

TRENCH ± CRUSADE

Allies & Mercenaries

v1.4.2

by **Factory Fortress Inc.**

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0-1 Combat Medic

(Cost: 2 Glory)

(Can be hired by Trench Pilgrim Warbands only)

The Sisters of St. Cosmas are a highly trained elite medical corps, specialising in battlefield first aid and surgeries on the front lines of the Great War.

The Sisters take a modified Hippocratic Oath that compels them to help any wounded soldiers of the Faith, no matter how dire the circumstance, as well as dispatching heretics and other enemies they find on the battlefield without pity or mercy.

Armed with a combat surgical knife that doubles as a Misericordia, they are as equally adept at saving lives as taking them from those they find lying wounded in No Man's Land. They carry medical kits with a plethora of battlefield drugs that are especially useful for nullifying the pain of even the most ghastly wounds, and getting soldiers back on their feet and back into the fray, even if just for a few moments so they can accomplish their mission or die trying.

Name	Movement	Ranged	Melee	Armour	Base
Medic	6"/Infantry	+0 Dice	+0 Dice	-1	25mm

Equipment

The Medic carries a Misericordia and a Medi-kit. They wear a gas mask and suit of standard armour (reflected on the profile above). You cannot modify the equipment, armour and weapons of the Medic in any way.

Abilities

☑ **Finish the Fallen:** Due to their knowledge of anatomy and physiology, medics are experts at inflicting debilitating injuries and excruciating pain. Unless the target has the Keyword **DEMONIC** or **BLACK GRAIL**, add +1 **DICE** to any injury rolls the Medic makes in melee against opponents who are Down.

☑ **Expert Medic:** The Medic adds +1 **DICE** whenever they use their Medi-Kit to aid friendly models.

Keywords

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“Hold him down.”

- Unknown combat medic



0-1 Witchburner

(Cost: 5 Glory)

(Can be hired by New Antioch and Trench Pilgrim Warbands only)

The Witchburners are the field officers of the Inquisition. They are tasked with hunting down and punishing witches, warlocks and heretics that cannot be brought to face justice by conventional means.

On the battlefield they have the power to channel divine retribution on those deemed to have transgressed against God, causing sinners to burst into flames with mere words of condemnation. Since none are sinless, none are safe from their words of condemnation.

Name	Movement	Ranged	Melee	Armour	Base
Witchburner	6"/Infantry	+0 Dice	+1 Dice	-2	32mm

Equipment

The Witchburner is equipped with Reinforced Armour, wears a Helmet and carries a War Gavel (see below). You cannot alter their armour, weapons or equipment in any way.

Abilities

- ☑ **Divine Judgement:** The Witchburner can select any model in the opposing warband within 24" (even if hidden or out of sight) and bring the Judgement of Heaven upon them with a Litany of Condemnation. This is a **RISKY ACTION**. If successful, the model suffers one **BLOOD MARKER** (models with the Keyword **HERETIC**, **BLACK GRAIL** or **DEMONIC** suffer two **BLOOD MARKERS**) as it bursts into celestial flames. This holy fire even affects units that are immune to **FIRE** weapons.
- ☑ **Ceremonial Duty:** The Witchburner has taken vows to persecute heretics with extreme prejudice. Nothing will stop this holy task. The Witchburner is immune to **FEAR**.
- ☑ **Dignified Conduct:** Due to the dignity of their status, the Witchburner cannot take the **Dash ACTION**.

Keywords

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Special Weapon

Gavel of Justice

The staff of the Witchburners is both a mark of their office and a weapon imbued with the wrath of God against those who have broken Divine Law. It dooms the souls of those found guilty to burn in flames for all eternity.

Name	Type	Range	Modifiers	Keywords
Gavel of Justice	1-handed	Melee		

Rules: If the Witchburner hits an enemy with the Gavel of Justice, the target of the attack automatically sustains Divine Judgement as explained in the Witchburner's Abilities, even if the attack did no damage otherwise. This does not count as the Witchburner having used the Divine Judgement **ACTION**. Thus the Witchburner can potentially cause multiple Divine Judgements during a single Activation.

"Salvation is not a gift; it must be paid for in the coin of agony and despair."



0-1 Communicant Anti-Tank Hunter (Cost: 5 Glory)

(Can be hired by New Antioch and Trench Pilgrim Warbands only)

Communicants are partakers of the experimental Chemical Communion – the blood and flesh harvested from a Meta-Christ by the Mendelist monks and applied to the genome of volunteers. The most holy and pious of the Church are chosen to partake of the experimental communion, going through many biological changes to become larger and more durable, greatly enhancing their effectiveness on the battlefield. Their divinely-enhanced strength allows them to carry and shoot massive anti-materiel guns as easily as a normal soldier would wield a simple rifle. The process is uncertain, however, with the possibility for unpredictable side effects. Some lose their ability to speak or their higher brain functions become distracted by the heavenly choir only they can hear, requiring exact commands from their handlers.

Because the Church consistently needs funds to sustain its military operations, Communicants are frequently allocated to the highest bidders among the armies affiliated with New Antioch. Their services are in constant demand as they are able to take out enemy fighting vehicles, heavily armoured troops and strongpoints with a single shot.

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

Equipment

The Communicant is armed with an anti-materiel rifle and a helmet. They count as being armed with two Trench clubs in Melee combat – its fists are deadly weapons in their own right. Their flesh is hard as iron, so Communicants are considered to be wearing Standard Armour as noted in their profile. You cannot alter their weapons and equipment in any way.

Abilities

- ☑ **Strong:** The Communicant ignores the effect of the Keyword **HEAVY** on any weapon they wield.
- ☑ **Tough:** Communicants are creatures with unnatural vitality and are subject to the rules for **TOUGH** creatures.
- ☑ **Miracle of Regeneration:** At the Start of the Activation a Communicant may remove one **BLOOD MARKER** from themselves if they have any.

Keywords

TOUGH, STRONG



0-1 Mendelist Ammo Monk (Cost: 2 Glory)

(Can be hired by New Antioch and Trench Pilgrim Warbands only)

The Order of Mendelist Monks is entrusted with the design of divinely enhanced items and the creation of the Communicants, devotees who have undergone Chemical Communion with an infusion of the synthesised blood of a Meta-Christ.

The Brotherhood of Blessed Munitions is one of the sub-sects of the Mendelist Order, whose duty is to provide the faithful with various types of ammunition treated with the chemically altered blood of a Meta-Christ. Such solutions are highly unstable and difficult to handle, and the secrets of their various formulae are jealously guarded.

On the battlefield, the monks brave enemy fire and infernal terrors, committed to their holy task of bringing the Wrath of the Lord upon the heretics. Their patron, St. Barbara, is said to lift those who die on the battlefield to Everlasting Glory.

Name	Movement	Ranged	Melee	Armour	Base
Monk	6"/Infantry	-1 Dice	-1 Dice		25mm

Equipment

The Monk has no weapons. They wear a gas mask and carry the Ammunition Sacrament (see below). You may not change their armaments in any way.

Abilities

☐ **Faithful Followers:** When a friendly model within 1" of the Monk is Activated, you can declare that the Monk is Activated at the same time. You may then use the Monk before taking any **ACTION** or movement with the model you originally Activated. This does not allow you to Activate the Monk more than once per Turn.

☐ **The Ammunition Sacrament:** As a **RISKY ACTION**, the Monk can provide a friendly model within 1" of it with one of the following benefits. The chosen benefit lasts until the end of the targeted model's Activation this Turn:

☐ **Bullet of the Guided Path:** Whenever this model makes an Attack with a Ranged Weapon, add +1 **DICE** to hit.

☐ **Cartridge of His Wrath:** Add the Keywords **SHRAPNEL** and **BLAST 2** to every Ranged Weapon this model is equipped with.

☐ **Echo of His Word:** Whenever this model makes an Attack with a Ranged Weapon, add +1 to injury rolls caused by that Attack.

Keywords

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"Blessed be the rounds that carry the weight of our faith. May the barrel be a chalice, the bullet a sermon and the firing pin a divine spark, as we consecrate each round to be the instrument of the Lord's judgement. Amen."



0-1 Sin Eater

(Cost: 6 Glory)

(Can be hired by the Heretic Legion, the Black Grail and the Court of the Seven-headed Serpent only)

Sin Eaters are horrific creatures: once they were mortal men and women, but their overwhelming greed and hunger for human flesh tainted with Sin, combined with the corrupting influence of the Hellgate, has turned them into a form that matches their inner foulness. They're swollen into monstrous proportions and are always at a point of nearly bursting, yet forever ravenous for more flesh and human sins to devour.

The Sin Eater is one of the very few creatures that Beelzebub approves of outside his own followers due its insatiable gluttony.

Name	Movement	Ranged	Melee	Armour	Base
Sin Eater	6"/Infantry	N/A	+2 Dice	-2	50mm

Equipment

The Sin Eater is equipped with Reinforced Armour and a 2-handed Tenderizer Maul. You cannot alter the Sin Eater's weapons and equipment in any way.

Abilities

☑ **Tough:** Sin Eaters are huge creatures with unnatural vitality and are subject to the rules for **TOUGH** creatures.

☑ **Devour the Guilty:** As a **RISKY ACTION**, the Sin Eater can attempt to consume a model, friend (in which case the **ACTION** is not **RISKY** and is done with +1 **DICE**) or foe, that is on a 40mm or smaller base and is within 1". If successful, remove the model from the table and set aside any markers that the model has (**BLOOD**, **INFECTION**, **BLESSING** etc.). While it is devoured the model cannot be targeted by any attack or ability. When Activated, the devoured model may make one melee attack **ACTION** available to it, but the attack suffers a -3 **DICE** penalty when rolling to hit. A devoured model counts as being Down for all rules purposes (including Morale) and, if it is still devoured at the end of the battle, it counts as being Out of Action instead. Whenever the Sin Eater is activated, the devoured model suffers one **BLOOD MARKER** automatically that cannot be avoided by any means. If the devoured model suffers a **BLOOD MARKER** in this way when it already has six **BLOOD MARKERS**, it is immediately taken Out of Action and it is no longer considered devoured. If the Sin Eater is taken Out of Action, the devoured model is placed Down where the Sin Eater was. The Sin Eater can only ever have one consumed model in its belly.

☑ **Vomit:** The Sin Eater attempts to purge a model it has devoured as an **ACTION** with +4 **DICE**. If successful, the model's controller places the model within 1" of the Sin Eater. If no suitable space exists, the vomit fails and the model remains devoured. The vomited model is Down. The Sin Eater can only use this **ACTION** if it has a model devoured.

☑ **Tenderizer Maul:** This weapon has the same rules as a two-handed hammer but its huge reach means that the Sin Eater may make one Melee Attack **ACTION** against each enemy model it is fighting in Melee.

Keywords

HERETIC, FEAR, TOUGH, STRONG





0-1 Goetic Warlock

(Cost: 4 Glory)

(Can be hired by the Heretic Legion or the Court of the Seven-headed Serpent only)

Goetic Warlocks are horrific creations from the death factories of the 3rd Circle of Hell, manufactured from captured priests, prophets, vicars, rectors and monks. Fiendish machines first burn their flesh away with hellfire, encasing the still-living skeletons in an infernal suit of armour and stamping them with goetic runes. The process is so agonising that they consent to a demonic pact to bring end to their pain. Thus a new Goetic Warlock is born, ready to hunt the living they once swore to protect.

The mere gaze of the warlock causes necrosis and in close quarters they embrace unsuspecting enemies with their iron claws, using their goetic magic to gate themselves to a secluded location where they can finish their victim by slowly shredding them apart. Their favourite method is by skinning their victims alive and using their gruesome trophies as repulsive vellum to write grimoires and unholy religious texts, or wearing the faces of their victims to power their illusionary spells to confound their enemies.

Due to the rarity of victims required to create Goetic Warlocks, they are only assigned to the Heretic commanders with the greatest renown, need and with the right connections in the twisted web of Heretic politics. Mammon, the great devil of Greed, sells the services of his own personal battalion of Warlocks to the highest bidder.

Name	Movement	Ranged	Melee	Armour	Base
Goetic Warlock	6"/Infantry	+1 Dice	+1 Dice	-2	40mm

Equipment

The Warlock wears Reinforced Armour. A Warlock counts as being armed with two swords in Melee combat – its arms are deadly weapons in their own right. You cannot alter the Warlock's weapons and equipment in any way.

Abilities

☐ **Goetic Portal:** As a **RISKY ACTION** with +1 **DICE**, the Warlock can Teleport up to 6" in any direction into a free space it can see, including into melee with an enemy model. The Warlock may bring a single enemy model that is in Melee Combat with it and has a base size of 32mm or smaller. There must be suitable space for the Warlock (and a possible passenger which must end the teleport in Melee Combat with the Warlock) at its target destination or this teleport automatically fails. It may not teleport out of the battlefield. It may teleport even if it is currently Down, but remains so after the teleportation.

☐ **Barbed Embrace:** Enemies cannot Retreat from the Goetic Warlock. Additionally, if a model is able to move out of Melee Combat with the Warlock because of a special ability (such as the Assassin's Dagger), they cannot.

☐ **Unholy Horror:** The Goetic Warlock causes **FEAR**.

☐ **Goetic Gaze:** This is an **ACTION** which is modified exactly the same way as a ranged attack, executed against one enemy the Warlock can see within 24". If successful, the model suffers one **BLOOD MARKER**. If the success is a Critical Success, the target suffers two **BLOOD MARKERS** instead. This **ACTION** can be used against enemy models in Melee Combat without having to randomise the target.

Keywords

DEMONIC, ARTIFICIAL, FEAR



0-1 Observer

(Cost: 3 Glory)

(Can be hired by New Antioch and Trench Pilgrims only)

When the need is great, the Synod of Strategic Prophecy sends Observers to support the war effort. This order of warrior monks lives a life of absolute solitude, sharpening their minds and bodies, making of themselves living weapons in the Hands of God.

Once a soldier joins the order, they never leave the Temple of The Word. The slightest disturbance to their prayers and training interrupts their ability to commune with the Lord of all Creation. Thus the days of the Observers are spent in secluded, cloistered cells, when not practising their martial or mental disciplines.

The rare exception is when they are summoned to the battlefield. Here, amidst the chaos and carnage, their unique abilities can decisively shift the balance in favour of the faithful. Observers wear a specially crafted helmet enabling them to attune to the Voice of God. This remarkable connection grants them the capacity to simultaneously perceive the immediate past, present and future, to a degree. This allows them to perform unrivalled martial feats.

But a living human is not meant to hear the Holy Words, so it comes at a cost. Since the Voice of God never decays, they must concentrate with superhuman focus to extricate the righteous guidance amidst the narrative spanning from creation's inception to the present moment. The ceaseless resonance of the Divine Echo ringing in their ears renders sleep impossible. Therefore they must resort to potent sedatives and mind-altering drugs for them to endure the heavy burden of their battlefield role for any length of time.

The Observers diligently practice the recitation of the Words of God, granting them the power to issue commands to anyone they address, friend or foe. The special metal of their helmet allows them to replicate the Holy Word as closely as it is possible, compelling any creature in creation to obey them momentarily.

Name	Movement	Ranged	Melee	Armour	Base
Observer	8"/Infantry	+1 Dice	+2 Dice	-1	32mm

Equipment

Standard Armour, Oculus Helm (counts as Combat Helmet and Gas Mask), Trench Polearm, in-built Medi-Kit. You cannot alter the Observer's weapons and equipment in any way.

Abilities

- ☑ **Lightning Speed:** In Melee, the Observer may attack twice with its Trench Polearm instead of only once.
- ☑ **Temporal Fugue:** Attacks that target the Observer suffer -1 DICE to hit.
- ☑ **Eye of God:** If the Observer fails an ACTION, you may re-roll the dice. However, if any of the dice you roll gives a result of 1, there is psychic backlash and the Observer suffers a Down result (including any resulting BLOOD MARKERS), and their Activation immediately ends.
- ☑ **Voice of God:** As a RISKY ACTION, the Observer may command any model on the board, friend or a foe, that has not been Activated this Turn. If successful, that model is compelled by the Divine Words. The Observer's Activation immediately ends and the target's Activation begins immediately after.

Keywords

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Though they master many weapons, the trench polearm stands as the preferred choice for Observers. This tool allows them to skilfully vault over barbed wire and drop into enemy trenches with devastating force. Guided by the omniscient words of the Almighty, they possess the ability to evade nearly any strike. With proper focus, they foresee impending attacks within the crystal of the Eye of God that is incorporated into their helmet. As such, enemies' efforts to take them down are often frustrated, since the Observer simply moves the minimum required to avoid any harm, knowing precisely where the blow of the Heretic is going to land.

However, even the slightest slip in their concentration means that they might lose the Voice of God that guides them, rendering them just as vulnerable to death as any other mortal soldier.



0-1 Mamluk Faris

(Cost: 4 Glory)

(Can be hired by the Iron Sultanate and the Principality of New Antioch only)

Mamluks are an echo of a bygone age, last members of the warrior-elite that once ruled a great empire in Northern Africa. They suffered grievous losses at the earliest stages of the Great War when the Legions of demon Zalambuer emerged from the Hellgate. The Fatimids led their Mamluk forces in a desperate campaign to reclaim the Levant, but of their fate there is no tale. Instead of returning victorious warriors, the slaves of Jahannam rushed through Sinai like an evil wind, razing Alexandria and Cairo to the ground. The remaining Mamluks fought bitterly to protect their homes, but to no avail. Too proud to leave their ancestral homes at the mercy of evil, some of the last Mamluks did not heed the call to migrate beyond the Iron Wall, and instead dispersed throughout the lands they once ruled to fight on – a fight that has never ceased since those dark days.

To this day the Mamluk knights play a deadly game of ambush and sudden raids on the Aegyptian front against Mammon's legions, making their living as swords for hire, waging an endless war against the Heretics and composing poems of lamentation in memory of their lost and devastated homelands. Generations of war have hardened the Mamluks into peerless warriors, for parents pass on the secrets of Furūsiyya, the martial skills and ethical conduct of the Arabian Knights, to their children. Too few in numbers to wage open war, the Mamluks instead fight alongside any of the Peoples of the Book, making their living by offering their swords to the highest bidder, as long as such a leader promises to fight the forces of Shaytan. They respect noble character and martial prowess above all, and often bond by sharing their way of the sword with an ally they respect.

Only a few of the famed artificial heavy warhorses of the Mamluks remain, and they are not risked in open combat unless they are used directly to defend the last few hidden abodes the Mamluks still inhabit in the vast deserts that stretch beyond the Nile delta. However, these tireless steeds are used to take the heavy Mamluk warriors into advanced positions where they can disrupt the enemy's plans and surprise exposed enemy units.

Name	Movement	Ranged	Melee	Armour	Base
Mamluk	6"/Infantry	+1 Dice	+1 Dice	-2 (-3)	32mm

Equipment

A Mamluk carries a Jezzeil with Alchemical Ammunition. They wear a Helmet and Reinforced Armour. In addition, before each battle, you may choose **one** of the following loadouts from their personal armoury:

- ☑ Polearm and Trench Shield
- ☑ Sword and Pistol
- ☑ Two-handed sword (Mamluk ignores the Keyword **HEAVY** on this weapon)

Abilities

- ☑ **Sworn Sword:** Mamluks can form a **FIRETEAM** with any one **ELITE** model in the Warband they are part of. This **FIRETEAM** is always in addition to any other **FIRETEAM(s)** the Warband is allowed to form. If a Mamluk joins a New Antioch **FIRETEAM**, the model benefits from the *Co-ordinated Fireteam* special rules.
- ☑ **Martial Prowess:** Mamluks are disciples of Furūsiyya, the Knightly Discipline passed on through generations, they practice ceaselessly and have few equals. This gives their Jezzeils the Keyword **ASSAULT** as well as the Shield Combo ability. Additionally, they suffer no penalties for fighting with off-hand weapons in melee.
- ☑ **Arabian Destrier:** Unless the scenario prohibits use of the special deployment of **INFILTRATORS**, you may deploy the Mamluk on any table edge as long as they are at least 8" away from any enemy model after **INFILTRATORS** are deployed. Mamluks can also be deployed in your own deployment zone as standard.

Keywords

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