

Quick Start

Turn sequence

1. Initiative

The player with the highest 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**. Models wearing Heavy Armour cannot Dash.
- **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. **Note:** You cannot make a Ranged Attack and then Charge afterwards, unless the Ranged Weapon 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.

Note that any failed **RISKY ACTION** always ends the Activation!

When you take 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 the Action is classed as **RISKY** and you fail, the Activation of that 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**.

Each time one of your models suffers such damage, place a **BLOOD MARKER** (red dice) next to the model to track this damage. Every time this model takes an **ACTION**, your opponent can declare that they are spending one or more **BLOOD MARKERS** to add **-1 DICE** to the dice pool when the roll on the Action Success Chart is made. Multiple markers can be applied to any single roll if the target model has multiple **BLOOD MARKERS** to be converted.

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.

Blessing Markers

BLESSING MARKERS work exactly like **BLOOD MARKERS**, but in reverse! Supernatural powers, holy relics and many other sources may grant these to a model, which can then be expended to aid the **ACTIONS** of the model or make it more likely they avoid injuries.

Any time this model takes an **ACTION**, you can declare that they are spending one or more of any **BLESSING MARKERS** the model has to add **+1 DICE** to the dice pool when rolling on the Action Success Chart. Multiple **BLESSING MARKERS** can be applied to any single roll if the target model has more than one **BLESSING MARKER**.

The **BLESSING MARKERS** can also be used when the model

TRENCH + CRUSADE

suffers damage. Each marker can be converted into **-1 DICE** on the Injury Table roll, making a serious injury far less likely. Just like with **ACTIONS**, multiple markers can be used to influence a single roll on the Injury Table.

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 (see below)

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.
- **Long Range:** If the enemy is more than $\frac{1}{2}$ 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.

Injury table

If your attack hits the enemy, it is time to determine the amount of damage the attack has caused. 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 (can be combined with Armour)
- **Standard Armour:** -1 to Injury Rolls
- **Heavy Armour:** -2 to Injury Rolls
- **TOUGH** Creatures treat Out of Action results as Down. Once a **TOUGH** Creature is Down it is treated as any other model when rolling on the Injury Table and can be taken Out of Action. If a **TOUGH** creature stands after suffering a Down, it has to be knocked Down again before it 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

Minor Hit

- Add **+1 BLOOD MARKER** (i.e. dice of the attacking player's colour) next to the model to represent a wound.
- Whenever the wounded model takes an **ACTION**, the opponent can decide to spend one or more of the **BLOOD MARKERS** to add **-1 DICE** to the roll for each marker.
- When rolling on the Injury Table for this model, the opponent can spend one or more **BLOOD MARKERS** to add **+1 DICE** to the roll for each dice pip to make a severe injury more likely.

- When you attack a wounded model, you can spend one or more of the markers to add **+1 DICE** to the attack roll for each marker.

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, making it far less likely to succeed in them.
- During its next Activation a Downed warrior can stand up, but all types of movement it takes (Move, Dash, Charge, Jump etc.) is at half distance, rounding down.

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.

Melee Attacks

- Declare which melee action you are taking and what opposing model you are targeting.
- 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.
- 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

- If your model is armed with two Melee Weapons, you can attack with both, but the second weapon will have **-1 DICE** applied to the attack. You may choose which is the primary and which is the secondary weapon.
- **Enemy behind Cover:** Add **-1 DICE** to the roll.
- **Fear:** If your opponent causes **FEAR** (and you do not) add **-1 DICE** to the roll. If both models cause **FEAR** the effect is cancelled out.

4. End of Activation

Once you have moved the model and taken any and all **ACTIONS** you wish, or have failed with any of your **RISKY ACTIONS**, the Activation of the model ends and your opponent can now Activate one of their models. Keep Activating models 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

Your Warband may abandon the battle if it suffers too many casualties. At the end of any turn, when at least half of your Warband is Down or Out of Action, roll on the Action Success Chart. If you fail, your Warband flees the battlefield and loses 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.

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