

# VERSION 1.6.2. CHANGELOG

## Clarification on ACTIONS

Several ACTIONS require you to roll on the Action Success Chart (see below) to see if you succeed. If you succeed, you take the ACTION as described in the rules. If you fail, you can still move or take any other ACTIONS the model may have 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!"

## Terrain Clarification

- **Open:** Open terrain is the most common terrain in Trench Crusade. Models can move freely through Open terrain. This includes crossing obstacles of up to 1" high, which does not cost movement. **Ladders and ramps are Open Terrain.**

## Elevated Position clarification

- **Shooting from an elevated position:** Add +1 DICE to hit rolls if the model is taking the shot from a position more than 2" above the target miniature's head.

## Machine Armour rules revision

**Rules:** Grants a -3 modifier to all injury rolls against the model wearing this armour, and treats *Down Injury* results as a *Minor Hit* instead (note that TOUGH Keyword ability to avoid OOA with *Down* overrides this). Due to its bulk the wearer rolls D3 for a charge extra distance instead of D6. Machine armour cannot be combined with any shield. Models wearing Machine Armour may have Base size of 40mm if you wish **unless the model wearing it already is on 50mm or bigger base.**

## New Shield: Heavy Ballistic Shield

### Heavy Ballistic Shield

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

**Rules:** Takes always one hand to use in both melee and in ranged combat and cannot be switched out. The target is always considered to be in Cover, and count as fighting behind a defended obstacle when an enemy charges them. These bonuses cannot be combined with Polearms, shovels, cover or defended obstacles.

## New Antioch Armoury change

Heavy Ballistic Shield                      15 ducats (Models wearing Machine Armour only)

## GENERAL COST CHANGE (all armouries)

Trench Shield                                      10 ducats

## Heretic Armoury change

Automatic Rifle                                      2 Glory Points (Bayonet lug), LIMIT: 2

Unholy Relic                                        15 ducats

## Blasphemous Staff rule revision

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

## Heretic Priest equipment

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

## Death Commando equipment

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

## Heretic Legionnaire Upgrade

Heretic Troopers can be equipped with any weapon, armour or equipment from the Heretic Legion Armoury. You can upgrade up to half (rounding down) of your Heretic Troopers into Heretic Legionnaires at the cost of +10 Ducats per Legionnaire. You can select to upgrade either the Ranged or Melee characteristic of any of your Legionnaires by +1 DICE. You can choose a different bonus for your Legionnaire.

## Chorister equipment

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

## Artillery Witch Changes

### 0-1 Artillery Witches (Cost: 90 Ducats)

Your warband may include 0-2 Artillery Witches in a Warband worth more than 1000 ducats.

Artillery Witches stalk the battlefields, hurling ordnance assembled in the death factories of Hell's Third Circle. They are completely mute and no one has ever seen their faces. Some question if they are even living, and there are tales that they too were manufactured in Hell. They can pull an infinite number of Infernal Bombs from a portal to Hell that they manifest at will, summoning them into their hands from a gate of midnight blackness. i

Name	Movement	Ranged	Melee	Armour	Base
Artillery Witch	6"/Infantry	0 Dice	-1 Dice	0	25-32mm

## Trench Ghost changes

### Rules

The Trench Ghosts have the following special rules:

- **Horror:** All models in the Warband cause FEAR.
- **Semi-corporeal:** All attacks against all models in the Trench Ghost Warband roll injuries with -1 DICE – the Undead are hard to kill!
- **Spectral:** All models in the Warband ignore the movement penalties caused by Difficult Terrain, though they cannot move through any objects/terrain. Dangerous terrain still affects them as normal.
- **Undead:** All models in the Trench Ghost Warband do not suffer additional BLOOD MARKERS from attacks with the Keyword GAS.
- **Enemies of all:** Trench Ghosts cannot use Mercenaries.
- ~~**Strength beyond the Grave:** The Heretic Priest of the Warband has the Keyword STRONG.~~
- **Battlefield Looters:** When this Warband is created, select one item with LIMIT in the Heretic Legions Armoury. Its LIMIT is increased by one for your Warband.
- **Lost Souls:** Since only mortals who have souls become ghosts, this Warband may not have any model with the Keyword ARTIFICIAL, such as War Wolves or Artillery Witches. In addition, no model in the Warband may have a Hellbound Soul Contract or an Infernal Brand Mark. Any model that has one of these pieces of equipment in their base profile will not have it although its price stays the same.
- **Slow:** All models in Trench Ghost Warband have a half Dash distance (ie. 3").

- **Sarcophagus Mine:** At the cost of +35 ducats, up to two of the Troopers can be turned into Sarcophagus Mines. They gain armour characteristic of -3. In addition, Whenever an enemy comes within 3" of the Mine, you can trigger a detonation as described below. Alternatively, you can forgo this and explode the mine during your own Activation of the model with a successful RISKY ACTION with +1 DICE.
  - When detonated, the mine explosion is treated as a BLAST 3" weapon targeting the Sarcophagus model with Keyword SHRAPNEL. Models within 1" of the Prisoner hit by the explosion roll their injuries with +1 DICE. The Mine itself is taken Out of Action.
- **Barbed Wire Banshee:** Instead of a Chorister, a Trench Ghost Warband may include A Barbed wire Banshee at the same cost. It has the same characteristics as a Chorister with the usual Trench Ghost special rules applied to it, but instead of the *Unholy Hymns* Ability the Banshee has *Death Wail* as detailed below:
  - **Death Wail:** All enemy models within 8" of the Chorister suffer additional +1 DICE when any Injury roll is made against them.
- **Tank Palanquin:** At the cost of 55 ducats, the Heretic Priest of the warband can ride ghostly Tank Palanquin. This counts as Machine Armour, and the Priest riding it has a 50mm base, and counts as being on a 2" high platform. While on Tank Palanquin, the Priest gains the Keyword STRONG..

## Martyr-Penitent Rules Change

- **Resurrection:** When a Trench Pilgrim dies, you may elect to re-buy them as a Martyr-Penitent resurrected by a Meta-Christ for a cost of 45 Ducats after battle. When hit, any attacks against a Martyr-Penitent add -1 DICE when rolling on the Injury Table. Their Melee bonus is increased to +1 DICE (reflected on the profile above). Martyr-Penitents retain any possessions they had before dying and being resurrected, **but lose any Scars they advancements they had if they were ELITE via Campaign promotion.**

## Sacred Affliction Warband change

- **Melee-focused:** This Warband may not have any Machine Guns **and only 1 Punt Gun.**

## Trench Pilgrim Variant Warbands

Saint Methodius Warband added to the Variant Warbands

## Lions of Jabir Changes

Name	Movement	Ranged	Melee	Armour	Base
Lion of Jabir	8"/Infantry	NA	+1 Dice	0	30x60mm/50mm

### Equipment

Lions can be equipped with armour (except shields) and Wind Amulets. They cannot be equipped with any other items.. They do not suffer penalties for fighting unarmed. **You can mount the Lion on 2 different base sizes as indicated in the profile due the variance of their shape and size.**

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

## New Antioch Yeoman changes

Name	Movement	Ranged	Melee	Armour	Base
Yeoman	6"/Infantry	0 Dice	0 Dice	0	25mm
Trench Mole	6"/Infantry	0 Dice	0 Dice	0	25mm

### Equipment

Each Yeoman is equipped with a Bolt Action Rifle **at reduced cost of 5 ducats.** You can swap the Bolt Action Rifle for another ranged weapon of lower, equal or greater cost. If the cost is greater, you must pay the difference in ducats.

## Prussian Special Equipment

### Tank-splitter sword 15 ducats

*It takes years of gruelling Mensur practice and field drills to acquire the required precision and speed to use the specialist tank-splitter swords of the Gardekörps. Despite their great size (often over 6 feet long!) they are remarkably light, and due to the large quantities of Orichalcum used in their forging process they are virtually unbreakable, and thus often used to disable tanks and other armoured vehicles by either slicing their armour open or disabling them with an accurate swing to sever their tracks.*

NAME	Type	Range	Modifiers	Keywords
Tank-splitter	2-handed	Melee		CUMBERSOME, CRITICAL

**Rules:** Adds +1 to Injury rolls. If the model the sword hits has armour modifier, then the player may set any one dice of the Injury roll into 6 after the Injury Roll is made.

*Prussians only. LIMIT: 3*

## Papal States Intervention Force changes

The Papal States Intervention Force has the following special rules:

- **Specialist Force:** A Papal States Intervention Force Warband is recruited with 500 ducats and 11 Glory Points when creating a warband for a campaign. When recruiting a warband for a one-off battle, we recommend using 700 ducats and 15 Glory Points.
- **Swiss Guard:** Up to 4 non-Elite troopers **and the Lieutenant** can be upgraded into Swiss Guards at the cost of 5 Ducats per model. They are immune to FEAR.
- **Supreme Blessing:** One model in the Warband may carry the crucifix given by the Supreme Pontiff. This model can take further ACTIONS if it fails in an attempted RISKY ACTION. Note that the action fails, but you are allowed to try any other Actions on your profile without losing the Activation. **If the crucifix is lost, a new one can be acquired at the cost of 3 Glory Points.**
- **Far from home:** The Papal Intervention Force may have no Trench Moles.
- **Vatican's representative:** Papal States Warband must include a Trench Cleric but does not have to include a Lieutenant.
- **Lector:** Any Trench Cleric in the Papal Intervention Force can select one of the following prayer in addition to the ones usually available to a Trench Cleric:
  - **Arise and be Healed!** Select one friendly model within 3" of the Priest and take a RISKY ACTION. If successful, the warrior immediately stands up if Down, and loses up to D3 BLOOD MARKERS or INFECTION MARKERS (or any combination) of your choice.

## The Court Armoury changes

<del>Tormentor Chain</del>	<del>3 Glory Points (LIMIT: 2)</del>
Malebranche Sword	50 ducats (LIMIT: 1)
Unholy Relic	15 ducats
Infernal Iron Armour	50 ducats (Hellknights only)

## Infernal Iron Armour

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

**Rules:** Injuries against this model are rolled with a -2 penalty.

### **Too Proud to Fall rules clarification**

Using this GOETIC (2) spell allows the model to negate a Down state or ignore any Injury, attack or power that would have caused the model to fall Down. **Note that a TOUGH model suffers Out of Action result which is then converted into Down, this power can be used, but the TOUGH ability is considered to have been used.**

*Praetor or Sorcerer Only, Pride Warband only*

### **Goetic Powers additions**

#### **GLUTTONY**

##### **Belly of the Beast 5 ducats**

*This creature is known to feast on vast mounds of flesh before it leaves Hell. It then vomits the partially-digested contents of its vast gut before the battle. Yoke Fiends gorge themselves on this flesh of the damned before they go to war, calming their bloodlust during the battle.*

*All the Yoke Fiends of the Warband ignore the **Hateful** rule.*

*Sorcerer or Praetor only, Gluttony Warband only*

##### **Uncaring Gluttony 10 ducats**

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

This GOETIC (2) Spell can be cast at any enemy model that has not yet been Activated in the battle at all. Pick any one equipment item the model is carrying. This item is discarded for the duration of the battle as the model has been chewing on it before the battle, rendering the item temporarily unusable.

*ELITE only, Gluttony Warband only, LIMIT: 1*

##### **Eaters of the Flesh 25 ducats**

*The unnatural hunger for the flesh haunts this creature. Whenever blood of a mortal creature is spilled this demonic entity may consume it through tears in reality, even if it is far away from its victim as ground itself sprouts with mouths that gorge themselves in viscera that drips to the ground.*

Whenever a model without a keyword **DEMONIC** or **BLACK GRAIL** suffers one or more **BLOOD MARKERS**, you can remove those markers and heal the equal number of **BLOOD MARKERS** from this model.

*Praetor or Sorcerer Only, Gluttony Warband only, LIMIT: 1*

## Praetor Changes

### 0-1 Praetor (Cost: 115 Ducats)

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

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

## Scenario Rules Additions

Both players place these large terrain pieces until both have placed at least 3 pieces

## New Scenarios Added

Armoured Train

Storming the Shores

Dragon Hunt