

VERSION 1.6.3. CHANGELOG

Clarification on Purchaseable Abilities

Purchaseable abilities

Some Warbands allow you to purchase optional abilities for your models, such as the Goetic Powers of the Court of the Seven-headed Serpent. Unless otherwise specified, you can only ever buy one copy of any of these abilities for a single model. Same applies to bonuses gained from equipment, such as the Martyrdom pills.

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 is 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's ground level. If the target is on a 50mm base, the height must be 4" from the target's ground level.

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.

If worn by a model that is not part of New Antioch force/subfaction, the only bonus the armour gives is the -3 Injury modifier, as the chemical treatment that allows the wearer to withstand the rigors of the armour is a carefully guarded military secret.

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. These models can carry no other equipment from the Armoury.
 - 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 and 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
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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 thre Gardekorps. Despite their great size (often over 6 feet long!) they are remarkably light, and due 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. Before any battle they are treated with special metal-melting chemical compound which melts the armour, making it far deadlies weapon against armoured targets than those who wear none.

NAME	Type	Range	Modifiers	Keywords
Tank-splitter	2-handed	Melee	+1 to Injury Rolls	CUMBERSOME, CRITICAL

Rules: Adds +1 to Injury rolls. If the model the sword hits has armour modifier from any other source than a shield, then the player may set any one dice of the Injury roll into 6 before the Injury Roll is made. Rest of the dice for the injury toll

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 cahgens

Tormentor Chain	3 Glory Points (LIMIT: 2)
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 flat -2 penalty. This penalty applies even against injuries that ignore armour.

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 covered into Down, this power can be used, but the TOUGH ability is considered to have been used.**

Praetor or Sorcerer Only, Pride Warband only

Envious Eyes 5 ducats

This Model can be equipped with one weapon or suit of armour (**excluding shields**) from Trench Pilgrim, New Antioch or Iron Sultanate Warband Armouries. You must pay the cost of this item as standard, and if it is lost, it must be purchased again as soon as you have the funds. This item follows the normal limitations. The model will never willingly trade this item away or allow it to be removed.

Praetor or Sorcerer only, Envy 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

Eater of the Flesh 10 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, to gorge themselves in viscera and guts.

Whenever a model without a keyword **DEMONIC** or **BLACK GRAIL** suffers one or more **BLOOD MARKERS** in melee combat against this model, you can remove those markers and heal the equal number of **BLOOD MARKERS** from this model. This model may charge and engage friendly models in melee combat.

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

War Pilgrimage of St. Methodius changes

(NOTE: In V1.6 rules, all Anchorites have the Keyword **STRONG**)

- **Anchorite Cloister:** This warband may buy up to two Anchorite Shrines.
- **Anchorite Armoury:** This warband may alter the weaponry and equipment of their Anchorites as indicated below. Anchorites of St. Methodius have +0 DICE to their Ranged Characteristic.
- **Mortal Sin:** No Ecclesiastic Prisoner of the Warband may be equipped with a Martyrdom Device, and no member of the Warband can be Broken on the Wheel.
- **Communicant Heresy:** The Pilgrims of St. Methodius oppose the creation of Communicants, and therefore cannot include them in their warbands. **This includes Mercenaries.**
- **Treasure in Heaven:** The Trench Pilgrims of this warband cannot be resurrected as Martyr-Penitents.
- **Chaste Order:** While they revere the holy stigmata of the Nuns of the order, the fathers of the monasteries shun the ecstatic revelry of many Trench Pilgrims and insist on modest dress. All Stigmatic Nuns of the Warband must wear Standard Armour. **In addition, the warband may only have a maximum of 3 Stigmatic Nuns.**
- **Gunsmith Monks:** The warband can buy Machine Guns (LIMIT: 2) at a cost of 50 ducats each, Automatic Rifle (LIMIT: 1) for 40 ducats, and a submachine gun (LIMIT: 1) for 30 ducats.
- **Followers of St. Methodius:** The Patron of the Warband is always a *Learned Saint*.

Anchorite Weapons

Due to its construction and immense size, any Anchorite of this Warband may use any one of these weapons as a single-handed weapon. **The Anchorite may replace its Breaking Wheel with one of these weapons at the cost indicated below. You can change these weapons and equipment between battles, but you must sell the old weapon at half price and install a new one.**

Heavy Flamethrower 45 ducats

Anti-Materiel Rifle 2 Glory

Punt Gun 10 ducats

Trench Mortar 40 ducats

Autocannon (55 ducats)

Gas Censer (50 ducats)

Rules: The Anchorite may make an Injury roll against all models within 6" except the Anchorite itself. Note that all models within range, friend or foe, are hit if the weapon is used. No Line of Sight is needed. The attack has the Keyword GAS and Ignores Armour, **unless the models are in Cover in which case armour works as normal. The use of the Gas Censer always ends the Activation of this model.**

Special Anchorite equipment changes

Hallowed Anchorite (10 ducats)

The anchorite has been anointed with holy Chrism, the oil made of pure myrrh and fifty-six other ingredients including ash from burnt icons. This makes the Anchorite pleasing to the LORD and its blessings can become manifold over time.

This Anchorite can be promoted into ELITE during campaigns.

(LIMIT: 1)

Wrathful Cherub Face (20 ducats)

The Anchorite is decorated with an angelic face that is the very image of the wrath of the Lord.

All must cower before the face of the LORD.

If the model fighting the Shrine Anchorite in Melee is affected by the Keyword FEAR, one of the ACTIONS it has to take when it is activated must be Retreat from Melee Combat.