

# THE RED BRIGADE



Red Brigade is made of volunteers who have lost someone close to them in the battles of the Great War. The unit was founded by St. Ernest, the sole survivor of the second battle of Acre; where he lost his brother Wilhelm to the forces of the Heresiarch Berenguer.

It is said that when his brother fell in combat Ernest donned the blood-stained helmet of Wilhelm and returned to the fray to kill Heretics until there were no more left to slay. As silence finally fell over the battlefield, Ernest was the sole survivor of either side. Seeing this as an ordained miracle by the Almighty, he gathered the rest of his brother's bloodied armour and returned to the Principality of New Antioch. There he began recruiting volunteers for his vendetta. As a gifted orator driven by the anguish of his loss, Ernest soon gathered a following of many bereaved soldiers like himself. Thus the first Red Brigade was formed and Ernst led his unofficial warband into the No Man's Land on a hunt for Heretics, through ambush and deep strikes at the vulnerable enemy supply lines. His bloodsoaked warriors soon began to resemble their leader in appearance which earned the unit its name. Their skill and cunning on the battlefield caught the attention of the throne of New Antioch and the Red Brigade was recognised as an official unit in the ducal armed forces.

Since those times the Red Brigade has been used as the personal special operations force by the Duke of New Antioch. These driven soldiers undertake the most dangerous missions where unsustainable casualties would make it impossible to use the regular units. To join the Red Brigade a soldier has to volunteer, bringing to the recruiting officer a piece of kit tarnished by the blood of fallen comrades as proof of their right to serve as a '*Blood Pledge*', as the soldiers of the Brigade are known.

As a unit under the direct command of the Duke, the Red Brigade is granted many privileges while garrisoned within the city, in addition to arms and provisions from the city's stores. Their barracks are located at the ducal palace, and before the Red Brigade leaves for a mission they dine at the table of the Duke and his closest officers, in a lavish banquet known as the *Feast of the Dead Men*.

Due to their propensity for hunting high-value targets, the Red Brigade is supplied with warhounds from the kennels of the Duke. These loyal beasts give solace and companionship to the troopers and have been trained to provide the soldiers with grenades in the heat of battle when the Red Brigade strives to take heavily defended enemy strongpoints and trenches. Malinois, wolfhounds and mastiffs are especially popular, and much-loved by the soldiery of the unit.

On the battlefield the Brigade operates deep behind the enemy lines and takes on missions such as cutting supply lines, strikes aimed to eliminate senior Heretic Commanders, and surprise assaults on elite formations on the march. They even operate in the parts of the No Man's Land claimed by the Iron Sultanate, much to the chagrin of the Sublime Gate. The Brigade has even struck at the domains of Beelzebub around the cursed city of Ekron. They live off the land; seeking no noble patrons and trusting only in God and the Duke.

Red Brigade are a grim and silent unit, haunted by their losses and long patrols in enemy territory. Often yearning to be reunited with their lost ones; they are willing to accept missions where death is almost certain. This self-destructive attitude chafes many members of the clergy, who do not condone the existence of the unit, as suicide is a mortal sin. However, the Brigade has proven itself to be so useful to the Duke that the red-armoured troops have seen continuous service for decades.

After each fray it is the task of the Quartermaster of the Brigade to gather the arms and red armour of the fallen and redistribute it so new recruits will have a real, tangible link to the fallen. But when faced with a battle where the commander of the Brigade sees there is no hope of survival, it is customary to dispatch one of their soldiers back to New

Antioch in order to notify the Duke of the unit's demise. This messenger is chosen by drawing lots and the selected soldier takes the dogtags of the entire unit back to the Home of All Our Hopes, to be hung from the walls of the Chapel of Remembrance; there to join the thousands that have given their lives for the Brigade before.

The last member of the Brigade then asks for a personal audience with the ruling duke or duchess. The traditional greeting in such circumstances by the survivor is as follows: "*The Red Brigade has fallen*" to which the ruler of New Antioch solemnly answers: "*And the Red Brigade will rise anew*".

And thus the recruitment of the new Red Brigade commences and the cycle of violence, revenge and blood begins once more.

### **CRIMSON COMMUNICANTS**

The Communicant creation process is anything but stable. Though the Mendellist order continually experiments to perfect the Chemical Communion formulas, the personality and history of the volunteers who undergo the ritual has just as great an impact on how stable and functional the Communicant that emerges from the Communion Chamber will be.

Only one in three of the Communicants are deemed fit to serve the Church Militant. Others have some fatal flaw or mental or physical deformity that renders them unfit to be released into the world. There are countless of such imperfections: Some are consumed by rage they cannot control, or become catatonic automatons. Others emerge with minds that are child-like and incapable of violence. Quite commonly a failed Communicant is gripped with such an existential dread of their condition that they simply curl into balls of twisted muscle and sinew, screaming and sobbing their anguish in the echoing halls of the Mendellist monasteries.

Many of such failed Communicants are immured in tombs that know no sound, there to waste away their agonizing years in torment, away from the prying eyes that might incur criticism of the hard-working Mendellist Brotherhood. Yet in some cases, the Abbot of the laboratory-monastery sends a quiet word to New Antioch that a *Crimson Communicant* has emerged. Soon an officer of the Red Brigade is sent to extend an invitation to the giant to join the Blood Pledges.

The Crimson Communicants are created from volunteers who have lost a loved one and now with their senses heightened by the Chemical communion they experience extraordinary levels of grief and guilt. Though unresponsive to any other stimuli, they feel an instinctive and extraordinary strong connection with the soldiers of the Red

Brigade. They follow the Brigade on their doomed missions, as loyal as their hounds, and carry bronze bells that toll over the No Man's Land.

In combat they attack anyone who threatens one of the Brigade with startling rage and ferocity. They wear helmets to hide their faces which they shun to reveal, and fight using great mauls to pulverize Heretics or other foes of the Brigade. After each battle they pick up crushed bodies of their enemies and carry them everywhere they go, naming them after the people they lost in their previous life as humans, like gruesome and morbid dolls of a grieving child.

## Red Brigade Warband Rules

The Red Brigade is a sub-faction of the New Antioch Warband and follows all the rules for building the Warband except for the following special rules:

- **Wear and Tear:** The Red Brigade Warband starts every game with 1 BLOOD MARKER for each 200 full ducats of the total Warband cost. Your opponent can distribute these between your troops, but not can only give 1 BLOOD MARKER per model as long as there are troops with no BLOOD MARKERs left. Max BLOOD MARKERs per model is 2.
- **No Retreat:** No member of this Warband can ever leave melee combat voluntarily, except Mercy Dogs and those who they drag along them (see below).
- **Trench Dogs:** The Red Brigade may buy several different types of Trench Dogs as detailed below.
- **Glory Hounds:** Soldiers of New Antioch love heroic stories and improbable tall tales. Any dog that is part of the Red Brigade earns 2 Glory Points instead of 1 when they perform any Glorious Deed.
- **Remember the Fallen:** After the battle, instead of taking the Exploration option of Reinforcement Option, the Red Brigade may recover all the weapons, armour and equipment of all the warriors of their own Warband who died in the battle. This does not include Allies & Mercenaries since they are not Blood Pledges.
- **Live off the Land:** Most of the time the Red Brigade operates deep within hostile territory. When playing campaigns, the Red Brigade cannot call for *Reinforcements* if it did so after their last game. Instead they must choose the *Exploration* or *Remember the Fallen* option.
- **Guns Blazing:** It is the tradition of the Brigade officers to practice the two-pistol fighting style of St. Ernest. Lieutenant of the Warband can buy *Gunslinger* Skill (see Campaign rules) for the cost of +5 ducats.
- **Displeasure of the Church:** Only few members of the clergy are willing to serve in the unit due the disregard of their lives they show. Your warband can have a maximum of two such characters, so you can have either 1 Trench Cleric and 1 Sniper Priest, or 2 Sniper Priests but no Trench Cleric.

## Trench Dogs of the Red Brigade 35 ducats

*The number of dogs in your warband may not exceed the number of other models. If this happens due casualties, you cannot buy more dogs until this condition is met once more.*

The Red Brigade is famed for the use of war dogs, and no other unit in New Antioch comes close to the fierce loyalty of their hounds.

NAME	Movement	Ranged	Melee	Armour	Base
Trench Dog	8"/Infantry	-	+0 Dice	0	25mm

### Equipment

Dogs never carry any items unless specified otherwise here. Dogs do not suffer penalties for fighting unarmed. In battle they are treated as non-ELITE Troops. War Dogs cannot become ELITE. At an additional cost of +5 t ducats any dog gains an ability to form a FIRETEAM with any 1 model in your Warband. You may have up to 2 such FIRETEAMS in addition to the regular 2.

You may buy any dog Grenades at the cost of +5 ducats. While the dogs themselves cannot use these grenades, any other model in the Warband (though not Allies & Mercenaries, or a Combat Medic or other dogs) may use the grenades if they are within 1" of the dog at any point during their Activation.

### Abilities

- **Four Paws:** Dogs may take any Dash ACTION or jump/Diving Charge ACTION with bonus +1 DICE. They cannot climb sheer surfaces.

For the cost of additional **+5 ducats** any dog can be upgraded into one of the following specialised dogs:

**Guard Dog:** These dogs both warn their masters of impending danger and fight fiercely for their company. No infiltrator can be placed within 12" of a Guard Dog, and you can charge any enemy within 4" of this dog even if it is out of sight.

LIMIT: 1

**Mercy Dog:** Mercy dogs carry a Medi-Kit which can be used by any friendly model on themselves within 1" of the dog. Mercy dogs can also drag any model (unless it has a base size of 40mm or greater) within 1" that is *Down* at ½ speed with them, both with normal movement or when dashing -if this takes the model out of melee combat, this does not trigger a free melee attack ACTION.

LIMIT: 2

**Attack Dog:** These ferocious hounds are trained by the brigade to accompany their masters into the fray. They gain +1 DICE bonus to theirmelee attack ACTIONS.

## 0-1 Crimson Communicant

(Cost: 65 Ducats)

Wracked with an aching sense of loss and despair, the Crimson Communicants find solace to their pain in the company of the grim Red Brigade. Numb to lesser physical sensations, they actively seek grievous wounds on the battlefield to forget their mental anguish.

As a parting gift when leaving the Mendelist monastery, they are each gifted by the *Atonement Bell*. Crimson Communicant can channel the sorrow of the Second Meta-Christ through the sound of the bell, causing all to flee in despair.

NAME	Movement	Ranged	Melee	Armour	Base
Communicant	6"/Infantry	-1 Dice	+1 Dice	0	40mm

### Equipment

The Communicant can be equipped with any weapon, armour and equipment from the New Antioch Armoury. They always carry an Exorcism Bell (see below).

**Atonement Bell:** This bell always takes the use of one hand of the Communicant. The Communicant can make an off-hand attack with the Bell. It causes no damage, but any enemy on a 40mm base or smaller hit with an Atonement Bell can be moved D3 inches from the Communicant into any direction the Communicant chooses. This can break them out of melee combat (allowing free attacks), falling down, into hazardous terrain etc. It cannot be made to move the model into another Melee combat, however.

### Abilities

- **Strong:** A Crimson Communicant has the Keyword **STRONG**.
- **Tough:** Communicants are subject to the rules for **TOUGH** Creatures.
- **Strength through Pain:** The Crimson Communicant adds +1 **DICE** to its Melee characteristics for each 1 **BLOOD MARKER** it currently has.

### Keywords

**STRONG, NEW ANTIOCH, TOUGH**

## Red Brigade Special Equipment

### Red Banner 2 Glory Points

*The Red Brigade carries a patched red standard into battle, made from the blood-soaked cloak of St. Ernest. No soldier of the Brigade will ever leave the battle as long as this holy banner is still flying. When the last survivor of the Brigade is sent back to New Antioch, they take this flag with them.*

**Rules:** This is the only banner the Red Brigade Warband can buy. As long as the model carrying this banner is not taken Out of Action, the Red Brigade will never retreat from combat. If they lose a Morale test, they will become *Shaken* instead. If the Standard bearer is taken Out of Action, the Warband takes Morale tests as normal.

LIMIT: 1

### Blood Cloak 10 ducats

*These cloaks are given to the veteran members of the Brigade in recognition for surviving enemy assaults. They make the outline of the warrior hidden in a blood-red haze, and many an enemy charge has been confounded by the crimson mist.*

**Rules:** Model wearing a Blood Cloak gains the Keyword SKIRMISHER.

LIMIT: 4