TRENCH* CRUSADE

+ Warband Roster Sheet +

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*Written by a highly unreliable narrator	Armoury		

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! Glorious Deeds!

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

□ Blood Sacrifice: One of your models takes out of action at least three enemies during the Battle.
\square Bodyguard: The model you nominated as the one to be kept alive is not taken out.
□ Cast them Down: Make an enemy fall from a height of 3"+ thanks to your action (shooting, melee, Supernatural Power etc.).
□ Daring Raid: Attacker completes this Glorious Deed if they Destroy 1 Objective Marker in the Opponent's Deployment Zone.
□ Good Hunting: Take out an enemy in a Trench with a ranged attack at Long Range.
□ High risk, High Reward: Your nominated model to be kept alive takes out one of the target enemy ELITES.
□ Hold your Ground: Pass a Morale Test.
\square Kill their leaders: Take out all the ELITES you nominated as targets.
☐ King of the Hill: Control all three Objectives at the same time.
□ Lead the Charge: Charge an enemy model with two or more models this Turn and take that model Out of Action at the same Turn.
□ Lord of War: Take 2+ enemy models Out of Action in a single turn with Melee attacks with one of your own models.
□ Protect the Relic: Take out an enemy that is touching one of the Reliquary Markers.
□ Rampage: Attacker completes this Glorious Deed if a single model destroys 2+ Objective Markers.
□ Relic Hunter: One of your models claims at least two Reliquary Markers during the game.
\square Save the Supplies: Defender completes this Glorious Deed if 4 or more Supplies are left at the end of the $4^{ ext{th}}$ Turn.
□ Sharpshooter: Take out an enemy in Cover while shooting from Long Range.
□ Sniper: Take out an enemy Elite with a shooting Attack.
□ Stop them in their Tracks: Defender completes this Glorious Deed if they take an enemy model Out of Action in the Attacker's Deployment Zone
□ Suicidal Bravery: Charge two enemy models with one of yours during a single Activation.
☐ 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.
□ Victory of Death: Win the Battle.
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