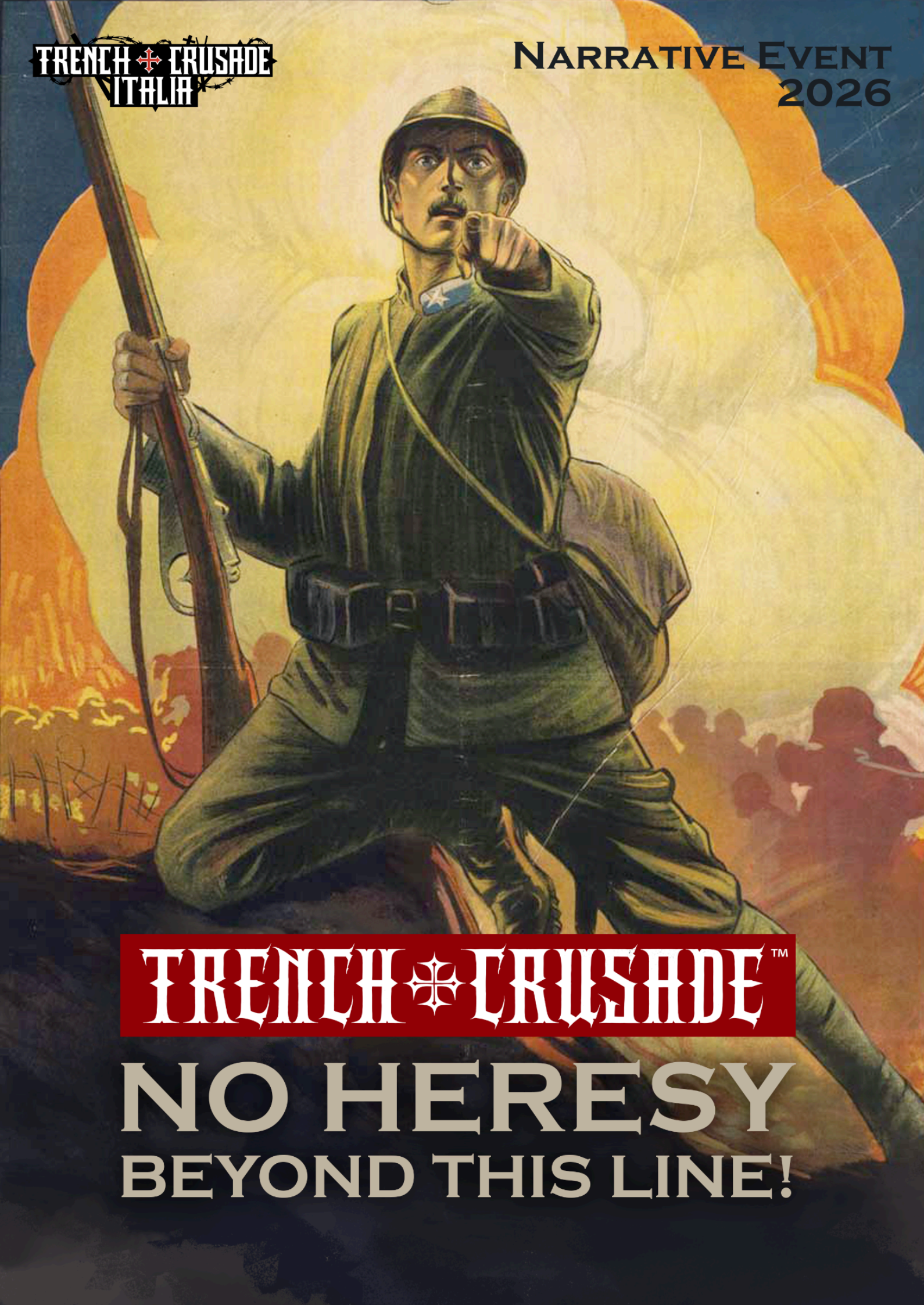


TRENCH + CRUSADE
ITALIA

NARRATIVE EVENT
2026



TRENCH + CRUSADE™

NO HERESY
BEYOND THIS LINE!

NO HERESY BEYOND THIS LINE!

National narrative event
organized by
Trench Crusade Italia

24th May 2026, Bologna

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Prot. n. 402/1914 - Defence of the Faith Section

Given in Orvieto, this 20th day of May, in the Year of Our Lord 1914.

Most beloved sons and daughters in arms,

Vile heresy spreads, metre by metre, corrupting, tearing apart and swallowing every good soul who fears the Most High.

The most blasphemous, most obscene and ancient impiety that surfaced upon the sacred soil of Jerusalem, which for centuries has convulsed our world, and which to this day persists in offending the Almighty Creator, continues to burn.

And like a glowing ember from which white-hot sparks leap forth, it has opened a new wound also in the land of Europe, creating a new front upon which our brothers and sisters already immolate themselves with pride. So dark and miasmatic are the corrupted energies gushing from this wound that its baleful influence has to this day thrust its way into the heart of the Italian peninsula, dangerously close to one of the greatest Dwellings of the Faith in all Creation.

The protection and prayers of the Supreme Pontiff glorify us, and in weaving His praise, spur us to the most sublime acts of heroism, asking nothing in return.

Crusaders all, lift up your hearts!

Sacrilege of such a kind can no longer be tolerated!

No heretical eye shall ever again lay its vile gaze upon the lands blessed by the Holy Father.

No foul creature shall ever again trample its Sacred Soil.

No ignoble mechanised creation shall torment it any further.

FAITHFUL ALL, NO HERESY BEYOND THIS LINE!

Join us beneath the gaze of the Holy Father – let us reclaim Bologna and launch the counteroffensive!

War Cardinal



Domenico Alidosi



Approved by the Supreme Pontiff of Rome
Approved by the Grand Duke of New Antioch

Narrative Event

For this Narrative Event, we recommend using Warbands initially built with **700 Ducats**, which can be spent to recruit Models and determine their Equipment. Warbands may grow during the event up to a maximum of **900 Ducats**.

The event consists of a mini-campaign made up of **3 scenarios** and **2 post-battle phases**, to be played in sequence.

Mercenaries are allowed (up to **2 Mercenaries per Warband**, with the exception of the **Papal Forces**).



For questions or further information, please visit the Facebook Group [**Trench Crusade Italia**](#)

Cover created from the poster "Fate tutti il vostro dovere!" (Soldier's Head) by Achille Luciano Mauzan, c. 1917. The original image is preserved in the Salce Collection National Museum and is in the public domain.

General rules

The following rules apply to all Scenarios in this Event.

OBJECTIVE MARKERS

Each scenario map shows the number and position of Objective Markers (measure distances from the center of Objective Markers). An Objective Marker cannot be placed so that it is completely surrounded by terrain with the **DANGEROUS TERRAIN** and/or **IMPASSABLE TERRAIN** Keywords. Should this happen, place the marker on the nearest available spot closer to the one shown on the map.

Controlling Objectives

In some Scenarios, players will be asked to determine who controls an Objective Marker. A warband controls an Objective Marker if there are more friendly models within 2" of the center of that marker than enemy models. In case of a tie, no player controls the Objective Marker.

DEPLOYMENT

Standard deployment rules, valid for all Scenarios, are as follows:

- 1) The players roll-off. The winner of the roll-off chooses which Deployment Zone will be theirs. The other Deployment Zone is their opponent's.
- 2) The players alternate deploying their models, one at a time, starting with the player who has more models in their Warband (roll-off if both players have the same amount of models).
- 3) Models must be set up wholly within their Deployment Zone.
- 4) If a player runs out of models to set up, the other player sets up all their remaining models, one after another, until they have none left.
- 5) Once the players have set up their models, deployment ends and the game begins.

For deployment purposes, all models that have special rules that allow them to deploy in a non-standard way (e.g. the **INFILTRATOR** Keyword, Forward Positions, Vanguard etc.) are considered "Infiltrators".

SECRET REWARDS

During the event you could come across secret rewards, each contained in a closed envelope. Open an envelope and read its content **only** when instructed by the Scenario rules. Do not reveal the content of the envelope to your opponent unless instructed to do so.

TIME LIMIT

The time limit for each game is **1 hour and 45 minutes**.

After 90 minutes from the start of each game, the last 15 minutes will be announced. During the last 15 minutes, players have the chance to conclude the current Turn, after which the game will end, even if the Scenario rules allow for more Turns to be played. At the end of the last 15 minutes, the end of the game due to the time limit will be announced. The player currently activating a model can proceed with their Activation as usual, afterwards the game will be over, regardless of how many models still need to be Activated.

CAMPAIGN PHASE

At the end of Scenarios 1 and 2, a Campaign Phase will be held (extra time is already planned in the event program for that). Players follow the standard Campaign Phase rules unless otherwise instructed by the Scenarios themselves.

CAMPAIGN RECORD

At the start of the Event, each player receives a Campaign Record, where they will note down the following information at the end of each game:

- ✚ Name of the opponent and of their Warband
- ✚ Outcome of the Scenario (Victory, Tie, Defeat)
- ✚ Total Victory Points scored
- ✚ Glorious Deeds completed
- ✚ Additional Information as requested by the Scenario Rules.

TERRAIN

In order to have the most uniformity across all the tables, the following rules apply to Terrain. It is always advisable that, before deployment, players make a quick overview of the Terrain Pieces on their table and agree on the properties of each one.

Dangerous Terrain: The Success Roll to avoid suffering injuries from Dangerous Terrain is considered a Risky Success Roll **only** when a model comes in contact with that Terrain Piece during their movement. If a model that already starts their Activation in contact with Dangerous Terrain, make a regular Success Roll instead.

Size of Terrain Pieces: For rules purposes, including movement, the dimensions of terrain pieces are always rounded up or down to the closest ½", therefore a wall with an height between 2.3" and 2.7" will be considered 2.5" high; if its height is between 2.8" and 3.2" it will count as 3" high and so on.

Remember that, even in the case of Open Terrain, vertical movements always need to be taken into account towards the movement of a model.

Area Terrain: Areas of terrain like crosses/tombstones fields, anti-tank obstacles etc models cannot climb upon are considered Difficult Terrain. A model can cross an area terrain element only if the terrain can be crossed completely, unless there is room to fit that model's base in that terrain piece. If an area terrain consists of vertical elements mounted on a base, the extension of the terrain is equal to the base itself.

Barbed Wire: Areas of barbed wire are considered Area Terrain with the **DIFFICULT TERRAIN** and **DANGEROUS TERRAIN** Keywords but do not provide Cover. If the barbed wire is mounted on stands that are not on a flat base, consider the

footprint of the stand as the surface of the area terrain.

Craters: Craters whose bottom is filled with water or mud count as Difficult Terrain, otherwise they are open terrain.

Buildings and Ruins: A model inside a building or an area of ruins is only considered in cover if in contact with a part of that terrain that stands out vertically by at least ½" from the surface the model is standing on and lies between the model and the attacker. The surface the model is standing on, alone, is not enough to provide cover from attacks originating from below.

Prologue

'NO HERESY BEYOND THIS LINE!'

Loudspeakers, megaphones, priests, faithful, all merge into a single voice that shakes the peninsula. Repeated. Hammering.

A powerful liturgy that seems to rise without ever meeting a limit.

May 24th.

05:00 AM.

War Cardinal Domenico Alidosi gives the order.

The mountains blaze.

The skies above the soil corrupted by heresy are made holy.

A triumphant organ raises a hymn weaving His praise.

Purifying flames and thunderous voices make the earth tremble with a roar, laying waste to everything standing before the Apennines.

For two unbroken hours, the blessed artillery shakes, shatters and tears apart the heretical forces that garrisoned the front between the mountains and the lands embracing Bologna.

07:00 AM.

New order.

Every officer brings whistle to lips and leads the advance.

Dozens upon dozens of kilometres of flesh, machines and Faith pour over the enemy lines.

Eyes in ecstasy, foaming mouths, throats in perpetual prayer.

NO HERESY BEYOND THIS LINE!

Swarms of pilgrims join the mechanised infantry, the Shrines advance slowly, crushing heretical soldiers beneath their metal, bringing the Anchorites within them to divine rapture. Dispatched in support of the massive operation, assassins of Alamut appear atop the tanks cutting through mud, only to vanish again with blades ready to meet their designated targets. Glittering swarms of locusts take to the sky to intercept the advancing horde, above burning helmets engraved with unpronounceable runes.

Once again, hell blazes upon Earth, though such a battle is still far too distant from its Gates.

Lead, bayonets, shovels, flames, blood, ash.

The assault presses on relentlessly, meeting unprepared resistance.

Then, a malignant barrage begins to move against the forces of the Faithful.

From the shrouds of smoke raised by the mighty bombardment nightmare creatures emerge, soldiers with expressionless faces and a firmament of eyes burning with hatred for Creation.

Impure litanies from heretical choristers and dark curses from the Court's Sorcerers flood the air, clashing against the tide of prayers poured from the hills toward Bologna.

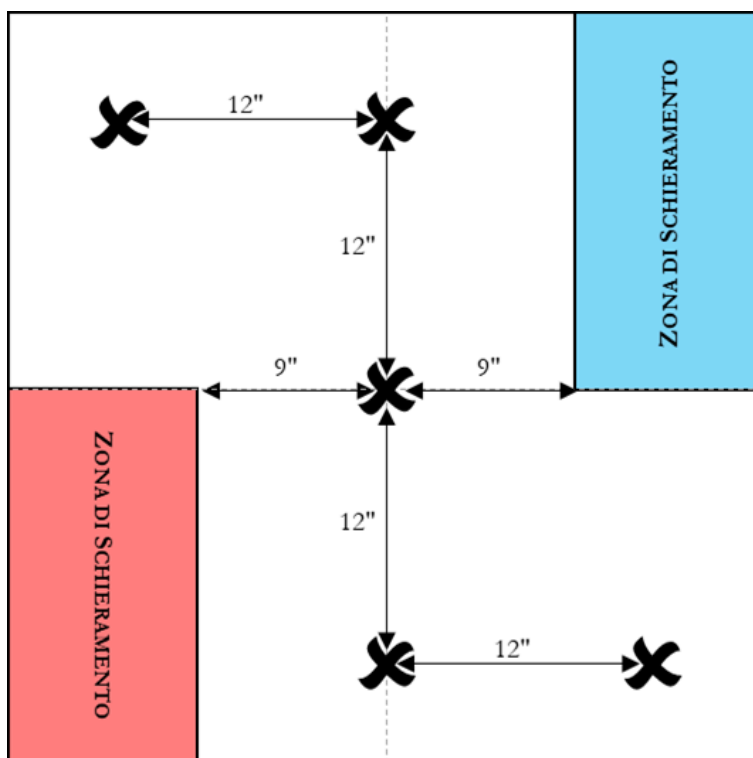
Once more, the front is steeped in the psalmody of War.

Scenario 1

This land is OURS!

Ore 10:00 AM.

After an advance of several kilometres, the pontifical command issues the order to consolidate positions, while the heretical hierarchies move with the efficiency of a soulless machine and organise a swift counterattack. An uncertain sun rises behind the Apennines, witness to new massacres. Amid the general disorder, the objective is clear to every combatant: consolidate a new front at the gates of Bologna. Little by little, each warband is isolated and finds itself fighting for its own survival, at times even against allied forces. In the ensuing chaos, skirmishes break out to seize small strips of land or trench. Unceasing cries drive soldiers forward to capture vantage points from which to cut down as many enemies as possible, or perish in heroic attempts. Above all, one must not be caught in the open during the next artillery strike, which will open the second phase of the attack..



FORCES

No special restrictions apply to the models the players can include in their Forces in this scenario.

THE BATTLEFIELD

This scenario uses **five Objective Markers** placed on the spots marked with "X" on the map above.

DEPLOYMENT

Use standard deployment rules (see General Rules).

Infiltrators

Infiltrators can be deployed normally or using their special deployment rules. However, if they are deployed using their special deployment rules, they cannot be deployed within 8" of an Objective Marker.

GAME LENGTH

This scenario lasts **four Turns**.

SMOKE AND DUST

Add **-1 DICE** to all Success Rolls for Ranged Attacks made in the First Turn.

VICTORY CONDITIONS

Instant Victory: A player wins this scenario immediately (ignore Victory Points calculations) if there are no enemy models on the battlefield, or if the opposing Warband flees (typically due to failing a Morale Check).

Victory Points: Keep a tally of the Victory Points scored by each player at the end of each Turn and at the end of the game, as shown below. The player with the most Victory Points at the end of the game is the winner (if both players are tied for Victory Points, the game ends in a tie).

- ⊕ At the end of each Turn, determine who is controlling each Objective Marker:
 - ◊ each player gains 1 VP if they have at least 1 model within 2" of that Objective Marker.
 - ◊ each player gains 1 additional VP if they control that Objective Marker (► see *Controlling Objectives* above).
- ⊕ At the end of the game, each player gains 1 VP per Glorious Deed they completed.

CAMPAIGN PHASE

At the end of the game, if the game has not ended in an Instant Victory, after counting victory points, the player who controls the central objective at the end of Turn 4 writes down this information in their Campaign Record Sheet

In the *Promotion and Experience Step*, each player adds an extra D6 to their Promotion Pool, and each **ELITE** model who survived the battle gains 1 additional Experience Point (in addition to the 1 XP for surviving the battle normally granted by the campaign rules).

In the *Reinforcements Step*: If a player chooses to Reinforce, they will only skip the Exploration Phase

In the *Reinforcements or Quartermaster Steps*: Assign 1 Experience Point to any newly recruited **ELITE** model.

GLORIOUS DEEDS

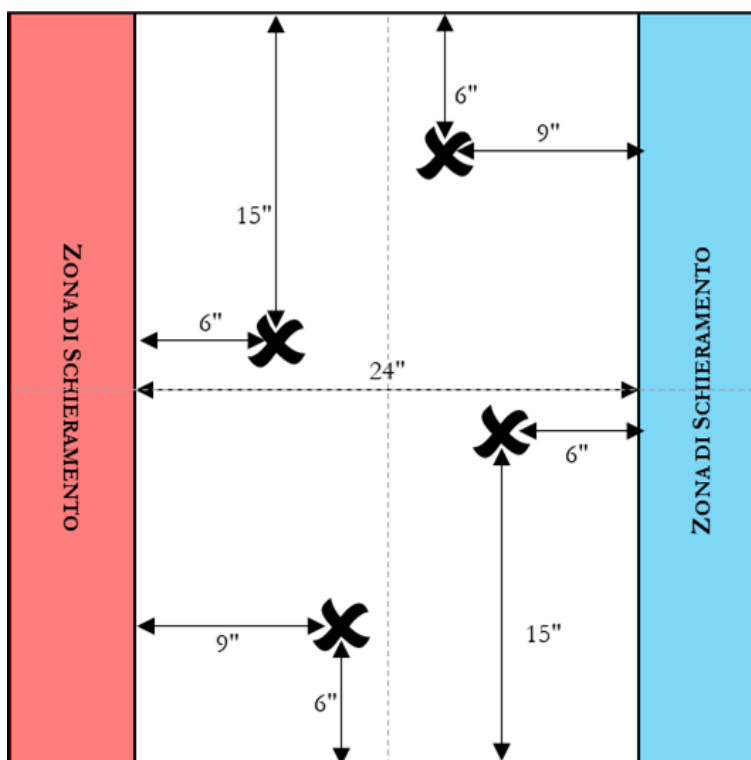
- ⊕ **Bloodletting:** An attack made by a friendly model results in the sixth **BLOOD MARKER** or **INFECTION MARKER** being placed beside an enemy model.
 - ⊕ **Cast Them Down:** A friendly model causes an enemy model to Fall from a height of at least 3" (e.g. by taking the enemy model Down near a ledge, or by forcing it off a ledge in some way).
 - ⊕ **Hold Your Ground:** A Warband is the first to pass a Morale Check in this game. You receive a Victory Point for achieving this Glorious Deed. You can award 1 Experience Point to 1 **ELITE** model from the Warband that has the **LEADER** Keyword if you have one available, and you receive Glory Points and an extra D6 for your Promotion Pool as you would normally.
 - ⊕ **Lord of War:** A friendly model takes two enemy models Out of Action with Melee Attacks in a single Turn.
 - ⊕ **Resist and Bite:** A friendly model that began its Activation Down takes an enemy model Out of Action in the same Activation.
 - ⊕ **Sniper:** A friendly model takes an enemy **ELITE** model Out of Action with a Ranged Weapon Attack that has the Long Range and Cover modifiers.
 - ⊕ **Suicidal Bravery:** A friendly model successfully charges two models with the same charge move
- Victory or Death:** A Warband wins the game. This Glorious Deed is only determined after the result of the game has been decided. You do not receive any Victory Points for achieving this Glorious Deed, but you can award 1 Experience Point to 1 **ELITE** model from the Warband that has the **LEADER** Keyword if you have one available if you have one available, and you receive Glory Points and an extra D6 for your Promotion Pool as you would normally,

Scenario 2

Reclaim what is YOURS!

01:15 PM.

No Man's Land reeks with the carnage of the morning and the score etched by the concert of the Papal Forces' howitzers. There are no longer villages, roads, embankments or hamlets, only broken ground ready for a new sowing of victims. So close to the heart of Christendom, the land martyred by the bombardments begins to yield a host of sacred artefacts, unjustly mingled with the blasphemous counterparts venerated by the last occupants of those territories. Slowly, survivors on both sides begin to emerge from the occupied trenches and makeshift shelters. They grip their instruments of death with the glassy fury of those who have lost their senses for some interminable moments. Having spotted a potential enemy, madness quickly gives way to fanaticism, whether consecrated to the Almighty or to His detractors. A single thought in the minds of the hatred-blinded combatants: destroy the enemy's foul icons and reclaim the desecrated goods. At any cost.



FORCES

No special restrictions apply to the models the players can include in their Forces in this scenario.

THE BATTLEFIELD

The **four Objective Markers** shown with an "X" on the map represent Reliquaries. After placing Reliquaries on the battlefield, place **3 RELIC MARKERS** next to each Reliquary-

DEPLOYMENT

At the start of the game, before deployment, any player with the **AVARITIA** envelope opens the envelope and reads its content.

Use standard deployment rules (see General Rules) with the following changes: during the initial deployment, each player deploys **6 models**. Models on a 40mm base or larger count as 2 models for this

purpose. Any model that is not deployed in this phase is available as reinforcements

Infiltrators

During this scenario, Infiltrators are deployed alongside other models. When you deploy an Infiltrator model, you can choose to deploy it wholly into your deployment zone as normal, or within 6" of it. If you deploy a model outside of your Deployment Zone, it must be deployed in contact with a terrain element and cannot be deployed within 3" of a Reliquary.

REINFORCEMENTS

At the start of the second Turn, after determining Initiative, each player splits their reinforcements in two groups. Every group must be composed by the same amount of models, if possible (e.g. a player with 5 models in their reinforcement will create a group of 3 and another group of 2 models), then the player randomly determines which group will enter play by rolling a D6: on a 1-3 one group will be deployed, on a 4-6 the other group will. The remaining group will automatically be deployed as reinforcements at the beginning of the third Turn.

Reinforcement models must be wholly deployed within the half of the battlefield closer to the players' deployment zone, in contact with any edge of the battlefield and at more than 8" from the closest enemy model.

Players alternate in deploying reinforcement models starting from the player with the Initiative for the current Turn. If a player has no more reinforcement models to deploy, the opposing player is allowed to deploy their remaining reinforcements up to the limit defined for the turn. Players must deploy reinforcement if they have any and are allowed to do so (you can't keep them reserve).

RELIC MARKERS

During this scenario, models can interact with the Reliquaries to claim possession of **RELIC MARKERS** as shown below. Use a D6 or tokens to represent **RELIC MARKERS** (as you would do with **BLOOD MARKERS**). A model can carry up to **6 RELIC MARKERS**. If they would obtain more than 6, any excess **RELIC MARKERS** are left where they are.

If a model with 1 or more **RELIC MARKERS** is taken Out of Action, all **RELIC MARKERS** that were next to the model are placed on the battlefield, where the center of that model's base was. If the model was taken Out of Action by a Melee Attack, the model making the attack immediately takes all **RELIC MARKERS** the enemy model had (only leave on the battlefield **RELIC MARKERS** in excess of 6).

All models can take the following Scenario **ACTIONS**.

- ⚔ **Search Reliquary ACTION:** A model with less than **6 RELIC MARKERS** that is within 1" of a Reliquary can take a Search Reliquary **ACTION** if it is not within 1" of an enemy model. If it does, make a Success Roll for the model. If the roll is a Failure, nothing happens. If the Roll is a Success or Critical Success, the model claims a valuable Relic. Remove **1 RELIC MARKER** from the Reliquary and place it next to the model. If a Reliquary is left with no **RELIC MARKERS**, immediately remove it from the game.
- ⚔ **Pick Up Relic ACTION:** A model within 1" or more **RELIC MARKERS** on the battlefield can take a Pick Up Relic **ACTION** if it is not within 1" of an enemy model. If it does, remove any number of **RELIC MARKERS** within 1" of the model from the battlefield and place them next to the model. (No Success Roll is needed).
- ⚔ **Transfer Relic ACTION:** A model with 1 or more **RELIC MARKERS** can take a Transfer Relic **ACTION** if it is within 1" of a friendly model and neither model is within 1" of an enemy. If it does, remove any number of **RELIC MARKERS** from one of the two models and place them next to the other. (No Success Roll is needed), while adhering to the limit of no more than **6 RELIC MARKERS** per model.

GAME LENGTH

This scenario lasts four Turns.

VICTORY CONDITIONS

Instant Victory: A player wins this scenario immediately (ignore Victory Points calculations) if

there are no enemy models on the battlefield, or if the opposing Warband flees (typically due to failing a Morale Check).

Victory Points

- ⊕ At the end of the game, each player scores
 - ◇ 1 VP for each **RELIC MARKERS** possessed by a model in their Warband.
 - ◇ 1 VP for each Glorious Deed they completed.

The player with the most Victory Points at the end of the game is the winner (if both players are tied for Victory Points, the game ends in a tie).

At the end of the game, if the game has not ended in an Instant Victory, after counting Victory Points, each player makes a Relic Roll This works similarly to a Success Roll: take 2D6 and add +1 **DICE** to the roll for each **2 RELIC MARKERS** their warband has. For example a warband that ends the game possessing **5 RELIC MARKER** would add +3 **DICE** to this Success Roll.

Players then compare the score of the highest 2 dice: the player who obtained the highest score in the Relic Roll writes down this information in their Campaign Record Sheet (re-roll in case of a tie).

CAMPAIGN PHASE

In the *Trauma* Step: Ignore any result that will force a model to skip the next game (e.g. 35 - Minor Wound).

In the *Reinforcements* Step: If a player chooses to Reinforce, they will only skip the Exploration Phase

In the *Quartermaster* Step: Ignore the *Retire Injured Models* passage: you won't be able to dismiss models with 2 Battle Scars before the last game.

GLORIOUS DEEDS

- ⊕ **Dig Deep:** A friendly model takes the Search Reliquary **ACTION**, regardless of whether it succeeds or fails, on three different turns during the game (these **ACTIONS** must be on the same Reliquary Marker)
- ⊕ **Frantic Search:** a friendly model successfully takes the Search Reliquary **ACTION** on two different Reliquaries during the game.

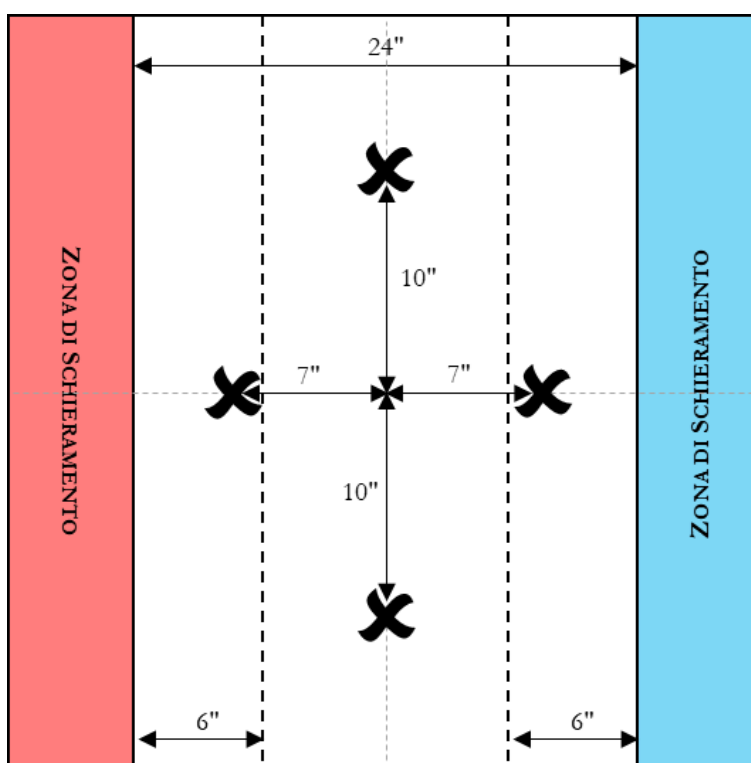
- ⊕ **Gotta Catch 'em All:** a friendly model ends its Activation with **6 RELIC MARKERS** next to it.
- ⊕ **It Belongs to a Museum:** a friendly model takes an enemy model Out of Action with a Melee Attacks and takes one or more **RELIC MARKERS** that were next to the target in the same Activation.
- ⊕ **Protect the Relic:** A friendly model causes an enemy model that is within 1" of a Reliquary Marker to be taken Out of Action.
- ⊕ **Resist and Bite:** A friendly model that began its Activation Down takes an enemy model Out of Action in the same Activation.
- ⊕ **Sniper:** A friendly model takes an enemy **ELITE** model Out of Action with a Ranged Weapon Attack that has the Long Range and Cover modifiers.
- ⊕ **Victory or Death:** A Warband wins the game. This Glorious Deed is only determined after the result of the game has been decided. You do not receive any Victory Points for achieving this Glorious Deed, but you can award 1 Experience Point to 1 **ELITE** model from the Warband if you have one available, and you receive Glory Points and an extra D6 for your Promotion Pool as you would normally.

Scenario 3

DELIVER YOURSELF from evil!

03:30 PM.

An Amalgam explodes beneath the detonation of an anti-tank hammer. The head of a metal exoskeleton that had been spewing lead from behind a trench parapet is torn away by claws as long as swords, in an instant. Bullets guided by Faith alone in the Lord find hearts as black as tar. A pair of infantry soldiers fight to the last in the deep mud. At a certain point, one of them draws a breath of relief, for it to meet the final exhale of their opponent... only a moment before realizing a bayonet blade emerged from his chest, robbing him forever of that fleeting stroke of fortune. From the womb of such a scene suspended in time, War always delivers its most beloved offspring: warriors and creatures that hunger for Death in the name of Faith or blasphemy. Still relentlessly claiming souls for their respective cause, it is these very beings who one day will determine victory or defeat for entire armies, should their thirst continue to be slaked with fresh tributes of blood. These heroic or vile bearers of death are today entrusted with the Fate of the Bologna front.



FORCES

In this scenario, both players must include as many **ELITE** models from their Warband as possible.

THE BATTLEFIELD

Objective Markers

This scenario uses 4 Objective Markers, placed on the spots marked with an "X" as shown on the map above.

DEPLOYMENT

At the start of the game, before deployment, each player with the **OCULUS** envelope, opens it and reads its content.

Use standard deployment rules (see General Rules).

Infiltrators

Infiltrators can be deployed normally or using their special deployment rules. However, if they are deployed using their special deployment rules, they cannot be deployed within 8” of an Objective Marker.

Machine Gun Emplacements

Before deploying their own Machine Gun Emplacement, each player who has the **SAGITTARIUS** envelope, opens it and reads its content.

After players have deployed their models (including Infiltrators), each player, starting with the one who deployed first, places a Machine Gun Emplacement on the battlefield. The Machine Gun Emplacement must be set up outside the player’s Deployment Zone, and within 6” of it, in the area marked on the map. After both Machine Gun Emplacements have been placed, deployment ends and the game begins.

Marks and Assets

Before choosing Marks and Assets, each player who has the **FUROR** envelope, opens it and reads its content.

After the deployment, each player must secretly write down up to three enemy models with the **ELITE** Keyword as Marks, and one friendly model that has the **ELITE** Keyword as an Asset. Taking out enemy Marks and keeping the friendly Asset alive will score additional Victory Points at the end of the game (► see *Victory Points*).

MACHINE GUN EMPLACEMENT

A Machine Gun Emplacement is considered a piece of Impassable Terrain with the following profile.

Type	Range	Keywords
2-Handed	36"	AUTOMATIC 3, HEAVY, RELOAD

★ **Fixed Emplacement:** A Machine Gun Emplacement is considered Impassable Terrain and cannot be moved or redeployed in any capacity. It cannot be affected by the models’ abilities (e.g. the Set Mine ability of Sultanate Sappers) except when used to take a Shoot **ACTION** (see below).

★ **Ballistic Shield:** A Machine Gun Emplacement can provide Cover to models in contact with it that are on a 32 mm base or smaller.

★ **Suppression Fire:** A model within 1” of a Machine Gun Emplacement can use it during its Activation to take a Shoot **ACTION** if it is more than 1” from enemies, it doesn’t have a Shield or **HELD** item and hasn’t moved more than its Movement Value in the same Activation. Determine Line of Sight and range from the Machine Gun Emplacement. The model is considered equipped with the Machine Gun and it can benefit from any ability that would normally be applied to Ranged Weapons used by the model, with the exceptions listed below.

A model that takes a Shoot **ACTION** with the Machine Gun Emplacement:

- ✧ cannot use other Ranged Weapons in the same Activation (even if it has a rule that would allow it).
- ✧ cannot take Charge or Fight **ACTIONS**, nor benefit from the **ASSAULT** keyword in any capacity in the same Activation.
- ✧ gains the benefits of the **NEGATE HEAVY** keyword while taking the Shoot **ACTION** with the Machine Gun.

Each Machine Gun Emplacement can only be used once per Turn.

GAME LENGTH

This scenario lasts **four Turns**.

At the start of the **second Turn**, players open the **IUDICIUM** envelope and read its content.

To the Death!

No Morale Checks are made in this Scenario.

VICTORY CONDITIONS

Instant Victory: A player wins this scenario immediately (ignore Victory Points calculations) if there are no enemy models on the battlefield.

Victory Points:

Keep a tally of the Victory Points scored by each player at the end of each Turn and at the end of the game, as shown below. The player with the most Victory Points at the end of the game is the winner (if both players are tied for Victory Points, the game ends in a tie).

- ⊕ At the end of each Turn, determine who is controlling each Objective Marker:
 - ◇ each player gains 1 VP if they have at least 1 model within 2” of that Objective Marker.
 - ◇ each player gains 1 additional VP if they control that Objective Marker (► see *Controlling Objectives* in the General Rules).
- ⊕ At the end of the game, each player gains
 - ◇ 1 VP per Glorious Deed they completed
 - ◇ 2 VP per enemy Mark taken Out of Action
 - ◇ 3 VP if the friendly Asset is not Out of Action

GLORIOUS DEEDS

- ⊕ **Breakthrough:** At the end of the game, control the Objective Marker closest to the opponent’s Deployment Zone, and the opponent does not control the Objective Marker closest to your Deployment Zone.
- ⊕ **Dakka! Dakka! Dakka!** A friendly model takes an enemy model Out of Action with a Ranged Attack from a Machine GUn Emplacement.
- ⊕ **Death From Above:** A friendly model takes an enemy model Out of Action with a Melee Attack with the Diving Charge modifier.
- ⊕ **Elite Hunter:** A friendly model takes two **ELITE** enemy models Out of Action.

- ⊕ **First Blood:** A friendly model takes an enemy model Out of Action.
- ⊕ **High Risk, High Reward:** An Asset takes an enemy Mark Out of Action. To claim this deed, the player must first reveal that their model was an Asset and that the enemy model was a Mark.
- ⊕ **Kill their Leaders:** Take all of the enemy Marks Out of Action. To claim this deed, the player must first reveal which enemy models were their Marks. The model that took the last Mark Out of Action is credited with completing this Glorious Deed.
- ⊕ **No Escape:** A friendly model successfully charges an enemy model that it did not have a Line of Sight to at the start of its Activation.

Epilogue

Victory of the Faithful

NO HERESY BEYOND THIS LINE!

Tens of thousands of throats in unison keep detonating a single phrase, with the resolute and unflinching efficiency of an automatic rifle.

Rays of blessed, warming sunlight rise above the peaks and descend with purpose toward No Man's Land, cleansing it of foul darkness, metre by metre.

Slowly, the hundreds of fortified towers of Bologna are laid bare in their heretical shame.

Masters of their own judgment, an endless procession of hearts, drunk on prayer and still beating from the day of punitive passion.

Beneath each of them, bones, metal, incomprehensible horrors reunited with the mud that had begotten them.

Souls readied for the next phase of conquest or eternal sacrifice.

And there is no prayer of the faithful that remains unheard by the heart of the Most High Father.

A sudden thunderclap warns the soldiers and the damned creatures that keep on swarming the trenches before the army of the faithful, as the earth begins to split open before the accursed city, ignobly occupied by bestial demonic claws and infernal plague.

In moments, infernal icons and technology are swallowed into the depths, which close over them like earth thrown upon a grave.

Silence falls before the city of a hundred towers.

A new No Man's Land awaits its tribute of blood.

The hearts of the faithful gather in prayer.

LET BOLOGNA BE PURIFIED!

Victory of the Heretics

Ever closer, metre by metre, the assailants begin to glimpse the hundreds of towers of the heretical city.

Triumphant, reckless, exalted by their futile blind faith, they believe they have made it.

The towers return their flattering gaze.

Slowly, the decaying stench of the trenches returns to remind of its lingering presence.

All at once it is as though everyone has noticed they have Death standing at their side.

Metallic and bilious sounds emerge from the accursed stronghold, pouring from every tower, pervading everything that lies before the city.

Then a sinister shroud of smoke, dense as ink, rises from beneath the earth, scales walls, temples, trenches and fields, covering No Man's Land like a veil drawn over a ravaged carcass.

Darkness takes on flesh; entire platoons of the faithful are swallowed by a wall of malevolence.

Their screams devoured in an instant.

Metre by metre, the assault forces are driven back.

A malign vision passes through the minds of every prophet in the field, who immediately orders a return to the consolidated positions in the mountains, declaring the objective failed.

An immense force rises within the city.

A power so seething and warped that the very air is choked by it.

The vision of a Hegemon takes shape.

The face of heresy splits into a repugnant smile.

No true victor

NO HERESY BEYOND THIS LINE!

Tens of thousands of throats in unison keep detonating a single phrase, with the resolute and unflinching efficiency of an automatic rifle. Rays of blessed, warming sunlight rise above the peaks and descend with purpose toward No Man's Land, cleansing it of foul darkness, metre by metre.

Slowly, the hundreds of fortified towers of Bologna are laid bare in their heretical shame. Masters of their own judgment, an endless procession of hearts, drunk on prayer and still beating from the day of punitive passion.

The towers return their flattering gaze. The decomposed stench of the trenches resurfaces, reasserting its persistent presence. All at once it is as though everyone has noticed they have Death standing at their side.

The assailants have taken position on the new front line pressing against the city to be stormed. Beneath each of them, bones, metal, incomprehensible horrors reunited with the mud that had begotten them. Now, a new No Man's Land awaits its tribute of blood.

Silence falls at the gates of Bologna and the hearts of the faithful are gathered in prayer, while communications directed to the Vatican report the success of the operation and guide the consolidation of the new front.

Then all at once, metallic and bilious sounds emerge from the accursed stronghold, pouring from every tower, pervading everything that lies before the city. A sinister shroud of smoke, dense as ink, rises from beneath the earth, scaling walls, temples, ruins and fields, until it covers the city like a veil drawn over a ravaged carcass.

A malign vision passes through the minds of every prophet in the field, sowing a seed of doubt in the hearts lifted high by the success of the operation.

An immense force stirs within the city.

A power so seething and warped that the very air is choked by it.

The vision of a Hegemon takes shape.

The face of heresy splits into a repugnant smile.



Notes for the Event Organizers

Secret Rewards

REWARDS ASSIGNMENT RULES - SCENARIO 1

In case of Instant Victory:

- ✚ The winning Warband gains the **SAGITTARIUS**-envelope.
- ✚ The losing Warband gains the **AVARITIA** envelope.

If the game does not end in a tie:

- ✚ The Warband that controls the Objective Marker at the center of the battlefield at the end of the game gains the **SAGITTARIUS** envelope.
- ✚ If no Warband controls the Objective Marker at the center of the battlefield, the winning warband gains the **SAGITTARIUS** envelope.
- ✚ The losing Warband gains **AVARITIA** envelope (*note that the losing Warband can be the one who also controls the Objective Marker at the center of the battlefield, therefore gaining both envelopes*)

In case of a tie:

- ✚ The Warband that controls the Objective Marker at the center of the battlefield at the end of the game gains the **SAGITTARIUS** envelope. The other Warband gains the **AVARITIA** envelope.
- ✚ If no Warband controls the Objective Marker at the center of the battlefield, make the players roll-off. The Warband that gets the higher result gains the **SAGITTARIUS** envelope and the other Warband gains the **AVARITIA** envelope.

REWARDS ASSIGNMENT RULES - SCENARIO 2

In case of Instant Victory:

- ✚ The winning Warband gains the **OCULUS** envelope.-
- ✚ The losing Warband gains the **FUROR** envelope.

If the game does not end in a tie:

- ✚ The Warband that gets the highest score in the Relic Roll gains the **OCULUS** envelope.
- ✚ The Warband that loses the Scenario gains the **FUROR** envelope (*note that the losing Warband can be the one who also gets the higher score in the Relic Roll, therefore gaining both envelopes*).

In case of a tie:

- ✚ Determine who gains the **OCULUS** envelope as shown above. The other Warband gains the **FUROR** envelope.

Rewards Rules

When preparing for this event, prepare one set of 5 envelopes (one per type) for every 2 attending players.

Note that the **SAGITTARIUS** and **OCULUS** envelopes have multiple possible rewards. You could pick one reward to use for all envelopes or randomize the rewards in the respective envelopes.

RULES FOR THE ENVELOPE **AVARITIA** - SCENARIO 2

Determined to have a head start in the scramble for loot, your warband's leader gets in contact with the Black Market peddlers to find out where the most valuable relics might be hidden

Black Market Contacts: Reveal this card the first time you take the Search Reliquary **ACTION** with one of your models, before making the Success Roll. For this Scenario, all models in your Warband, excluding Mercenaries, gain the following ability

When this model takes the Search Reliquary **ACTION**, add **+1 DICE** to the Success Roll.

RULES FOR THE ENVELOPE **SAGITTARIUS** - SCENARIO 3

In the previous encounters you managed to put your hands on a few crates bearing the Papal insignia Inside, you find high-caliber rounds blessed by the Holy Pontifex in person.

Relic Ammunition: Reveal this card. The Machine Gun Emplacement you deploy in this Scenario has the following Special Rule (even when used by an enemy model).

*Note: there are 3 different types of **SAGITTARIUS** envelopes, each containing one of the following rules*

Armour-Piercing Ammunition: Ranged attacks made with this weapon have the **ARMOUR PIERCING** keyword.

Modified Dum-Dum Bullets: Ranged attacks made with this weapon have the **CRITICAL** keyword. and score a Critical Success on a Success Roll of 11+ (instead of 12).

Tracer Bullets: Add **+1 DICE** to Success Rolls for Ranged Attacks made with this weapon.

RULES FOR THE ENVELOPE **FUROR** - SCENARIO 3

Your warband's leader immediately recognizes one of your enemy officers: it's an old foe with whom they have a score to settle. Still furious for the loss of precious relics, your leader incites their troops to unleash their wrath upon the enemy.

An Eye For an Eye: You can reveal this card when a model from your Warband makes a Melee Attack against an enemy model with the **ELITE** keyword, before making an Injury Roll. The model you are attacking is your Priority Target.

For the rest of the game, whenever a model from your Warband makes an Injury Roll for a Melee Attack against your Priority Target, add **+1 INJURY DICE** to that roll.

At the end of the game, when you score Victory Points:

- ⊕ if you revealed this card and your Priority Target is Out of Action, you gain 1 additional Victory Point.
- ⊕ if you revealed this card and your Priority target has not been taken Out of Action, your opponent gains 2 additional Victory Points.

RULES FOR THE ENVELOPE **OCULUS** - SCENARIO 3

In its search for relics, your warband came across something even more useful: the location of an abandoned radio station, where you find a register of secret codes used by the Papal forces. Intercepted radio transmissions show incoming artillery strikes in the area. You can use the codes to predict where the bombardment will strike

Intercepted Radio Signal: Reveal this card at the start of the second Turn, after reading the content of the **IUDICIUM** envelope

*Note: There are 2 different types of **OCULUS** rewards, each containing one of the following special rules-*

When you make the D6 roll for your side of the battlefield as dictated by the **IUDICIUM** envelope, apply the following results

- 1-2:** Strike the quadrant on your side of the battlefield. to your left
- 3-4:** Strike the quadrant on your side of the battlefield to your right
- 5-6:** Strike a quadrant of your choice on your side of the battlefield.

Apply the following effects of the **IUDICIUM** envelope to models in your warband (enemy models are affected normally).

Turn 2: Your models are not affected by the **IUDICIUM** envelope.

Turn 3: Apply the effects of Turn 2

Turn 4: Apply the effects of Turn 3

RULES FOR THE ENVELOPE **IUDICIUM** - SCENARIO 3

Heretic troops advance in the area, and the forces of the Papal States intensify artillery strikes to root them out. Your warbands are caught in the crossfire but neither commander wants to back off now: you'll have to fight to the death, under a heavy rain of lead, iron and fire.

ORDNANCE BOMBARDMENT

At the beginning of each Turn, after determining Initiative for the current Turn, resolve the effects of an Ordnance Bombardment. Every turn, the Ordnance Bombardment strikes the battlefield in two separate quadrants randomly determined as follows:

Starting with the Player with Initiative, each player rolls 1d6. With a result of 1-3 the Ordnance Bombardment strikes the quadrant closer to that player's deployment zone, on the left side. With a 4-6 it will strike the quadrant closer to that player's deployment zone, on the right side.

	1-3	4-6	
	4-6	1-3	

After determining the two Battlefield quadrants that will be hit by the Ordnance Bombardment, every model who is not Down in one of those quadrants automatically receives a number of **BLOOD MARKERS** as shown in the table below. If the Ordnance Bombardment would cause the **7th BLOOD MARKER** to be placed next to a model, or if the model is Down, make an Injury Roll with the keywords listed below against that model instead of placing **BLOOD MARKERS**.

A model that lies across two or more quadrants is considered to be in the Quadrant where the majority of their base lies. Should it not be clear where the model lies, determine it randomly.

TURN	BLOOD MARKERS	INJURY ROLL (Models who are Down or who already have 6 BLOOD MARKERS only)
2	1	SHRAPNEL
3	2	+1 INJURY DICE, SHRAPNEL
4	3	+2 INJURY DICE, ARMOUR PIERCING, SHRAPNEL

Afterword

This document was produced in the context of the narrative event "NO HERESY BEYOND THIS LINE!", played on May the 24th, 2026, a day of play in the system and universe of Trench Crusade, conceived by and organised with the Italian community, on the occasion of PLAY 2026.

Talking, describing, writing, sketching, drawing, illustrating, making fake stamps, stuffing envelopes, devising recruitment letters, reading, studying, working out special rules, producing mountains of material such as trenches, scenery, craters, vehicles, objective markers, decorations, and so on — these were just some of the activities the working group was fortunate enough to pursue in its free time, with a single thought in mind: to make every participant in the "tournament" feel fully immersed in the story of the Bologna front.

First and foremost, it must be said that we owe this fortune to those who today chose to create a work on one of the most difficult and harrowing themes in the History of Humanity (and, if you will, one of our greatest failures as a species), which is the Great War. So thank you to Factory Fortress Inc., namely Tuomas Pirinen, Mike Franchina, James Sherriff and all the other artists and team members behind the game.

Equally important is to thank all the communities that made this event possible with a care and obsessiveness bordering on fanaticism, each contributing in their own way.

Among the authors and collaborators: the Trench Crusade Italia community, along with UniNerd, Snipertroll, Bivacco Vicenza, Nerdarium, DaxPaints, MrJarrrrr, Khoryl Miniatures, Progetto Warpit. Among the sponsors: Factory Fortress Inc, Porco Sarvedo, MgPix, Maria Kairidou. Among the media partners: Villanora, Fluidartwork.

The closing note goes to History. To the brief (hi-)story that frames these clashes of extraordinary miniatures and truly cursed dice (because those dice collect more curses in a single game than a heretical soldier could manage in a lifetime), which was written with immense pleasure, owing to the brutality that such a tragically sublime setting allows one to express.

And then to History. The kind we never wanted to study as kids, because "what use will it ever be in real life".

If you enjoyed the event, the content and this simple document, spare just a moment for this other very brief story. It is not epic or embroidered like the one narrated just above, but it is unfortunately far more true. We hope these lines help us remember to be grateful for the experience we share with whoever sits on the other side of the gaming table, and for the fact that we can call one another 'friends'.

In memory of Riccardo Giusto, 19 years old, born in 1895 in Udine, an alpine soldier. He is considered the first Italian casualty among the approximately 650,000 soldiers (men and women) who died during the First World War. He died at Drenchia on May the 24th 1915, the day Italy entered the war alongside the Entente, in the same province where he was born, when at 04:00 on Monte Natpriciar he was struck by a bullet that passed through his skull. He was part of one of the first scouting detachments preparing to invade Austro-Hungarian territory.*

*Austria-Hungary mourned approximately 1,100,000 soldiers by the end of the conflict. The number of deaths worldwide reached over 10 million among military personnel alone. Tragically, they were often young men made into soldiers after just a few weeks of training. The death toll was nearly double when civilians are taken into account**.*

Wikipedia: * [Riccardo Giusto](#), ** [Conteggio delle vittime della Prima Guerra Mondiale](#)