warband's Threshold Value</i> .
33	Possessed	While unconscious, the model was possessed by a restless spirit of a dead soldier. If possible, this model must begin its Activation with a <i>Dash</i> and this <i>Dash</i> must cover a distance of at least 3" in a single direction. If this model is <i>Down</i> at the start of its Activation, it must instead first Stand and then attempt to <i>Dash</i> . If this model begins its Activation in melee combat, it may ignore these restrictions during that Activation.
34	Muscle Damage	This model cannot carry HEAVY weapons.
35	Minor Wound	This model cannot be fielded during the next battle.
36-62	Full Recovery	The model has survived the battle with no ill effects. No <i>Battle Scar</i> is suffered.
63	Hardened	This model now ignores the effects of the Keyword FEAR . No <i>Battle Scar</i> is suffered.
64	Bitter Lessons	This model gains D3 Experience Points. No <i>Battle Scar</i> is suffered.
65	Robbed	This model loses all weapons, armour and equipment it had. No <i>Battle Scar</i> is suffered.
66	Facial Scar	Due to a grudge, his model gains +1 DICE for all melee attack ACTIONS against all enemies with the same Faction Keyword that took this character <i>Out of Action</i> . No <i>Battle Scar</i> is suffered.

Experience & Advancement

As your warriors fight battles, they will quickly become hardened veterans and their skills will improve, forged in the crucible of the Great War. An **ELITE** model that took part in a battle and survived (even if they were taken *Out of Action*) will gain 1 Experience Point. Mark this on your roster Sheet.

In addition, if any **ELITE** model performs at least one Glorious Deed, they gain another Experience Point. On your roster sheet, check the Experience boxes from left to right: when you reach a box with bold red outline, you can make a *Skill Advancement* roll:



Skill Advancement Rolls

- ▣ Pick two of the four charts below (*Melee & Strength Skills, Ranged Skills, Stealth & Speed Skills* or *Wildcard Skills*).
- ▣ Roll 2D6 once for each chart to see what *Skills* you can choose from.
- ▣ If you already have any *Skill* indicated by the roll(s), choose the next **lowest** number on the table that has a skill you don't yet have. If there are no such skills left, choose the next **highest** number on the table that has a skill you don't yet have.
- ▣ Select which of the two *Skills* generated you want the model to acquire and add it to your warband roster.

When a *Patron Skill* is rolled, you can select any one of the *Patron Skills* offered by your selected patron (see section on *Patrons* below).

Non-Elite Promotions

- ▣ **Gather your Promotion Dice Pool.** Your pool starts with one die in it. Add +1 die if you won the battle. Add +1 die for each *Glorious Deed* that your warband accomplished this battle. Some abilities might grant you additional *Promotion Dice*.
- ▣ **Distribute your Promotion Dice.** Assign up to two *Promotion Dice* to each Non-**ELITE** model in your army that is eligible for promotion. If every such model has been assigned two *Promotion Dice*, and you have *Promotion Dice* remaining, you may assign dice so that no model has more than two or more dice than another.
- ▣ **Roll your Promotion Dice.** In any order you wish, select a *Promotion Die* and roll it. If it shows a result of 6, that model is promoted. The model gains the Keyword **ELITE**, it is moved to the **ELITE** section of your warband's roster and it begins with 0 Experience Points. Only one model can be promoted in this way per post-battle sequence. Once a model is promoted in this way, end this process.
- ▣ **Maximum Elites.** Your warband can only have a maximum of six **ELITES**. If you are at maximum, you do not roll for promotions until your warband is reduced to fewer than six **ELITES**.



Units That Cannot be Promoted

Not all of the models in your warband can necessarily be promoted. This could be due to their inherent limitations, being machines, lack of access to training and/or necessary equipment and so on.

The following units in each of warband **cannot** be promoted to **ELITE** status.

New Antioch: -

Iron Sultanate: Lions of Jabir, Homonculi (House of Wisdom).

Heretic Legion: Wretched.

Black Grail: Grail Thralls, Amalgam, Grail Hounds.

Trench Pilgrims: Ecclesiastic Prisoners, Anchorite Shrine.

The Court: Yoke Fiends, Wretched.

Allies: Note that Allies & Mercenaries cannot become **ELITE** unless otherwise noted in the rules. Note that models such as the Goetic Warlock and Combat Medic that are bought as part of the Warband List can be promoted and can claim **ELITE** status.

Limited Potential

Some models have a limited capacity to gain experience and learn new skills. They might be too bestial, have limited intelligence or their potential might be supernaturally restricted. Such units can only gain three Skill Advancements (i.e. 7 Experience Points).

New Antioch: -

Iron Sultanate: Brazen Bull.

Black Grail: -

Heretic Legion: War Wolf, Artillery Witch.

Trench Pilgrims: Communicant.

The Court: Desecrated Saint, Pit Locust.



Melee & Strength Skills

Roll 2D6

2	Patron Skill	Pick one of the Skills offered by your patron.
3	Stand Firm	This model treats the first <i>Down</i> result it suffers each battle as a Minor Hit.
4	Parry	Enemy models suffer -1 DICE to hit this model with melee attacks.
5	Close Quarter Combat	When this model is touching a piece of terrain, it gains +1 DICE to hit and injure with melee attacks.
6	Relentless Charge	During any Activation where this model has <i>Charged</i> , it gains +1 DICE to hit with melee attacks.
7	Melee Proficiency	Add +1 DICE to the Melee Characteristic of this model.
8	Strength of Samson	This model gains the Keyword STRONG and +1 DICE to injure with melee attacks.
9	Hard as Nails	This model ignores the first <i>Down</i> result in each battle. If this model is TOUGH , it can instead ignore the <i>Down</i> condition gained when it negates being taken <i>Out of Action</i> using the Keyword TOUGH . Regardless of how this ability is used, it can only be used once per battle.
10	Champion	When this model makes a melee attack, it can make an additional melee attack ACTION with a -1 DICE penalty to hit, using a single melee weapon it is equipped with.
11	Surgical Strike	One of the melee attacks of this model ignores all armour once per Activation.
12	Patron Skill	Pick one of the Skills offered by your patron.

Ranged Skills

Roll 2D6

2	Patron Skill	Pick one of the Skills offered by your patron.
3	Hunter	This model ignores all penalties from <i>Cover</i> when making a ranged attack.
4	Gunslinger	If armed with two pistols, this model can make ranged attack ACTIONS with both of them when making a ranged attack. In addition, this model suffers no penalty when using a pistol as an <i>Off-Hand weapon</i> .
5	Far Shot	This model adds +6" to the range of any pistols, rifles and/or jezzails they carry.
6	Sharp Eyes	This model ignores penalties for long range when using ranged weapons.
7	Ranged Proficiency	Add +1 DICE to the Ranged Characteristic of this model.
8	Sniper's Nest	This model gains +2 DICE (instead of the usual +1 DICE) when shooting from an elevated position.
9	Point Blank	When this model makes a melee attack, it may make a ranged attack ACTION with a ranged weapon instead. This is instead of making any melee attack ACTIONS .
10	Hip Shot	Any ranged weapons this model is equipped with gain the Keyword ASSAULT .
11	Head Shot	Ranged attacks of this model ignore armour on a <i>Critical</i> result on the Action Success Chart (12+ result).
12	Patron Skill	Pick one of the Skills offered by your patron.

Stealth & Speed Skills

Roll 2D6

2	Patron Skill	Pick one of the Skills offered by your patron.
3	Sixth Sense	As long as the model has no BLOOD MARKERS , treat any <i>Down</i> result as a Minor Hit instead.
4	Assassinate	This model gains +1 DICE to hit against models that have not been Activated this turn.
5	Shadow Walker	Enemy attacks from long range made this model suffer an additional -1 DICE penalty to hit.
6	Athletic	Add +1 DICE to all <i>Climb</i> , <i>Jump</i> and <i>Diving Charge</i> ACTIONS this model takes. Injuries from falling damage against this model are rolled with -1 DICE .
7	Sprinter	Add +1 DICE to the <i>Dash</i> ACTIONS this model takes.
8	Disengage	When this model retreats, enemy models do not get a free attack against it.
9	Incoming	When this model <i>Charges</i> , it rolls an additional D6 and picks the highest result. This is cumulative with other such bonuses.
10	Nimble	This model does not suffer any penalty to its movement after its <i>Stands</i> .
11	Dodge	All ranged attacks made against this model have an additional -1 DICE to hit.
12	Patron Skill	Pick one of the Skills offered by your patron.

Wildcard Skills

Roll 2D6

2	Patron Skill	Pick one of the Skills offered by your patron.
3	War-Luck	Add +1 to the maximum <i>Scars</i> your model can sustain.
4	'Tis but a Scratch	You may re-roll any injuries on the Injury Chart for this model. The second result stands.
5	Bad Company	Your warband may have seven ELITE models instead of six.
6	Scavenger	While this model is in your warband, your warband has the <i>Extra Dice</i> Exploration Skill.
7	Skill & Expertise	Add +1 DICE to any ACTION this model has, except for ranged or melee attack ACTIONS .
8	Show-Off	Add one additional dice to the <i>Promotion Dice</i> pool after each battle.
9	Friends in High Places	While this model is in your warband, your warband has the <i>Re-roll Dice</i> Exploration Skill twice.
10	Glory Hound	At the end of each battle, if this model was fielded and was not taken <i>Out of Action</i> , your warband gains an additional Glory Point.
11	War Stories	At the end of the battle, choose any ELITE model in your warband except this one. That model gains +1 Experience Point.
12	Patron Skill	Pick one of the Skills offered by your patron.



Exploration

Exploration sequence:

1. Determine the number of *Exploration Dice* each player has
2. Roll the *Exploration Dice*
3. Modify the *Exploration Dice* results with *Exploration Skills & Items*
4. Consult the **Exploration Table** to see if you found a *Location*
5. Collect *Loot* worth the total combined result of dice rolled x10 ducats

1. Determine the number of Exploration Dice

After the battle, both players are allocated *Exploration Dice* as shown below. In addition, the winner of the battle can re-roll any one of the *Exploration Dice* during the exploration.

Number of Battles Fought	Number of Exploration Dice
1-2	3
3-5	4
6-9	5
10+	6
Winner	Re-roll any 1 dice

2. Roll the Exploration Dice

Once the players have determined the number of *Exploration Dice*, each rolls their dice and consults the result by adding the numbers together to get your *Exploration Score*. For example, if a player rolls three *Exploration Dice* and the results are 3, 5 and 6, the combined *Exploration Score* is 14.

3. Modify the Exploration Dice

Next, the players can modify the *Exploration Dice* results with any items, exploration skills, ally abilities and other bonuses, in order to improve their chances of finding some rare or elusive location and claiming it for their warband.

4. Consult the Exploration Location Table

After you have modified the *Exploration* roll result, consult the appropriate **Exploration Table** to see if you have found something of special interest. You have to match the number on the table exactly with your dice – rolling too high or too low means you did not find the

location.

Note that each player can find any of the locations only once during the campaign, though it is completely legal for two different players to discover the same location during the same campaign. We encourage players to maintain a War Journal that tracks the locations they find during the campaign.

To find out which **Exploration Table** you should use, consult the following chart:

Number of Battles Fought	Possible Locations
1-2	Common Exploration Location Table
3-5	Common or Rare Exploration Location Table
6-9	Rare Exploration Location Table
10+	Rare or Legendary Exploration Location Table

5. Looting, foraging, scavenging and pillaging

Whether you found an *Exploration Location* or not, the player can now collect loot from the battlefield by scavenging, foraging, selling broken weapons and armour to traders, receiving regular pay from their patron, hunting and so on.

The value of the loot you find is determined by the *Exploration Score* x10 in ducats. So if your *Exploration Score* was 12, you find 120 ducats from looting. Add this to your warband's pay chest.



Warband Exploration Skills

Each warband starts the campaign with the *Reroll Skill*. More can be earned during the campaign or by hiring Allies. You can have multiples of any of the skills on this list.

- ▣ **Extra dice:** Roll one extra *Exploration Die*.
- ▣ **Duplicate:** After you roll, select any *Exploration Die* and add another die with an identical result, including any modifications, to your total.
- ▣ **Split:** Divide the dice result by two into two separate dice rolls. Round any halves up.
- ▣ **Reroll:** Re-roll any *Exploration Die* once.
- ▣ **Set Dice:** Select any one dice and set it to a number you want.
- ▣ **Seek:** Modify one *Exploration Dice* result by +1.
- ▣ **Circle Back:** Modify one *Exploration Dice* result by -1.
- ▣ **Combine:** After you roll, select two *Exploration Dice* and add them together. Then discard them. The value is treated as a single die roll you made. It can be more than 6.
- ▣ **Lucky:** Roll an extra *Exploration Die* that is paired with one of your other dice. After you roll, choose one die in the pair to keep and one die in the pair to discard.



Common Exploration Location Table

Exploration

Score

Location

Exploration Score	Location
4	<p>Moonshine Stash: You find a hidden stash of strong distilled alcohol of uncertain origin. Choose one:</p> <ul style="list-style-type: none"> ☑ Distribute. During the next battle, your warband rolls Morale checks with +2 DICE. (Trench Pilgrims and New Antioch only) ☑ Destroy. Up to two of your ELITES each gain +1 Experience Point. (Trench Pilgrims, New Antioch and Iron Sultanate only)
5	<p>Heavy Weapons Cache: You find a hidden cache of Heavy Weapons. Choose one:</p> <ul style="list-style-type: none"> ☑ Surplus. Choose one HEAVY weapon in your warband's armoury. Add one of those weapons to your warband's roster for free. You cannot exceed the LIMIT on a weapon in this way. ☑ Specialise. You may purchase a Glory Item that costs 5 Glory or less and is allowed by your warband.
6	<p>Trench Shrine: You find a shrine erected by the soldiers of the great war. Some are made from artillery shells or melted cannons, while a flag of the Sultanate can be used to indicate a place of prayer. Choose one:</p> <ul style="list-style-type: none"> ☑ Standard. Add a Troop Flag to your warband's roster for free. You cannot exceed your warband's LIMIT on Troop Flags in this way. ☑ Shrine. Add a Field Shrine to your warband's roster for free. ☑ Return. Your warband gains two Glory Points.
8	<p>Ruined House: This house has been obliterated by heavy weaponry, its inhabitants slain and ripped apart. Choose one:</p> <ul style="list-style-type: none"> ☑ Rummage. Add up to 30 ducats worth of equipment to your warband's roster for free. You cannot exceed your warband's LIMIT on a piece of equipment in this way. ☑ Relic. You may purchase a Glory Item that costs 7 Glory or less and is allowed by your warband.
9	<p>Survivor: You find a soldier staggering in No Man's Land: A deserter, perhaps, or a squaddie whose comrades were wiped out by one of the horrors roaming the battlefields of the Great War. It is time to put them to work! Depending on your faction, add the specified model to your warband's roster for free.</p> <ul style="list-style-type: none"> ☑ New Antioch: Yeoman, except it does not have a ranged weapon ☑ Trench Pilgrims: Ecclesiastical Prisoner ☑ Iron Sultanate: Azeb ☑ Heretic Legions or The Court: Wretched ☑ Black Grail: Grail Thrall

- 10 **Fallen Soldier:** You find the body of a fallen soldier, half-gnawed by rats, still clutching some of their possessions. Add a ranged weapon from your warband's armoury that costs 15 ducats or less, a Combat Helmet and Standard Armour to your warband's roster for free. Then, roll a D6. On a 4+, add one of the following to your warband's roster for free (your choice must be available to your warband): a First-Aid Kit, a Mountaineer's Kit or a Shovel.
- 11 **Trench Merchant:** You establish contact with a Trench Merchant, one of the unscrupulous, unlicensed peddlers who infest No Man's Land. Choose one:
- ☑ **Report.** Your warband gains 2 Glory Points.
 - ☑ **Trade.** From now on, you may purchase Glory Items that cost 5 Glory or less that are allowed by your warband during the *Trade Phase*.
- 14 **Map & Document Bag:** Marked with carefully concealed signs, you find a hidden Map & Document Bag. You gain the Reroll Exploration skill.
- 16 **Sniper's Nest:** You find the well-camouflaged position of a sniper. Depending on your faction, add the specified gear to your warband's roster for free. If your warband is already at the **LIMIT** for any of these items, your warband instead gains ducats or Glory Points equal to its cost.
- ☑ **New Antioch or Trench Pilgrims:** Sniper Rifle or Sniper Scope
 - ☑ **Iron Sultanate:** Siege Jezzail, Alchemical Ammunition and a Cloak of Alamut
 - ☑ **Heretic Legions:** Automatic Rifle
 - ☑ **Black Grail:** Corruption Belcher and Field Shrine
 - ☑ **The Court:** Ophidian Rifle
- 18 **Fallen Knight:** You find a fallen hero from ages past. Perhaps a Baron from New Antioch, a great Faris of the Sultanate or a Plague Knight of Beelzebub. Choose one:
- ☑ **Loot.** Add Reinforced Armour, a Trench Shield, a Combat Helmet and either a Sword or Polearm to your warband's roster for free.
 - ☑ **Memorialise:** Your warband gains 2 Glory Points.
- 20 **Warband Strongbox:** You find the hidden strongbox of a warband lost in the Great War!
- ☑ **Trove.** Add up to 120 ducats worth of weapons, armour and equipment to your warband's roster for free. You cannot exceed your warband's **LIMIT** on any equipment in this way.
 - ☑ **Panoply.** You may purchase any combination of Glory Items allowed to your warband with a total cost of 9 Glory or less.



Rare Exploration Location Table

Exploration Score	Location
5	<p>Angelic Instrument: You find an otherworldly instrument on the battlefield besides the wracked body of a lesser angel – fallen or divine. Add an Angelic Instrument to your warband's roster for free. It's identical to a Musical Instrument (including their equipment restrictions and LIMIT), except its effect has a range of 8" instead of 4". If your warband is at its LIMIT for Musical Instruments, it can immediately replace an existing Musical Instrument with the Angelic Instrument.</p>
9	<p>Abandoned Prophecy Radio Post: You find a hastily abandoned Synod of Strategic Prophecy station, with scribbled predictions and prophecies scattered all around. You gain the <i>Extra Dice</i> Exploration Skill.</p>
11	<p>Pot of Mana: You find a cup blessed by God that provides endless nourishment. Whenever your warband rolls to explore, it gains an additional 10 ducats from looting due to the reduced cost of rations.</p>
12	<p>Ransacked Alchemist Workshop: You gather some of the life-giving liquids. Add Curative Fluids to your warband's roster for free. During any <i>Reallocate Equipment</i> phase for the rest of the campaign, your warband can use these fluids to remove one <i>Battle Scar</i> from any model in your warband. Once these fluids are used, they are spent and cannot be used again.</p>
15	<p>Black Market: You find a major underground trading post in No Man's Land. From now on, you may purchase Glory Items that cost 8 Glory or less that are allowed to your warband during the Trade Phase.</p>
17	<p>Book of Golems: You find a Rabbinic manual on creating golems. Studying it, you can create one golem. Use the House of Wisdom Takwin creature creation to make a Homunculus of up to 100 ducats of value (40 ducats base cost) and add it to your warband's roster for free. You can buy items from your armoury for your golem. Otherwise it uses exactly the same rules as Takwin Homunculi. This golem can never be promoted to ELITE or gain experience. Unlike a Takwin creature, the golem does not need to be associated with an alchemist and it does not count as a Takwin creature for any purposes (such as LIMIT). Replace any instance of Iron Sultanate with your faction.</p>
19	<p>Ruined Church/Masjid/Synagogue: You find a great shrine, temple or other religious building of your faith. On its altar there is an object of great power waiting for you. You may purchase a Glory Item that costs 10 Glory or less and is allowed by your warband.</p>
21	<p>Stash of Drugs & Erotica: You find a motherlode of forbidden objects and chemicals, extremely high in demand. Choose one:</p> <ul style="list-style-type: none"> ☑ Indulge. From now on, your warband rolls Morale checks with +1 DICE. ☑ Sell. Your warband gains 120 ducats. ☑ Confiscate. Your warband gains 4 Glory Points. <p>Note: Trench Pilgrims must confiscate.</p>
23	<p>Saint's Reliquary: You find the well-hidden reliquary of a Fallen Saint. Add a Saintly Relic to your warband's roster for free. This piece of equipment can only be carried by an ELITE model. A model equipped with the Saintly Relic gains the Keyword TOUGH but loses the Keyword INFILTRATOR (should it have it) and can never have cover.</p>

25

High-Ranking Captive : You find a high-ranking enemy: an officer of New Antioch, Sultanate Sheik, Shard of a fallen Black Grail Hegemon, Pilgrim prophet, Mammon Merchant or some other important personage. Choose one:

- ☑ **Ransom.** Your warband gains 100 ducats.
- ☑ **Execute.** Your warband gains 4 Glory Points.
- ☑ **Imprison.** You may purchase a Glory Item that costs 8 Glory or less and is allowed to your warband.
- ☑ **Indenture.** You keep the captive as a guide. You gain the Set Dice Exploration Skill.



Legendary Exploration Location Table

Exploration

Score

Location

- | Score | Location |
|-------|---|
| 6 | <p>Battlefield of Corpses: You come to a scene of terrible slaughter. Remains of both humans and hellish creatures from various nations and periods from the past 800 years lie torn and scattered across the horizon, and the trenches that criss-cross this scene are filled with blood. Most of the dead have been looted, but you find up to two pieces of equipment, armour or weapons which you can pick from any warband list other than your own. Their combined cost cannot exceed 100 ducats and neither item can cost any Glory Points. If lost during the campaign, they are gone permanently. Note that limitations on who can use it still apply if detailed in the rules (such as Assassin's Daggers, LIMIT etc).</p> |
| 8 | <p>Esoteric Library: You find a concealed collection of works of Goetic Magic, blood sacrifice rites and manuscripts detailing how to summon demons. You may:</p> <ul style="list-style-type: none"> ☐ Sell. You gain for 6D6x10 ducats. ☐ Burn (New Antioch, Sultanate or Trench Pilgrim only). Gain 3+D3 Glory Points. ☐ Study (Court or Heretic warband only). At the start of each battle, select any one model (friend or foe). That model starts the battle with +1 BLOOD MARKER. ☐ Sell. A Black Grail warband may unleash a plague from the books. At the start of each battle, select any one model (friend or foe). That model starts the battle with +1 INFECTION MARKER. |
| 10 | <p>Hidden Passages: You find a hidden entrance to a vast underground network, perhaps dug by the heretics to infiltrate the Great Iron wall, or by refugees living in No Man's Land. This allows you to explore the area you are in far more efficiently. Your warband gains the <i>Duplicate</i> Exploration Skill.</p> |
| 12 | <p>Jabirean Alchemical Book: You find one of the fabled books from the Jabirean Corpus, filled with the most wondrous secrets on the nature of the universe. Choose one:</p> <ul style="list-style-type: none"> ☐ Sell. You can sell the book for either 150 ducats or 5 Glory Points. ☐ Keep. Your warband now buy a Fire Shield exactly as if it was a House of Wisdom warband. ☐ Study (House of Wisdom warband only). You glean great secrets of Takwin creation and all the Alchemical Formulae now cost 5 ducats less (down to minimum of 5). |
| 14 | <p>Black Network Contact: You make contact with one of the legendary Merchant Princes of the Black Network. From now on, you may purchase Glory Items of up to 10 Glory Points that are allowed to your warband during the Trade Phase.</p> |
| 16 | <p>Treasure of the Holies: You find a legendary holy reliquary, be it the Tabernacle of the Hebrews, an altar to the Morning Star himself, a shrine founded by St. Peter or a place where the Prophet visited. On its altar there is a strongbox with an object of great power waiting for you. You may purchase any single Glory Item of any Glory Points cost, as long as it is allowed to your warband. You do not have to purchase it immediately, as you may bring the strongbox with you and can do so in any future Trade Phase.</p> |
| 18 | <p>Skull of a Saint: You find the skull of a saint beheaded in ages past. The power of communion lingers in the holy remains.</p> <ul style="list-style-type: none"> ☐ Sultanate/New Antioch/Pilgrims: The saint guides your troops before each battle. The model with the skull gains the following skill: Unless the scenario prohibits use of the special deployment of INFILTRATORS, you may deploy the model on any table edge as long as it is at least 8" away from any enemy model after INFILTRATORS are deployed. |

▣ **Hell-Aligned warbands:** The skull screams ceaselessly as you mount it on a pole to mock God and paint it with blasphemous names. This item counts as a banner. It adds +2D to your Morale Tests and you automatically gain 1 Glory Point after each battle.

20 **Lock of Samson's Hair:** You find a lock Samson's hair, imbued with the unlimited strength of the strongest warrior that ever lived. This item is a piece of equipment with the following rules:

▣ The model with this item gains the Keyword **STRONG** and +1 to all injury rolls in melee.

26 **Sample of Holy DNA:** You find a sample of holy DNA. You can treat any one model in your warband with it. When this model is activated, one **INFECT ION MARKER** or **BLOOD MARKER** the model has becomes a **BLESS I N G MARKER** instead.

30 **Golgotha Tekites:** You can treat any armour with the Golgotha Tekites. The armour now ignores extra **BLOOD MARKERS** from the Keywords **GAS**, **F I R E** and **SHRAPNEL**.

▣ New Antioch Warbands can turn the Tekites into the Church and exchange them for 15 Glory Points worth of items from either the New Antioch or Trench Pilgrims list.

36 **Fruit from the Tree of the Knowledge of Good and Evil:** Amongst bones of giant humans unearthed by the chaos of war you find a golden-hued fruit wrapped in a spun cloth. Any model eating this fruit will immediately gain any skill of your choice (that is normally available to your warband/this model, including any Exploration Skill). In addition the model gains the Keyword **DEMON I C**.



Glory Items

Glory items are available in several different ways to your warband:

- ▣ Some can be bought by your warband from their own Armoury List and can be bought at any time during the campaign.
- ▣ Glory items listed below are only available should you get an opportunity to spend your Glory Points on them during the Exploration & Looting Phase.
- ▣ When playing one-off games, you can buy any Glory Equipment up to the maximum Glory Point limit agreed with your opponent.

Below is a list of all Glory Items available to the various warbands.

Sniper Scope

2 Glory Points

A sniper scope is a kind of telescope that is attached to a rifle or a similar weapon. Some feature night-vision enhancements and superb, adjustable mountain crystal lenses, while the sniper scopes made by the foundry-monastery of St. Sebastian for their sniper priests have an in-built reliquary instead.

Rules: This piece of equipment can be used with any rifle. Ranged attacks with the weapon ignore the penalties for Long Range.

LIMIT: 2, NEW ANTI OCH, SULTANATE or HERETIC only

Cup of Filth

2 Glory Points

Taken from the river of nauseating corruption vomited in time immemorial by the Lord of the Flies himself, this liquid is collected from this most unholy of rivers. It is the source of every illness and plague that creation has ever known.

Before the battle begins, the model equipped with the cup may allow either an ELITE or up to four Thralls to drink from it. A model that drank from the cup gains +1 DICE to Dash until the end of the battle.

CONSUMABLE, LIMIT: 2, BLACK GRAIL only.

Holy Grenade

2 Glory Points

The shells of these grenades are made from the church bells of the original city of Antioch. They hold the spirit of the vengeance of the Lord against all evil.

Name	Type	Range	Modifiers	Keywords
Holy Grenade	GRENADE	8"	+1D Injury*	SHRAPNEL, ASSAULT, BLAST 2"

Rules: Holy Grenades have a BLAST radius of 2" – all models within 2" of the target are hit, but models other than the original target roll injuries with -1 DICE. Adds +1 DICE to injury rolls against targets with the Keyword BLACK GRAIL or DEMONIC.

LIMIT: 3, TRENCH PILGRIMS only.

Kilij

2 Glory Points

These are the swords of warriors sworn to follow the martial ideals of furusiyah. Curved swords of unsurpassed sharpness, their blades are treated by the alchemists of the House of Wisdom to cut through even infernal Tartarus Armour.

Name	Type	Range	Modifiers	Keywords
Kilij	1-handed	Melee	+1 to Injuries	CRITICAL

Rules: When using this weapon roll all injuries with +1 (i.e. a roll of 7 on the Injury Chart becomes 8).

LIMIT: 2, SULTANATE only, ELITE only.

Rocket-Propelled Grenade

2 Glory Points

These shoulder-fired weapons launch a rocket with an explosive warhead. They are a recent invention, and thus expensive and difficult to manufacture. Consequently, they are only available in limited numbers and, even then, only the most famous warbands will be equipped with these deadly armour-piercing weapons.

Name	Type	Range	Modifiers	Keywords
RPG	2-handed	36"	+1D Injury, ignore armour	CONSUMABLE

Rules: Add +1 DICE to all injury rolls and ignore armour. If this attack hits its target, but does not take it *Out of Action*, the target is pushed 1D6" directly away from the attacker, stopping if they hit another model or solid piece of terrain. An RPG does not count towards the number of ranged weapons that a model can carry, but a model can still only carry one RPG. When shot, the activation of the model using the RPG ends.

NEW ANTIOCH (LIMIT: 2), SULTANATE (LIMIT: 3), HERETIC or TRENCH PILGRIMS (LIMIT: 1)

Tormentor Chain

3 Glory Points

A barbed Chain used to bind the damned in Hell. It is sometimes granted as a weapon to those heretic warriors who have proven the most adept at dragging prisoners to the Gates of Hell alive. The chain possesses a will of its own and can traverse long distances to ensnare some unfortunate soul in its barbed embrace.

Name	Type	Range	Modifiers	Keywords
Tormentor Chain	1-handed	10"	Special	SHRAPNEL

Rules: The Tormentor Chain suffers no penalties for range or for Cover and causes no damage except for the BLOOD MARKER it causes due to the SHRAPNEL. If the wielder hits a target with this weapon, the target is moved in a straight line directly towards the wielder, ending in the legal space that puts it closest to the wielder. This typically ends with the target and the wielder in base contact and in melee combat. This movement can place the target in melee combat with multiple enemy models. Additionally, no enemy models may retreat when in melee combat with the wielder.

LIMIT: 2, HERETIC only.

Demonic Aura Grenade

3 Glory Points

It is theorised that this horrific grenade is based on the same technology as the demon weapon that destroyed the original city of Antioch. Its explosion seems to cause no physical damage, but emits an eerie, bright green light which causes rapid but painful death to those within its reach, and armour offers no protection to its withering effects. Why it is not used by the heretics in greater numbers remains a mystery.

Name	Type	Range	Modifiers	Keywords
Demonic Grenade	GRENADE	8"	2x BLOOD MARKERS	BLAST 3"

Rules: You can aim the Demonic Aura Grenade 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 grenade lands 1" away from its intended location, multiplied by the number representing the degree of failure (for example, if you rolled 5, the grenade lands 2" away, as 7-5=2). The direction is decided by your opponent. The Demonic Aura Grenade ignores armour and its BLAST ignores interposing scenery. This weapon causes double BLOOD MARKERS.

LIMIT: 1, HERETIC only.

The Mark of Cain

“And the Lord set a mark upon Cain, lest any finding him should kill him.”

Cain, the first of murderers, was marked by God, as a ward against those who would kill him. Corrupted copies of the mark are carved on the flesh of those who travel to Hell in order to learn the art of murder from the greatest of killers who reside in the Eternal Fire.

Rules: Any model that causes a **BLOOD MARKER** on the bearer of this mark through any **ACTION** suffers one **BLOOD MARKER** themselves in return for each one they inflict.

LIMIT: 1, **HERETIC** only, **ELITE** only.

4 Glory Points

Salvage Golem

Golem servitors created by the Rabbis of the Cabbalistic School of Prague are equipped with sophisticated senses and metal detectors. Slow, hard to maintain and methodical, they are not much use in combat but are invaluable during the lull in battle to uncover hidden caches of Loot.

Rules: At the end of each battle, your warband gains an additional D6x5 ducats.

LIMIT: 1, **NEW ANTIOCH** only.

4 Glory Points

Masterworks Jezzail

It takes a year of combined efforts from a Jabirean Alchemist and one of the Sultan's own gunsmiths to produce this magnificent longarm. Its bullets are enhanced to seek unbelievers if they penetrate their target.

Name	Type	Range	Modifiers	Keywords
Masterworks Jezzail	2-handed	36"	+1D to hit	CRITICAL

Rules: You can shoot at opponents in melee without having to randomise between friendly and enemy models. A Masterwork Jezzail is loaded with Alchemical Ammunition, so it has +1 **DICE** on all to hit rolls. If you roll greater than the required 7 on the **Action Success Chart** to hit, you can also hit another enemy model with it in distance equal to the number you beat the 7 by. Roll injuries separately for both models.

LIMIT: 1, **SULTANATE** only, **ELITE** only.

4 Glory Points

Damascus Armour

No armour more splendid exists within the Sultanate than this magnificent chain mail made from the very Iron Wall that protects Those Who Believe by the smiths of New Damascus. They are given as a reward to the greatest warriors for their service on the battlefield by the Sultan's hand alone. Each ring of this armour is inscribed with a verse from the Holy Quran and is thus utterly unbreakable.

Rules: This armour confers a -2 modifier to any injury rolls. This modifier applies even against attacks that ignore armour. It adds +1 to the Scars of the model. Only one model can ever wear this armour and it cannot be swapped for another model. Even if this armour is captured by the enemy, it cannot be worn by a model that does not have the Keyword **SULTANATE**.

LIMIT: 1, **SULTANATE** only, **ELITE** only.

5 Glory Points

Knighthood

War is the crucible which bestows honorifics more rapidly than any other activity. Those who have won great fame can be given a rank of baron, marquis, bishop or other prestigious title. Within the Taifas of the Iron Sultanate there are many titles to be had, from Chelebi Knight to a mighty Sheik. Such titles command huge respect and attention by the upper echelons of society. Hell has its own twisted ranks of nobility, where those performing the vilest deeds, and committing the greatest acts of deprivation, are given a rank amongst the Infernal Principalities.

Rules: At the end of each battle, your warband gains an additional Glory Point.

LIMIT: 1, ELITE only. NEW ANTI OCH, SULTANATE, BLACK GRAIL or HERETIC only.

5 Glory Points**Smoke Screen**

The Engineering Corps of New Antioch are experts at the use of smokescreens to shield their shock troops from enemy fire.

Rules: At the beginning of the battle, the model equipped with this smoke screen may deploy it. If they do, one quarter of the battlefield becomes covered in a thick layer of smoke. All ranged attacks that pass through any part of it suffer -1 DICE to hit.

LIMIT: 1, NEW ANTI OCH only. CONSUMABLE

5 Glory Points**Locust Spitter**

A nest of infected bell-locusts acts as a fuel tank for this horrific gun which vaguely resembles a flamethrower. The voracious, razor-sharp iron locusts which dwell within can find any chink in armour no matter how small, and guided by the hateful will of the Lord of the Flies, they consume the flesh and swarm to their next target in matter of seconds.

Name	Type	Range	Modifiers	Keywords
Locust Spitter	2-Handed	24"	-1D Injury, Ignore Armour	

Rules: If you successfully hit a target with the Locust Spitter, the mindless hunger of the Lord of Flies compels the swarm to continue devouring. Subtract the distance of the target from your maximum range and then target the closest non-BLACK GRAIL model, friend or foe, that is wholly within the remaining distance. That target is also hit, and you may repeat this process until there are no targets still in range. Each model may only be hit by the Locust Spitter once.

LIMIT: 1, BLACK GRAIL only.

6 Glory Points**Battlefield title**

Glorious deeds on the battlefield may earn the most determined, ruthless and deadly officers a rank amongst the Holy Orders of the Church, Knighthood of the Teutonic Orders or the title of Hellknight from one of the Dukes or Princes of Hell. Such a warrior will be allowed to carry the heraldic device of their house upon their wargear, and they have many privileges when it comes to allocating the most precious weapons and armour.

Rules: You can increase the LIMIT of any weapon or piece of armour by one in your armoury. This benefit remains and it continues to count against your warband's LIMIT even if this model is lost. Players are encouraged to come up with their own titles when purchasing it.

LIMIT: 1, ELITE only. NEW ANTI OCH or HERETIC only.

6 Glory Points

Book of Battle Prayers**7 Glory Points**

Written by the famous Patriarch of New Antioch, Alexios Cerularius, the remaining 137 copies of this blessed book are only entrusted to warband leaders of extraordinary ability (or excellent political connections)!

Rules: As an ACTION, the model equipped with this book may attempt to speak a blessing. If successful, they may grant any model within 12" a BLESSING MARKER. This book occupies one hand at all times and the equipped model cannot *Dash*, as they must maintain their continuous litany of prayers.

LIMIT: 1, ELITE only. NEW ANTIOCH only.

Donkey's Jawbone**4 Glory Points**

Blessed by YHWH, this bone club grants its wielder the strength of Samson himself.

Name	Type	Range	Modifiers	Keywords
Jawbone	1-handed	Melee	+2D to injury rolls	

Rules: Add +2 DICE to injury rolls when using this weapon.

LIMIT: 1, ELITE only. TRENCH PILGRIMS only.

Executioner's Axe**7 Glory Points**

This axe is carried by the executioner demons of Hell whose job is to dismember those damned who brought division on Earth. As the damned flesh gathers itself together after a while, this grisly task is repeated again and again throughout eternity.

Name	Type	Range	Modifiers	Keywords
Executioner's Axe	2-handed	Melee	+2D Injuries	CRITICAL

Rules: Add +2 DICE to injury rolls when using this weapon. If the axe hits an enemy in melee, the model armed with it can take a second melee attack ACTION after resolving the damage from the first strike. This attack can be against the same or a different target.

LIMIT: 1, HERETIC only.

Armour of Cobar**8 Glory Points**

A suit of armour fashioned after the mail worn by Cobar the Betrayer, the first Lord of the Sixty-Six. This black iron suit is produced in the Death-Factories of Hell from the souls of those who betrayed their friends in life. It rewards those who lead their followers and friends to ruin and death.

Rules: Grants a -3 modifier to all injury rolls against the model wearing this armour. Cannot be combined with any shield. The model suffers -1 DICE to *Dash* due to the weight of the sins of the wearer. Each time any model in the wearer's warband (including any allies) is taken *Out of Action*, the model gains +1 BLESSING MARKER.

LIMIT: 1, ELITE only, HERETIC only.

Ducal Winged Armour**8 Glory Points**

Based on the prototype battlefield armour worn by Duke Constantine himself and his personal guard of Myrmidons, these extremely rare and powerful suits are granted to only the most decorated soldiers. It features a MKIII Myrmidon diesel engine and wings that are painted and decorated to celebrate the deeds of the warrior who has 'earned their wings'.

Rules: Counts as a suit of Machine Armour. The model gains a new movement mode, 10"/Flying. A model must also have *Knighthood* or the *Promotion* Glory Item in order to wear it.

LIMIT: 1, NEW ANTIOCH only.

Horn of Joshua

One of the horns that Joshua used to bring down the walls of Jericho. Its blast can still shake the very foundations of the strongest fortifications.

Rules: A model with the Horn of Joshua may take a **RISKY ACTION** with +1 **DICE**. If successful, select any piece of terrain within 12" (that the model can see) of up to 8"x8" size (a house, 8" woods, a wall etc). This terrain piece is destroyed and it is removed from the table. Any models inside/touching/on top of this terrain must immediately roll on the **Injury Chart**. If they are not taken *Out of Action* they are placed on the ground in their previous spots. If the target is a trench, it is not removed from the table, but the models touching it/inside the trench all roll on the **Injury Chart** on an 8" length of a trench. This trench segment is selected by the player using the Horn.

The Horn can be used successfully only **once** per battle.

LIMIT: 1, **TRENCH PILGRIMS** only.

Field Hospital

Field Hospitals have saved many warriors in the immediate aftermath of a bloody battle. Though simple compared to the mighty hospices of New Antioch, Athens or New Damascus, they are still extremely sought-after by successful warband leaders.

Rules: When an **ELITE** in your warband would gain a *Battle Scar*, you may attempt to negate that Scar. Roll 2D6. On a 7+, the *Battle Scar* is negated. If you roll double 1's, the model suffers an additional Scar. Once you attempt to negate a *Battle Scar*, you cannot use the Field Hospital again until you complete another battle. You can only use a Field Hospital if your warband includes a Combat Medic or an Alchemist.

LIMIT: 1, **NEW ANTIOCH** or **SULTANATE** only.

Armour of the Fly

This suit of armour made from black metal is the very visage of Beelzebub himself. It includes wings that take its wearer to the skies at startling speed and, once latched onto an opponent, its filth-ridden proboscis will suck the target dry.

Rules: This acts as Reinforced Armour and a Combat Helmet. The model gains a new movement mode: 8"/Flying. Additionally, the model equipped with this armour can make an extra melee attack whenever it makes a melee attack. This attack gains +1 **DICE** to hit and it does not cause a roll on the **Injury Chart** on a hit. Instead, on a hit, this attack inflicts a **BLOOD MARKER** on its target.

LIMIT: 1, **ELITE** only. **BLACK GRAIL** only.

Resurrection Engine

This magnificent holy clockwork machine allows you to bring the dead back to life, thanks to the grace of God and the research of the Holy Science Academies of New Antioch.

Rules: The Resurrection Engine can be used to completely negate any result from the **Injury Chart** that causes a model to die (gaining a third Scar, death etc.)

LIMIT: 1, **CONSUMABLE. NEW ANTIOCH** only.

9 Glory Points

10 Glory Points

11 Glory Points

11 Glory Points

Great Banner of New Antioch**12 Glory Points**

This item represents a famed standard, army battle banner or regimental colours. It may also represent one of the many Free Companies or forces in the service of the Church. Warband leaders often have their own battle banner decorated with the awards and ribbons the unit has won, carried proudly by a trusted warrior.

Rules: This banner occupies one hand at all times. While the model carrying the banner is in play, your warband has the following benefits. Whenever your warband would make a Morale check, it may choose whether it succeeds or fails. If it chooses to fail, your warband immediately flees, regardless of the Morale rules of the scenario.

LIMIT: 1, NEW ANTIOCH only.

Sultanate Grand Cannon**12 Glory Points**

(Brazen Bull only)

Mounted on the Great Iron Wall, these are the main artillery pieces that the Sultanate produces in vast numbers. Normally fixed in place, a variant suited for the massive hands of the Brazen Bulls has been designed so the living field artillery of the Padishah can take on truly heavily armoured enemies and vehicles.

Name	Type	Range	Modifiers	Keywords
Grand Cannon	1-handed	48"	+2D Injury, ignore armour	HEAVY

Rules: Add +2 DICE to all injury rolls and ignores all armour. If this attack hits its target, but does not take it *Out of Action*, the target is pushed 1D6" directly away from the attacker, stopping if they hit another model or solid piece of terrain.

SULTANATE Brazen Bull only.

Beelzebub's Embrace**20 Glory Points**

The final metamorphosis of those most favoured by the Prince of Plague is to take the many-legged shape of their warped master.

Rules: The model loses its own arms but gains four melee attack **ACTIONS**, resolved exactly as if it was armed with four trench clubs without the off-hand penalty. If all four of them hit, and the target is on a 32mm or smaller base, it is immediately taken *Out of Action*, regardless of any rules it may have (such as the Keyword **TOUGH**).

LIMIT: 1, ELITE only. BLACK GRAIL only.

