Journée narrative
Trench + Crusade

28.03.2026

Informations et horaires

Cet événement aura lieu le samedi 28.03.2026 à Xenomorphe (Rue des Bains 54, 1205 GE). Rendez-vous à 9h15 pour le debrief de la journée.

La campagne se jouera en 3 parties de 2h00, avec un premier interlude pour répartir et organiser les défis entre les joueuses et joueurs, et un second interlude pour voter pour votre équipe préférée.

- Première partie : 9:30 – 11:30
- Répartition des territoires, défis et pause repas : 11:30 – 12:30
- Deuxième partie : 12:30 – 14:30
- Votation lot peinture : 14:30 – 14:45
- Troisième partie : 14:45 – 16:45

Inscriptions

La campagne peut accueillir jusqu'à 8 participant.e.s. Les inscriptions se font sur le salon événements Trench Crusade du discord de l'association.

L'inscription coûte 15.-, ou 10.- si vous êtes membre de l'association, à verser sur le compte de l'association pour le vendredi 20.03 au plus tard en mentionnant votre pseudo et l'événement concerné à :

Ordo Gebennensis Alexandre Romi

1202 Genève CH68 0900 0000 1580 5208 0

Les personnes n'ayant pas payé les frais d'inscription pour le vendredi 20.03 seront retirées de l'événement.

Règlement de la journée narrative

- Nous attendons de vous du respect et de la bienveillance.
- Des viennoiseries et des boissons seront mises à disposition (incluses dans les frais d'inscription).
- Vous devez aussi avoir votre matériel de jeu (dés et matériel de mesure). L'association dispose d'un peu de matériel mais ne comptez pas dessus.
- Toutes les factions et variantes présentes dans New Recruit, Third Party incluses, sont autorisées lors de l'évenement.
- Toutes les FAQ parues avant le 22.03 seront utilisées. Vous les trouverez sur discord de l'association dans l'onglet ressources-trench-crusade.
- Une fois votre inscription validée, vous aurez jusqu'au 22.03 pour signaler directement dans le salon #événements-trench-crusade ou en message privé à Neastrane sur discord votre faction et éventuelle variante.

Modélisme et narration

Il s'agit avant tout d'un événement narratif ! Vous êtes vivement encouragés à peindre vos figurines ainsi qu'à les nommer et écrire (ou du moins, imaginer) une histoire à votre équipe, la faire évoluer au fil des parties et la partager avec les autres participant·e·s. De plus, nous voterons pour déterminer la plus belle équipe. Son peintre recevra un lot. La présentation au vote est facultative.

Les proxys tout comme les figurines customisées sont les bienvenus tant qu'ils sont identifiables, respectent l'échelle de Trench Crusade et la taille de la figurine qu'ils représentent. Vous pouvez évidemment nous envoyer des photos de vos figurines si vous avez un doute.

Warband et territoires

Pour cette journée, les équipes ont une valeur fixé à 800 ducats et 6 gloires pour les trois parties. La promotion des modèles, le gain d'expérience et de blessures des ELITES suivent les règles habituelles de Trench Crusade. À la place d'un système d'équipe évolutif (donc une progression d'une équipe de 700 à 900 ducats), nous vous proposons d'essayer un système de territoires qui vous accordent des bonus, pour lesquelles vous aller vous battre.

Lors de votre inscription, vous allez recevoir un des douze territoires, alloué au hasard, qui vous confie immédiatement son bonus. Lors de la première partie, vous allez vous battre pour le contrôle d'un deuxième territoire non-alloué. Après la première partie, chaque participant·e·s, en commençant par les perdant·e·s, en défiera un·e autre en nommant l'un de ses territoires, qui sera mis en jeu au cours des parties suivantes. Les défis sont automatiquement acceptés, et chaque joueuses ou joueurs ne peut être défié·e·s qu'une seule fois. Les détails sur les territoires et leurs bonus se trouvent en annexe.

Scénarios

Comme il ne s'agit pas d'un événement compétitif, et dans le but de fluidifier l'expérience, 4 scénarios différents seront à l'avance préparés sur 4 tables. Vous n'avez qu'à changer de table entre les parties sans avoir à modifier l'agencement de celles-ci. Le premier pairing sera annoncé d'avance entre le lundi et le jeudi précédant l'événement. En précision, vous trouverez les références pour les pages des scénarios du livre de règles ou, le cas échéant, en annexe à ce document.

Table 1 : The High Ground (pp. 192 – 194)

Table 2 : Relic Hunt (pp. 158-160 : version altérée, voir annexe)

Table 3 : The Bomb (voir annexe)

Table 4 : Creeping Death (voir annexe)

Annexe

Territoires

All benefits from terrain are lost if the terrain is not under your control anymore (For example, if you lose the Tunnelers terrain, your models lose the INFILTRATOR Keyword gained thanks to it)

- Tunnelers: Up to 2 NON-ELITE models not mounted on a base 40mm or larger in the warband gain the INFILTRATOR Keyword.

- K-9 Training Camp: Add an additional *Trench Dog* (see: Campaign Rules) to your warband. This additional model can be included and fielded even if your warband is at its maximum model capacity, and can be included regardless of your warband's rule (ie: Trench Ghost). Should one of your ELITE models be taken Out of Action, the *Trench Dog* immediately flees the battlefield and is considered taken Out of Action. This model cannot be promoted or modified in any way. Should this model die or flee, you can replace it for free next game.

- Grave Looter Camp: Add an additional *Scavenger* (a Yeoman equipped with a Bolt-Action Rifle and with no ability) to your warband. This additional model can be included and fielded even if your warband is at its maximum model capacity, and can be included regardless of your warband's rule (ie: Trench Ghost). Should one of your ELITE models be taken Out of Action, the *Scavenger* immediately flees the battlefield and is considered taken Out of Action. This model cannot be promoted or modified in any way. Should this model die or flee, you can replace it for free next game.

- Scout Camp: Up to two models in your warband get an additional *Climbing Kit* for free. Moreover, up to two models in your warband not mounted on a base 40mm or larger gain the *Forward Position* ability (see: Sultanate Sapper).

- Fortifications Engineers: Add up to 2 *Anqā Guard* (see: Defender of the Wall armory & battlekit) to your warband's battlekit for free.

- Drugs Laboratory: Up to two models in your warband get an additional *Medikit* (see: Battlekit) for free. Moreover, once per game, you can reroll one Injury from an ELITE.

- Ossuary: Add one *Field Shrine* (see: Battlekit) to your warband's battlekit for free. Moreover, at the beginning of each game, up to one non-ELITE model not mounted on a base 40mm or larger in your warband gains a free BLESSING dice.

- Armoury: Add one Standard Armor and any combination of 3 *Combat Helmet* and *Gas Mask* (see: Battlekit) to your warband for free.

- Ammunition Factory: At the beginning of each game, you can equip up to three models with any combination of *Dum-Dum Ammunition* and *Armour Piercing Ammunition* (see: Battlekit).

- Training Camp: One of your ELITE gains the *Sprinter* Skill (see: Campaign Rules).

- Recon Tower: During setup, you may set aside three models, they can be deployed after every other model that doesn't have the INFILTRATOR keyword, or models that are deployed at the same time (such as Abyssia's *Flanking* ability). They still need to be deployed in your deployment zone.

- Saboteur's Shady Deal: After the players have determined their table half but before any model is deployed, you can set up to 6 Mine Markers within your half of the table. After setting the Mine Markers up, you must secretly design which of the Mine Markers is a real mine: the rest are duds. All of the Mine Markers have the MINED Keyword and the following special rule :
  - Slaughter Mines: As soon as a model moves within 3" of a Mine Marker, temporarily halt its move. Its controller must then reveal if the Mine Marker is a dud. If it is, nothing happens. If it is a live mine, it detonates in the same way as if the model had moved into contact with a Marker with the MINED Keyword. The Mine Marker is removed, and the moving model can then continue its move as long as it wasn't taken Down or Out of Action. Models with the FLYING Keyword only trigger a Mine Marker if they finish a move in contact with it (they can fly across it without setting it off).

  Note: On the Creeping Death scenario, you instead place the Mine Marker in the No Man's Land, further than 6" from your opponent's deployment zone.

Scenarios

Modification de Relic Hunt

Reliquary Markers (p. 159), remplacez :

At the end of Turn 1, remove Reliquaries 1 and 2, and at the end of Turn 2, remove Reliquaries 3 and 4.

par :

At the end of Turn 2, remove Reliquaries 1 and 2, and at the end of Turn 3, remove Reliquaries 3 and 4.

Claim Reliquary ACTION (p. 159), ajoutez :

For each friendly models within 1" of a Reliquary, add +1 DICE to the Success Roll; for each ennemy models within 1" of a Reliquary, add −1 DICE to the Success Roll.

Mission   The Bomb (Trench Ball)

In the midst of an already thick fight, things have taken a turn for the worse. A stray round or explosion has started a deep, worrying ticking sound from somewhere in the middle of no man's land. A great Demonic Aura Bomb's fuse has been set into motion, and both sides hurriedly do their best to get it as far away from their front lines as possible.

Alternatively, if you are playing this mission during Christmas, this is the time honoured tradition of Trenchball. This is the only time Heretics and Faithful don't entirely focus on killing each other, and focus on playing the ancient, holy sport WHILE trying to kill each other!
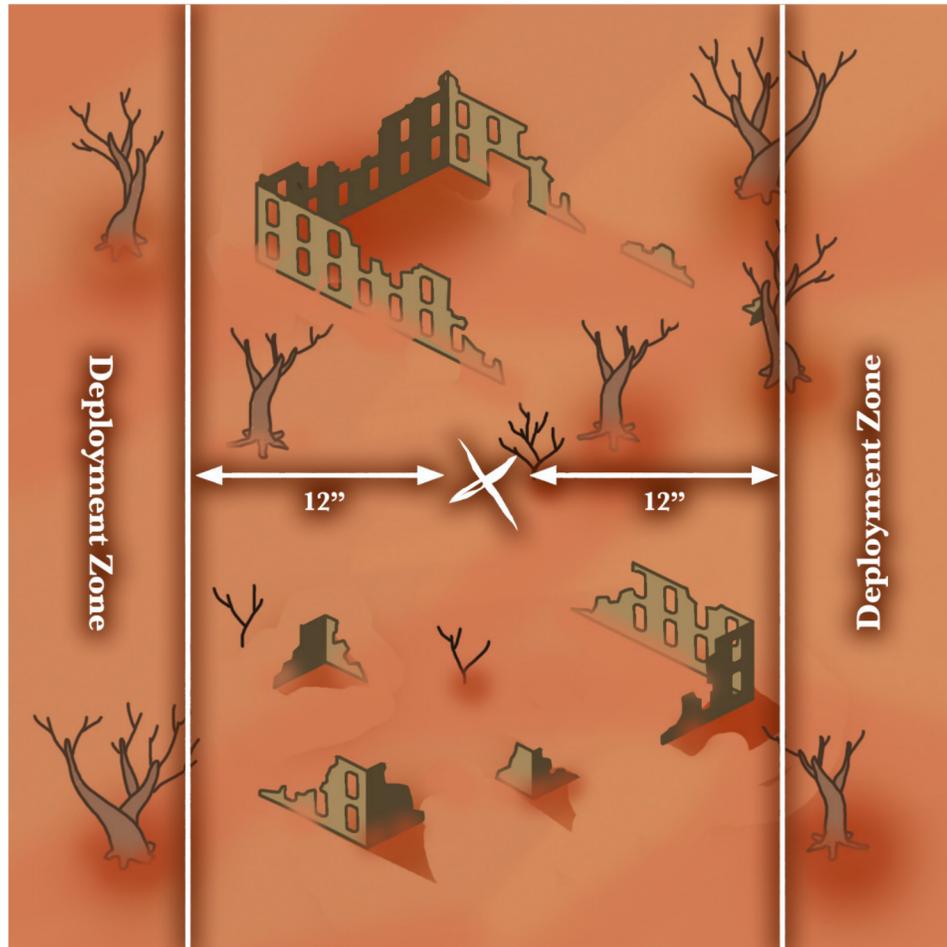
FORCES

Both sides use their entire forces.

THE BATTLEFIELD

The game is played on a standard size battlefield (we suggest 4' x 4').

Place an Objective Marker in the center of the battlefield. We recommend placing it inside a central building, crater or trench with equal access from both sides, if possible. This is 'The Bomb'.

Fill the rest of the battlefield with terrain in the usual way.

DEPLOYEMENT

The players roll-off. The winner of the roll-off chooses which deployment zone will be theirs. The other deployment zone will be their opponent's.

Infiltrators

Infiltrators can be used in this scenario, but they cannot be placed within 12" of the Objective Marker.

THE BOMB

If a model touches the Objective marker ("The Bomb"), they may choose to pick it up. While carrying The Bomb, their movement characteristic is halved (i.e, a model that normally has an 8"/infantry movement characteristic now has a 4"/infantry movement characteristic), and they may only use the Move, Dash, Melee Attack, Drop Bomb, Pass Bomb and Detonate Bomb Actions.

Instead of using any equipped melee weapon, the model carrying the Bomb may only attack using the Bomb itself, a heavy, unwieldy device.

If the Model holding the Bomb is Downed, it must make a Success Roll or it drops The Bomb: the Model's owner places an Objective Marker on the battlefield touching its base to show where it has fallen. If the Model is instead taken out of Action, it drops The Bomb where it died.

The Bomb

Type	Range	Keywords
2-Handed	Melee	-2 DICE, +1 INJURY DICE

✠ Drop Bomb: This Model drops The Bomb, and no longer is subjected to the rules of carrying it. The Model's owner places the Objective Marker representing the Bomb back on the battlefield, touching this model's base.

✠ Pass Bomb: This Model may make a Ranged Attack Action that must target a model (Friendly or Enemy), with a range of 3" (or 6" if this Model has the **STRONG** keyword), with the **BLAST 1"** and **SCATTER** keywords. If a model is hit by this attack, it is now carrying The Bomb instead of rolling on the Injury Table. If the attack scatters and doesn't hit any model, place the Objective Marker down on the board where it ended up scattering. In any case, the Model that did this action no longer is carrying The Bomb.

✠ Detonate Bomb: This action may only be used when in the opponent's deployment zone. This action succeeds if they are still holding The Bomb at the beginning of this model's next Activation, or the battle ending, whichever comes first.

If this action succeeds, the bomb explodes, and every model within 6" suffers an injury roll, adding a **+3 INJURY MODIFIER** to the result of the roll. You may spend **BLOOD MARKERS** on an enemy model caught in this explosion as if you were making an attack, and vice versa.

GAME LENGTH

At the end of the fifth turn, roll 1D6. On a roll of 1-3, the battle ends. Otherwise, the battle lasts for six turns.

When the battle ends, if it has not already, The Bomb explodes (as detailed in the Detonate Bomb Action)

VICTORY CONDITION

✠ If the Bomb Explodes in the opponent's deployment zone, you immediately win the game, gaining 15 VP.

✠ If the game ends, the player whose deployment zone is furthest from the bomb wins, gaining 10VP, and the loser 5VP.

✠ If, somehow, the bomb is precisely equidistant from both deployments, the game is a draw, and both players gain 5VP.

GLORIOUS DEEDS

✠ Necessary Roughness: Take an enemy model Out of Action using a Melee Attack with The Bomb.

✠ Opening Drive: Pick up The Bomb first.

✠ Deep Safety: Make an enemy model drop the Bomb (by downing them or taking them Out of Action) while it is in your deployment zone.

✠ Mega Star: Successfully complete Detonate Bomb action with an Elite model.

✠ Blitz Defence: Cause an enemy model to drop The Bomb three times. The model whose attack causes this to happen the third time scores this Glory Action.

✠ Victory or Death: Win the game.

Scenario 8 – Creeping Death

Map: Replace 16" by 10" for 3x3 table
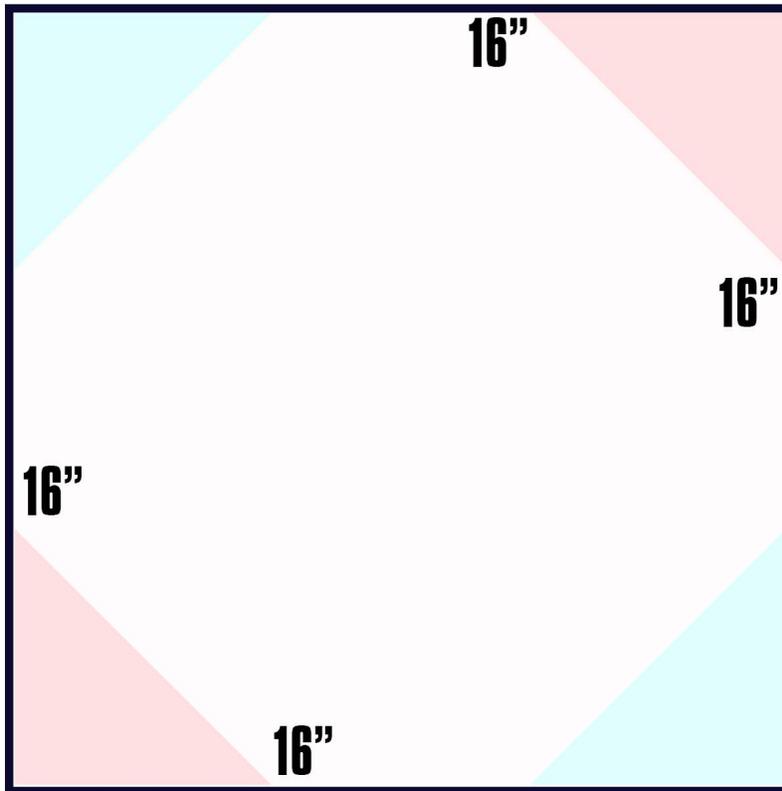
Deployment: Players roll a d6. The player who rolled higher chooses their Deployment Zones and begins placing models. Players alternate placing one model at a time. Models cannot be placed in the same Deployment Zone twice in a row.

Infiltration: Allowed under general rules.

Creeping Death: At the end of each turn, the deadly gas creeps further onto the battlefield. Any model caught in the gas is immediately hit by an attack with keyword Gas and rolls for Injury, ignoring Armour. Any models that are Down when the Gas hits them are taken out of Action instead (Tough and similar effects still work). The deadly gas creeps from the outside of the gaming board as follows:

- First Turn: 3" from the board edges.
- Second Turn: 5" from the board edges.
- Third Turn: 7" from the board edges.
- Fourth Turn: 9" from the board edges.

Game Start: The player with fewer models selects who goes first. If both players have the same number of models, roll a d6, the player with the higher result selects who starts the game.

Game Length: 4 turns.

Scoring: Players score VP at the end of the game, as follows:

- 1VP for each model that survived the game up to a maximum of 8VP.
- 2VP if the enemy Leader is Out of Action.
- 2VP if more than half (rounding up) of the enemy warband are dead.

Additionally:

- 1 VP for every full 25% of the enemy warband destroyed at the end of the game.

- At the end of the game each player scores 1 VP for each Glorious Deed they completed.

The winner is the player with the most VP at the end of the game.

Glorious Deeds:

Retribution: A friendly model that retreated earlier in its Activation takes one of the enemy models it retreated from Out of Action.

Suicidal Charge: Declare a Charge Action against an enemy models standing inside the *Creeping Death* and successfully brings it Down or take it Out of Action during the same activation.

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.

Fooly: A friendly model stays in the Creeping Death for two consecutive turns.

Victory or Death : A Warband wins the game. This Glorious Deed is only used in campaign games and is determined after the result of the game has been decided. You do not receieve any Victory Points for acheiving 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, and you receive Glory Points and an extra D6 for your Promotion Pool as you would normally.