

TRENCH CRUSADE™

THE RED BRIGADE



CREDITS

RED BRIGADE LORE

TUOMAS PIRINEN

KARWE WEISSI - ZADEH

RED BRIGADE WARBOARD LIST DESIGN

TUOMAS PIRINEN

LAYOUT

KARWE WEISSI - ZADEH

ART

MAX MAUREL

MINIATURES PAINTING

SEBASTIAN LAVIGNE

MATT DIFR

EDITORIAL

ALEX SHOEMARK

DEREK JOHNSON

STEVE ROWLINSON



The Red Brigade

Lore	03
Rules	05
Special Equipment	06
Special Units	07



The Red Brigade is made of volunteers who have lost someone close to them in the battles of the Great War. The unit was founded by St. Ernest, the sole survivor of the second battle of Acre; where he lost his brother Wilhelm to the forces of the Heresiarch Berenguer.

It is said that when his brother fell in combat Ernest donned the blood-stained helmet of Wilhelm and returned to the fray to kill Heretics until there were no more left to slay. As silence finally fell over the battlefield, Ernest was the sole survivor of either side. Seeing this as an ordained miracle by the Almighty, he gathered the rest of his brother's bloodied armour and returned to the Principality of New Antioch. There he began recruiting volunteers for his vendetta. As a gifted orator driven by the anguish of his loss, Ernest soon gathered a following of many bereaved soldiers like himself. Thus the first Red Brigade was formed and Ernest led his unofficial warband into the No Man's Land on a hunt for Heretics, through ambush and deep strikes at the vulnerable enemy supply lines. His bloodsoaked warriors soon began to resemble their leader in appearance which earned the unit its name. Their skill and cunning on the battlefield caught the attention of the throne of New Antioch and the Red Brigade was recognised as an official unit in the ducal armed forces.

Since those times the Red Brigade has been used as the personal special operations force by the Duke of New Antioch. These driven soldiers undertake the most dangerous missions where unsustainable casualties would make it impossible to use the regular units. To join the Red Brigade a soldier has to volunteer, bringing to the recruiting officer a piece of kit tarnished by the blood of fallen comrades as proof of their right to serve as a 'Blood Pledge', as the soldiers of the Brigade are known.

As a unit under the direct command of the Duke, the Red Brigade is granted many privileges while garrisoned within the city, in addition to arms and provisions from the city's stores. Their barracks are located at the ducal palace, and before the Red Brigade leaves for a mission they dine at the table of the Duke and his closest officers, in a lavish banquet known as the Feast of the Dead Men.

Due to their propensity for hunting high-value targets, the Red Brigade is supplied with warhounds from the kennels of the Duke. These loyal beasts give solace and companionship to the troopers and have been trained to provide the soldiers with grenades in the heat of battle when the Red Brigade strives to take heavily defended enemy strongpoints and trenches. Malinois, wolfhounds and mastiffs are especially popular, and much-loved by the soldiery of the unit.

Red Brigade are a grim and silent unit, haunted by their losses and long patrols in enemy territory. Often yearning to be reunited with their lost ones; they are willing to accept missions where death is almost certain. This self-destructive attitude chafes many members of the clergy, who do not condone the existence of the unit; as suicide is a mortal sin. However, the Brigade has proven itself to be so useful to the Duke that the red-armoured troops have seen continuous service for decades.

After each fray it is the task of the Quartermaster of the Brigade to gather the arms and red armour of the fallen and redistribute it so new recruits will have a real, tangible link to the fallen. But when faced with a battle where the commander of the Brigade sees there is no hope of survival, it is customary to dispatch one of their soldiers back to New Antioch in order to notify the Duke of the unit's demise. This messenger is chosen by drawing lots and the selected soldier takes the dogtags of the entire unit back to the Home of All Our Hopes, to be hung from the walls of the Chapel of Remembrance; there to join the thousands that have given their lives for the Brigade before.



The last member of the Brigade then asks for a personal audience with the ruling duke or duchess. The traditional greeting in such circumstances by the survivor is as follows:

“The Red Brigade has fallen”

to which the ruler of New Antioch solemnly answers:

“And the Red Brigade will rise anew”

And thus the recruitment of the new Red Brigade commences and the cycle of violence, revenge and blood begins once more.



THE RED BRIGADE SPECIAL RULES

The Red Brigade is a Warband Variant for The Principality of New Antioch Faction List. The following special rules apply to a Red Brigade Warband.

- + **Displeasure of the Church:** Only few members of the clergy are willing to serve in the Red Brigade. A Red Brigade Warband can include either up to 1 Trench Cleric and up to 1 Sniper Priest, or up to 2 Sniper Priests and no Trench Clerics.
- + **Fury of Saint Ernest:** It is the tradition of Brigade officers to practice the two-pistol fighting style of Saint Earnest. The Lieutenant in a Red Brigade Warband can have the Gunslinger Skill at a cost of 5 ducats. In addition, models in a Red Brigade Warband can have Molotov Cocktails at a cost of 5 ducats each and cannot have a Troop Flag.
- + **Glory Hounds:** Soldiers of New Antioch love heroic stories and improbable tall tales. A Red Brigade Warband can include Trench Dogs of the Red Brigade. In addition, any Trench Dogs purchased as Glory Items in a Campaign are treated as being Trench Dogs of the Red Brigade at no additional cost in Glory. However, the number of Trench Dogs (including Trench Dogs purchased as Glory Items in a Campaign) in a Red Brigade Warband cannot exceed the number of other models in the Warband. If this happens due to models being killed in action during a campaign, you cannot include any more Trench Dogs until this condition is met once more. In addition, the first two Glorious Deeds each battle performed by a Trench Dog that is part of a Red Brigade Warband earns 2 Glory instead of 1 Glory.
- + **No Retreat:** A model in a Red Brigade Warband cannot take a Retreat ACTION unless a special rule forces them to do so.
- + **Remember the Fallen:** A Red Brigade Warband can skip both the Reinforcement and Exploration Steps in the Campaign Phase in order to recover all the Battlekit of their models (excluding Mercenaries) who were killed in action in the previous battle. Do not remove the Battlekit from models who died in the previous battle from your Warband Roster, instead add it to your armoury. This allows you to take Battlekit that would normally only be purchasable for specific Warband Entries and give it to remaining models that are eligible to equip Battlekit of that type. For example, you can recover a suit of Machine Armour from a fallen Mechanized Heavy Infantry and give it to a surviving Yeoman, but you could not give it to a Combat Engineer because you cannot remove their Engineer Body Armour. If recovering a piece of Battlekit would cause you to exceed that Battlekit's Limit Stipulation, you must sell it in the next Quartermaster Step.
- + **Wear and Tear:** A Red Brigade Warband starts each game with 1 BLOOD MARKER for each 200 ducats of the total Cost of the Warband (including Battlekit, upgrades that are paid for in ducats, and any discounts they receive to their Cost). The opposing player distributes the BLOOD MARKERS between the models in the Red Brigade Warband after deployment, but cannot give a model 2 BLOOD MARKERS unless all other models in the Warband have at least 1 BLOOD MARKER each.

THE RED BRIGADE ARMOURY & BATTLEKIT

The following pieces of Battlekit are available to a Red Brigade Warband.

Blood Cloak | 5 ducats | Limit: 4

These cloaks are given to the veteran members of the Brigade in recognition for surviving enemy assaults. They make the outline of the warrior hidden in a blood-red haze, and many an enemy charge has been confounded by the crimson mist.

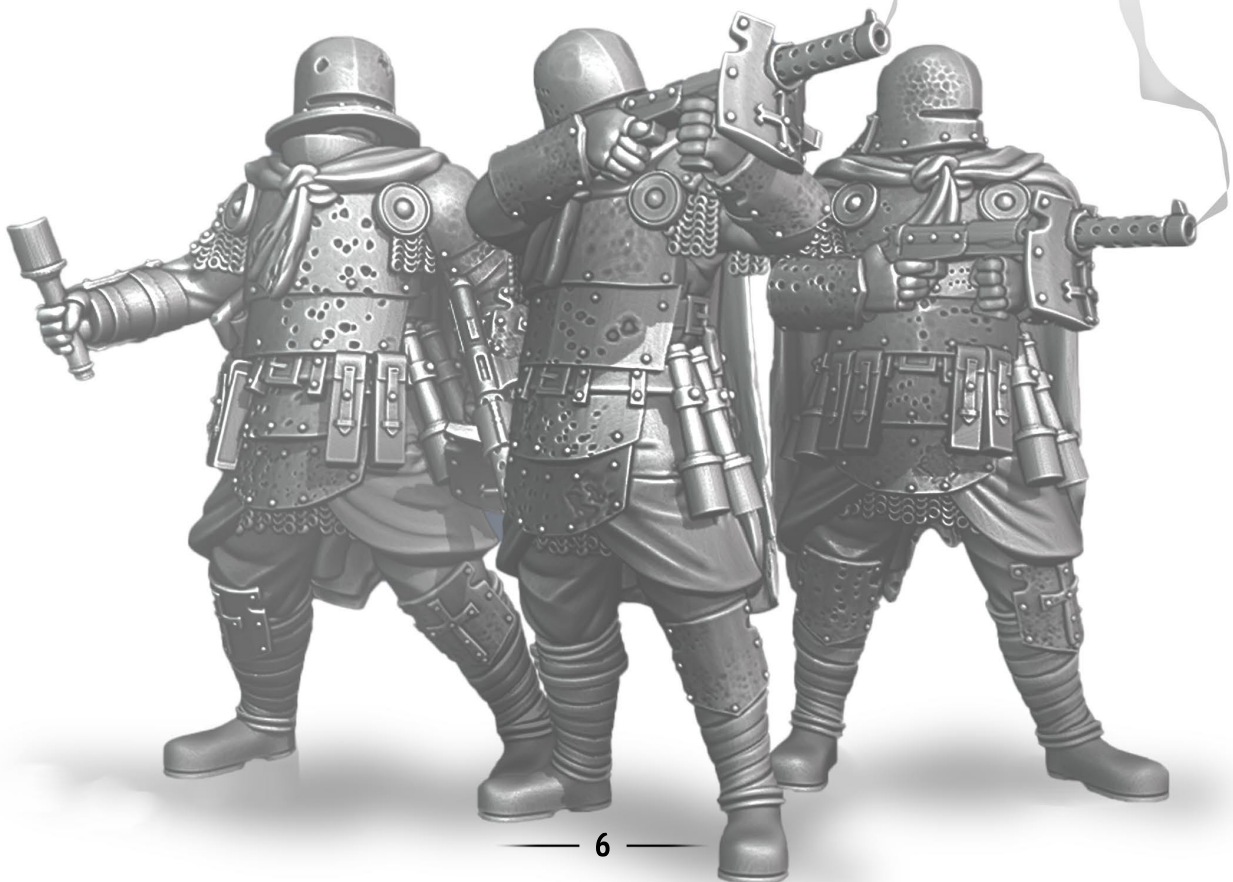
Type	Range	Keywords
Equipment	-	SKIRMISHER

Red Banner | 2 Glory | Limit: 1

The Red Brigade carries a patched red standard into battle, made from the blood-soaked cloak of Saint Ernest. No soldier in the Brigade will ever leave the battle as long as this holy banner is flying. When the last survivor of the Brigade is sent to New Antioch, they take this flag with them.

Type	Range	Keywords
1-Handed	Melee	BLOCK, HELD

Blood of Martyrs: Add +2 DICE to Morale checks for your Warband as long the model carrying the Red Banner is not Down or Out of Action.





Trench Dogs of the Red Brigade: (Cost: 35 Ducats)

The Red Brigade is famed for the use of war dogs, and no other unit in New Antioch compares to the fierce loyalty of their hounds..

Movement	Ranged	Melee	Armour	Base
8"/Infantry	N/A	+0 Dice	0	25mm

Battlekit

A Trench Dog of the Red Brigade can have Frag Grenades or Molotov Cocktails at a modified cost of 5 ducats. It cannot have any other Battlekit.

Abilities

- + **The Dogs of War:** A Trench Dog of the Red Brigade cannot be Promoted. Note that Trench Dogs of the Red Brigade are valued members of the Warbands in which they serve, and are therefore counted as part of the Warband for the purposes of Morale Checks
- + **Four Paws:** Add +1 DICE to rolls for a Trench Dog of the Red Brigade when they Climb, Jump, Fall or take a Dash ACTION.
- + **Grenade Harness:** Trench Dogs of the Red Brigade that are equipped with either Frag Grenades or Molotov Cocktails cannot use them to take a Shoot ACTION. However any friendly non-Trench Dog model can use them to take a Shoot ACTION if they were within 1" of a Trench Dog equipped with them at any point during their own Activation.
- + **Loyal Hound:** Up to 2 Trench Dogs of the Red Brigade and an equal number of non-Trench Dog models can have the FIRETEAM Keyword at a cost of 5 ducats each. Each Trench Dog forms a FIRETEAM with one of the non-Trench Dog models. These two FIRETEAMS are in addition to the 2 FIRETEAMS allowed in a New Antioch Warband, and models in these FIRETEAMS may still use the Concentrated Attack ability.
- + **Special Training:** You may give each Trench Dog of the Red Brigade one of the following Abilities at a cost of 5 ducats:
 - Attack Dog:** Add +1 DICE to an Attack Dog's Melee Characteristic.
 - Guard Dog** (Limit: 1): These dogs warn their masters of impending danger and fight fiercely for their company. Models cannot use the INFILTRATOR Keyword to deploy within 12" of an enemy Guard Dog. In addition, you do not have to take a Risky Success Roll for a Guard Dog when it charges an enemy model it cannot see, as long as the enemy model is within 4" of the Guard Dog at the start of the charge.
 - Mercy Dog** (Limit: 2): Mercy Dogs have and can use a Medi-kit (☒ see the Standard Battlekit section of the Trench Crusade rulebook). In addition, when you move a Mercy Dog that starts the move in contact with a friendly model that is Down that is more than 1" from any enemy models, it can drag the friendly model along with itself. If it does so, halve the Mercy Dog's Movement Characteristic. A Mercy Dog cannot drag a friendly model when it retreats or charges.
- + **Teeth and Claws:** A Trench Dog of the Red Brigade can make a Melee Attack even though it does not have any Melee Weapons.

Keywords NEW ANTIOCH

The Red Brigade is famed for the use of war dogs, and no other unit in New Antioch comes close to

THE FIERCE LOYALTY OF THEIR HOUNDS





O-1 Crimson Communicant: (Cost: 75 Ducats)

Wracked with an aching sense of loss and despair, the Crimson Communicants find solace to their pain in the company of the grim Red Brigade. Numb to lesser physical sensations, they actively seek grievous wounds on the battlefield to forget their mental anguish. As a parting gift when leaving the Mendelist monastery, they are each granted an Atonement Bell. A Crimson Communicant can channel the sorrow of the Second Meta-Christ through the sound of the bell, causing all to flee to despair.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	-1 Dice	+1 Dice	0	40mm

Battlekit

A Crimson Communicant can have any Battlekit from the New Antioch Armoury Tables. In addition, they always carry an Atonement Bell (see below).

Abilities

- + **Strength through Pain:** Add +1 DICE to the Crimson Communicant's Melee characteristic for each BLOOD MARKER currently placed next to it. In addition, your opponent cannot spend a Crimson Communicant's BLOOD MARKERS to add - DICE to a Success Roll for a Fight ACTION.

Keywords

NEW ANTIOCH, ELITE, STRONG, TOUGH

Atonement Bell

Type	Range	Keywords
1-Handed	Melee	HELD

Channelled Sorrow: An Atonement Bell can only be used to make an off-hand attack, and does not roll an Injury Roll if it hits. Instead If the roll is a Success or Critical Success, move the target model D3". The move must be in a straight line, but can be in any direction, and can be used to make the model retreat, and to Climb a sheer surface, Jump across a gap, or Jump Down.

A Crimson Communicant can channel the sorrow of the Second Meta-Christ through the sound of the bell,

CAUSING ALL TO FLEE IN DESPAIR





AND THE RED BRIGADE WILL RISE ANEW