

TRENCH ✚ CRUSADE

Malleus Haereticorum

introductory scenario

- UniNerd -



This is a work of fiction. Trench Crusade is intended for mature audiences.

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Malleus Haereticorum is a scenario developed for Trench Crusade by UniNerd. Its goal is to help new players assimilate and familiarize with the game's core rules, using pre-generated warbands.

TRENCH  CRUSADE

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Texts, layout e artworks by UniNerd.

This is a work of fantasy. It is meant for an adult audience.
Its goal is to help the community around the game to grow and thrive.

Malleus Haereticorum



Introduction

Once a bastion of Faith and renowned centre for study and knowledge in all the Italian peninsula, the city of Patavium is now reduced to a grotesque symbol of the eternal war between celestial and infernal forces. The skies above the city perpetually dyed in dark blood red, a dark reflection of the fires burning ceaselessly over the trenches. Mud, carcasses and sulfuric fumes permeate every inch of the battlefield, where a small and isolated group of **Trench Pilgrims** faces with fanatic determination the damned host of the **Heretic Legion**, in an endless grim night.

All around Patavium stretches the no man's land: sandbags, barbed wire, ash and corpses, and amongst them, ruins of monuments and statues destroyed by the despised Infernal acolytes.

The countryside has been ravaged, trees turned to little more than decrepit skeletons, the rivers vanished leaving nothing more than a barren and exposed wasteland. The city walls are in tatters and the city center, once vibrant and colourful is now reduced to three squares, still, empty and lifeless. The quarter of Saint Prosdocimus, once a hallowed place of worship, is now infested, corrupted by the Heretic Legion and its servants, constantly prowling in every corner. Their presence is a blasphemy that cannot be tolerated.

A secret, buried deep within the ruins of this despoiled city, could change the tide of the conflict, and could even become a weapon for the Church in its Crusade against the dark forces, and drive its Pilgrims till the Infernal Gates.

Whispers of an ancient relic, the **Malleus Haereticorum**, the blessed hammer said to be wielded by Saint Anthony seven centuries before. Described in the Holy Archives as a Prophet of immense charisma and unparalleled knowledge of the Sacred Scriptures, Saint Anthony was a champion, wielding his holy hammer against the dark servants of Hell. His weapon seemed to be capable not only to destroy the bodies of his enemies, but also their souls, breaking their bond with Hell. Legends say that this formidable weapon was lost with the fall of Patavium, probably hidden or even destroyed so that the enemy could not claim it.

It is now 13th of June 1915. The Malleus Haereticorum is found among the ruins of the Saint's Basilica, as if Saint Anthony himself had come back to life to fight once more beside the faithful.

A sudden explosion, electric and distorted, rips through the air, suddenly interrupting the tenebrous litanies of the heretic forces. The Trench Pilgrims, spurred by the fiery words of the War Prophet blasting from back-mounted speakers, are ready to throw themselves to a suicide charge, anxious to retrieve the relic, or to die trying.

A light drizzle begins, transforming the battlefield in a treacherous swamp. The Pilgrims advance while the metallic clang of their armors decorated with blessed icons mixes with their screams when two towering figures emerge from the dark. Their eyes burning like embers, their skin charred. They advance steadily, holding with one hand weapons too heavy to be carried by ordinary humans: they are **Heretic Anointed**.

A Pilgrim, driven by his holy wrath, charges one of the figures, his bayonet gleaming in the dark. The sharp metal sinks deep in the Heretic's shoulder, but the giant does not falter, and not a single drop of blood spills. The corrupted creature takes out the bayonet effortlessly with his left hand, while raising the giant sword with the other.

The blasphemous blade falls, the corrupted metal cuts through the Pilgrim's body like a hot knife through butter. In his last moments, the Pilgrim falls to his knees in front of the Heretic, and while his life slips away, he can clearly feel the sadistic pleasure shining deep within the red eyes of his executioner.

Now, the two sides are equal in numbers, but **this is only the beginning**.



Map portraying the city of Patavium, as it was prior to the definitive fall by the hands of Infernal forces in 1737 a.D.

Scenario

Forces

For this battle, both players deploy all the models they have at their disposal, using the warbands described in the following pages.

Each player chooses one from the **2 available factions** and uses **4 pre-generated profiles**.

In order to start playing immediately, all profiles have already been inserted in the **Simplified Warband Sheets**. Moreover, weapons and equipments in use are listed on the back of every sheet.

Battlefield

The game takes place on a battlefield that measures 36" x 36".

The table must contain:

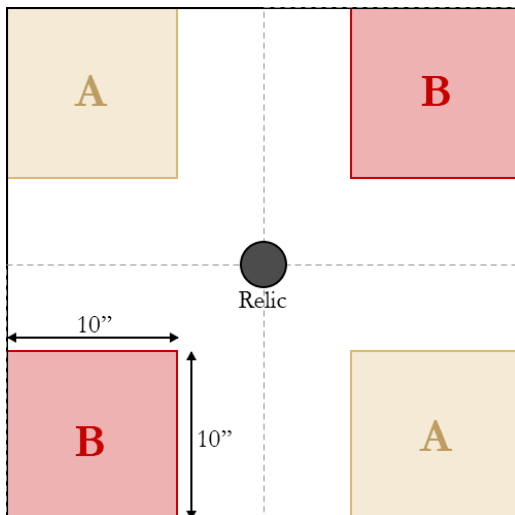
- 2 buildings (i.e.: ruined houses, bunkers, chapels);
- 1 trench or one other scenic element below ground level;
- plenty of low scenery elements (i.e. sandbags, barbed wire, low walls, ecc...).

Moreover, the table must contain a scenic element that will represent the *Malleus Haereticorum*, that will be the main objective.

Deployment

Deployment zones are represented by the corners of the table (see the following example).

Both players roll 1D6 each and who gets the higher result chooses which Deployment Zone to use. The other Deployment Zone will be used by the remaining player. In case of a draw, keep rolling.



Players alternate in deploying, one model at the time, starting by the winner of the deployment roll.

Every model must be deployed entirely within the deployment zone. Once both players have deployed all their models, the deployment phase ends and the battle begins.

Duration of the Battle

The Battle lasts up to four rounds.

Victory Conditions

Victory in this scenario can be achieved in the following ways:

- Killing all the enemy models;
- Killing at least half the enemy models and subsequent fall and retreat of the remaining models;
- One of the players gets at least 4 Victory Points (VP).

At the end of every Turn, a player gains **2 VP if he or she controls the Relic**. A player controls the Relic if he or she has more models within 1" of the Relic than the opponent.

Dominate wisdom those who do not award it to themselves, but to God, and live true to what they preach.

+ Warband Roster Sheet +

Elite & Troops

Name Akshay **Type** Eretic Priest **Keywords** Heretic, Elite, Tough

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Movement	Ranged	Melee	Armour	Experience	Ducats
6" / Infantry	+2 D	+2 D	-1	-	149

Abilities: Puppet Master (R. A., select a target within 12", move it 1D6"), Tough

Equipment: Automatic Shotgun, Sword, Standard Armour, Unholy Relic (causes Fear)

Injuries: _____ **Scars**

Name Gotum **Type** Heretic Trooper **Keywords** Heretic

Movement	Ranged	Melee	Armour	Experience	Ducats
6" / Infantry	0 D	0 D	0	-	62

Abilities: _____

Equipment: Semi-automatic Rifle, Bayonet, Combat Helmet (no Shrapnel), Gas Mask

Name Rakquin **Type** Anointed **Keywords** Heretic, Strong

Movement	Ranged	Melee	Armour	Experience	Ducats
6" / Infantry	+1 D	+1 D	-2	-	150

Abilities: Strong

Equipment: Heavy Flamethrower, Reinforced Armour, Infernal Brand Mark (Fire immunity)

Name Edoardus **Type** Anointed **Keywords** Heretic, Strong

Movement	Ranged	Melee	Armour	Experience	Ducats
6" / Infantry	+1 D	+1 D	-2	-	107

Abilities: Strong

Equipment: Great Sword, Reinforced Armour, Infernal Brand Mark (Fire immunity)



Weapons & Equipment

Automatic Shotgun

Name	Type	Range	Modifiers	Keywords
Automatic Shotgun	2-handed	12"	+1D to Hit	ASSAULT

Rules: Owing to its high accuracy, add **+1 DICE** to all rolls to hit and ignore the penalty to hit rolls when attacking at long range. However, injuries are rolled with **-1 DICE** at long range due to the low penetration power.

Sword/Axe

Name	Type	Range	Modifiers	Keywords
Sword/Axe	1-handed	Melee	-	CRITICAL

Heavy Flamethrower

Name	Type	Range	Modifiers	Keywords
Heavy Flamethrower	2-handed	10"	Ignores Armour	HEAVY, FIRE

Rules: Hits up to two models within range automatically with an Attack Action as long as they are within 6" of each other and within the Heavy Flamethrower range. Ignores armour. It also has the Keyword **FIRE**, so it causes an additional **+1 BLOOD MARKER** on enemies it hits, even if no other damage is caused.

Great Sword/Axe

Name	Type	Range	Modifiers	Keywords
Great Sword/Axe	2-handed	Melee	+1D to Injury	HEAVY, CRITICAL

Rules: **+1 DADO** per tutti i tiri per ferire.

Semi-automatic Rifle

Name	Type	Range	Modifiers	Parole Chiave
Semi-automatic Rifle	2-handed	24"	-	ASSAULT

Bayonet

Name	Type	Range	Modifiers	Keywords
Bayonet	2-handed	Melee	-	CUMBERSOME

Rules: Bayonets can only be attached to weapons fitted with a 'Bayonet lug' (indicated in each Warband's Armoury). They do not count towards the maximum melee weapons a model can carry.

Standard Armour

Rules: -1 to all Injury Chart rolls against the model. Can be combined with any shield.

Reinforced Armour

Rules: Grants a -2 modifier to all injury rolls against the model wearing this armour.

Unholy Relic

Rules: A model equipped with an Unholy relic radiates a truly malignant aura and causes **FEAR**.

Infernal Brand Mark

Rules: Negates the extra **BLOOD MARKER** from attacks with the keyword **FIRE**. Any such attacks suffer **-1 DICE** penalty to all injury rolls.

+ Warband Roster Sheet +

Elite & Troops

Name Rohl Type War Prophet Keywords Elite, Pilgrim

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Movement	Ranged	Melee	Armour	Experience	Ducats
6" / Infantry	+2 D	+2 D	-2	-	130

Abilities: Loudspeakers (R. A. with +2D, within 8", mov. 3"), Memento Mori, Laying on Hands (remove D3 B.M.)

Equipment: Great Hammer, Reinforced Armour

Injuries: _____ Scars

Name Adam Type Communicant Keywords Elite, Strong, Pilgrim, Tough

Movement	Ranged	Melee	Armour	Experience	Ducats
6" / Infantry	-3 D	+2 D	-3	-	190

Abilities: Strong, Tough, Miracle of Regeneration (remove 1 B.M.), Bodyguard (within 1" redirect hit against him)

Equipment: Anti-Tank Hammer, Trench Shield, Reinforced Armour

Name Sister Kathrine Type Stigmatic Nun Keywords Pilgrim

Movement	Ranged	Melee	Armour	Experience	Ducats
8" / Infantry	+1 D	+1 D	0	-	74

Abilities: Blessed Stigmata (remove 1 B.M. and convert into 1 Bless M.), Agile (+1D to dash, jump, climb, diving charge)

Equipment: Knife, Automatic Pistol, Mountaineering Kit

Name Arthur Type Trench Pilgrim Keywords Pilgrim

Movement	Ranged	Melee	Armour	Experience	Ducats
6" / Infantry	0 D	0 D	-1	-	75

Abilities: Resurrection, Zealot Strength

Equipment: Semi-automatic Rifle, Standard Armour



Weapons & Equipment

Automatic Pistol

Nome	Tipo	Gittata	Modificatori	Parole Chiave
Automatic Pistol	1-handed	12"/ Melee	-1D to Hit, 2 Attacks	ASSAULT

Rules: A model armed with an automatic pistol can use it in melee as well as ranged combat (using Ranged Characteristic), including as an off-hand weapon to execute an additional melee attack. You can make two Attack **ACTIONS** with the automatic pistol instead of one if used as a ranged weapon. They can be against the same target or two different ones.

Anti-Tank Hammer

Nome	Tipo	Gittata	Modificatori	Parole Chiave
Anti-Tank Hammer	2-handed	Melee	-1D to Injuries	RISKY, CRITICAL

Rules: Ignores armour modifiers and rolls injuries with +1 DICE. If it hits the enemy, the wielder suffers +1 **BLOOD MARKER** as well.

Great Hammer

Nome	Tipo	Gittata	Modificatori	Parole Chiave
Great Hammer	2-handed	Melee	+1D to Injury rolls	HEAVY

Rules: When using this weapon add +1 to all injury rolls (example: a roll of 7 on 2D6 becomes 8).

Semi-automatic Rifle

Nome	Tipo	Gittata	Modificatori	Parole Chiave
Semi-automatic Rifle	2-handed	24"	-	ASSAULT

Knife/Dagger

Nome	Tipo	Gittata	Modificatori	Parole Chiave
Knife/Dagger	1-handed	Melee	-1D to Hit	-

Rules: Add -1 DICE every time you use a knife to see if the attack hits.

Standard Armour

Rules: -1 to all Injury Chart rolls against the model. Can be combined with any shield.

Reinforced Armour

Rules: Grants a -2 modifier to all injury rolls against the model wearing this armour.

Trench Shield

Rules: Always takes one hand to use in both melee and in ranged combat, and cannot be switched out. Grants -1 to all injury rolls against the model. This bonus stacks with any armour the model wears, unless otherwise indicated. For the purposes of wielding a 2-handed weapon with the 'Shield Combo' indicator, the Trench Shield does not take a hand to wield but still functions as normal.

Mountaineer Kit

Rules: A model with this kit adds +1 DICE to any Climbing **ACTION** rolls.