TRENCH✟CRUSADE

Quick Start

Turn sequence

1. Initiative

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

2. Activate a Model

As the first player, choose any model in your force that you have not yet Activated during this turn.

3. Actions

The Activated model can perform any of the following **ACTIONS**, in any order you wish:

- **Move OR Charge**: The model may move its full Movement Speed – no need to roll. Instead of moving normally, you may Charge an enemy. Declare a target that is visible and check that it is within 12". Then roll a D6, add that to your movement and Move towards the target. If you get within 1", the model is now in Melee Combat with the target.
- **Dash**: All models, unless otherwise noted, can move a second time up to their full Movement speed if they succeed in a **RISKY ACTION**. This can be done in addition to a normal Move or Charge, at any point of the Activation.
- **Attack with a Ranged Weapon**: If the model has a Ranged weapon and it is not engaged in Melee combat, it may attack with the weapon as detailed in its entry in the rules. A model cannot both **Shoot** and then **Charge** during the same Activation, unless they made a single ranged attack with a weapon that has the **ASSAULT** keyword.
- **Attack with a Melee Weapon**: If the model is engaged in Melee combat, it may attack as detailed in the Melee Weapon's entry in the rules.
- **Any other ACTIONS**: Some models have other possible Actions they can take during their Activations. *(See Rules: Pg. 5)*

When taking an **ACTION** (including Melee and Ranged Attacks), roll 2D6 and add any **+DICE** or **–DICE** from Character Stats, 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:

Action Success Chart

2–6	**Failure**
7–11	**Success**
12+	**Critical Success:** Some Ranged and Melee Attacks have additional effects if you roll a Critical Success when determining if they hit.

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

+Dice and -Dice

Rules often have modifiers to dice rolls marked as **+DICE** and **–DICE**. These are shown in the format '**+1 DICE**' or '**–1 DICE**'.

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**.

If there are **+DICE** and **–DICE** applied by both players to the same roll simultaneously, each die negates one of the opposing type.

Blood Markers

During a battle your warriors can be wounded. This damage is tracked via **BLOOD MARKERS**.

When one of your models suffers a wound, place a **BLOOD MARKER** next to the model to track this damage. Each time this model takes an **ACTION**, your opponent may choose to spend one or more **BLOOD MARKERS** to add **–1 DICE** to the dice pool when a roll on the Action Success Chart is made.

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

BLOODBATH
At the cost of 6 **BLOOD MARKERS** you can roll an additional D6 on Injury rolls on any model, or at the cost of 3 **BLOOD MARKERS** if the target is **Down**. Thus, rolling 3D6 on your injury roll and adding the numbers together.

Blessing Markers

BLESSING MARKERS are similar to **BLOOD MARKERS**, but intended to aid the **ACTIONS** of the model.

When this model takes an **ACTION**, you can declare that they are spending one or more **BLESSING MARKERS** the model has to add **+1 DICE** to the dice pool when rolling on the Action Success Chart.

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Combat

Combat is divided into Ranged and Melee attacks.

Ranged Attacks

1. Choose a Ranged Weapon **ACTION**, declare a target and check Line of Sight
2. Check if the target is in range of the Weapon
3. Roll on the Action Success Chart as standard
4. If you hit the enemy, roll on the Injury Table

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

Modifiers

The following modifiers are cumulative.

▪ **Enemy behind Cover:** Add **–1 DICE** to the roll. A model is in cover if it is touching a piece of scenery. If the shooter can see the model in its entirety (including the base), despite it touching a scenery piece, then this penalty does not apply.
▪ **Long Range:** If the enemy is more than ½ of the weapon's maximum range, add **–1 DICE** to the roll.
▪ **Shooting from an elevated position:** **+1 DICE** to hit rolls if the model is taking the shot from a position more than 3" above the target.

Melee Attacks

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**, Character Stats etc.
3. If the result is successful, roll on the Injury Table to determine what happens to the target (unless some Equipment or Special Ability of the model indicates otherwise).

Modifiers

▪ **Two Weapon Fighting:** If your model is armed with two Melee Weapons, you may attack with both. However, the second weapon will have **–1 DICE** applied to the attack. You may choose the primary and secondary weapon.
▪ **Fear:** If your opponent causes **FEAR** add **–1 DICE** to the roll. If both models cause **FEAR** the effect is cancelled out.
▪ **Defended Obstacle:** If the target of a melee attack is defending a fortification, the attacker suffers –1 DICE to all rolls to see if their melee attacks hit. A model that is Down cannot benefit from a defended obstacle.
▪ **Diving Charge:** You may charge any enemy troops that are below a defined edge that your model is on. This can be performed from a max height of 6" from the landing spot. If an enemy model is within 2" of where your warrior lands, you may make a diving charge against it. This is a **RISKY ACTION**.
If you fail, your model has fallen. Roll on the Injury Chart to see what damage it has suffered – place it within 1" of the intended target. If you succeed, the model may add +1 DICE to both Attack rolls and Injury rolls during this activation against the target of the Diving Charge. Diving Charge negates **Defended Obstacle**.
▪ **Moving away from Melee Combat:** A model may use its Move ACTION to move away from Melee combat. Before moving away from an enemy engaged in Melee combat, each enemy may use one Melee Attack ACTION immediately against the fleeing model. DASH cannot be used to move away from Melee Combat.

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

Injury table

If your attack hits the enemy, roll 2D6 adding any **+/-DICE** from Character Stats 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**
9–12	**Out of Action**

Modifiers to Injury Table rolls
▪ **Trench Shield:** –1 to Injury Rolls (+ Armor Type)
▪ **Standard Armour:** –1 to Injury Rolls
▪ **Heavy Armour:** –2 to Injury Rolls
▪ **TOUGH** Creatures treats the first **Out of Action** result as Down instead. Once a **TOUGH** Creature is Down it is treated as any other model when rolling on the Injury Chart and can be taken **Out of Action**.
▪ **Target is Down:** Add **+1 DICE** to the dice pool when determining injuries for a model that is Down,

Injury Table Results

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 dice pips to count the hits inflicted (maximum six per model).

Warrior Down!
▪ Add **+1 BLOOD MARKER** next to the model and place the model face down on the battlefield to indicate its status. If the model is already Down, it still suffers the **+1 BLOOD MARKER**.
▪ Any injury rolls against a Down model in Melee are made with an additional **+1 DICE** by the attacker.
▪ A Downed warrior adds **–1 DICE** to any of its **ACTIONS** until they stand up.
▪ During its next Activation a Downed warrior can stand up, but all types of movement it takes is at half distance.

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.

4. End of Activation

Once you have taken any and all **ACTIONS** you wish, or have failed with any of your **RISKY ACTIONS**, the Activation of the model ends. Your opponent can now Activate one of their models. Keep Activating models in this fashion as long as either player has any models that have yet to be Activated. Once you and your opponent have Activated each of your models once, go to the Morale Phase.

5. Morale

At the end of any turn if half of your Warband is Down or Out of Action rounded up, roll on the Action Success Chart. If you fail, your Warband may flee the battlefield losing the battle immediately. If both Warbands are required to take this test at the same time, the smaller Warband tests first.

6. End of Turn

The turn ends and a new one begins.