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SNIPER PRIESTS
THE PRINCIPALITY OF NEW ANTIOCH

THE NEW CRUSADE™



✧ In 1099 the Templars took the Holy City ✧

Sealed deep within the catacombs beneath they discovered a blasphemous artefact which tested their faith - and found it wanting.

Blinded by greed and with weakness in their hearts, they fell to their knees in supplication to a new, blasphemous lord. Thus came the Ultimate Heresy and Jerusalem was reduced to a depraved pit where hell and our mortal world bleed into one.

Eight centuries later, mortal soldiers go over the top as weapons of terrifying power hammer both friend and foe alike. Supernatural beings wade through the carnage, their divine flesh impervious to all but the most blessed ammunition.

This is not just a fight for survival, but a cataclysmic struggle that will decide the very fate of humanity's soul.

This is **Hell** on earth

This is

TRENCH  **CRUSADE** TM



Sniper Priests

Sniper Priests Rules



Miniatures assembly guide

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SNIPER PRIESTS

The Unseen Priests of the Long Rifle or, as they are more commonly known, Sniper Priests, are a breed apart from typical servants of the Church. Where many such defenders of the faith strive to grapple with the enemies of Heaven face to face in the trenches, a Sniper Priest seeks not the fire and brimstone spectacle of defeating foes with their bare hands. The supreme exemplars of their deadly craft, they slay their foes from afar with unerringly accurate bullets from their precision-crafted rifles. What makes these warriors of God unique from other sharpshooters in the war against Hell, however, is that each has ritually blinded themselves as part of their devotions when preparing to take up the Black Scapular of the Passion.

Though it seems absurd for a sniper to undertake such self-mutilation, those few who have witnessed Sniper Priests in action understand that sight is a burden to them, a sensory distraction that clouds the mind with earthly concerns and interferes with the purity of each shot. A Sniper Priest's faith guides their shots, rendering hidden targets visible and the most deadly placement of a bullet all but guaranteed. Each shot is an individual miracle, a blessing of charism, one of the extraordinary graces bestowed by the Holy Spirit upon the most faithful for the good of others. Many different charisms have been recorded and categorised by the Church in the Pauline epistles, but the gifts of prophecy are particularly cultivated by the Sniper Orders, who train their aspirants in the selfless pursuit of altruistic works to be proven worthy of such boons. Those so blessed by the Holy Spirit must then remove themselves from their fellows for the span of a day, before returning after the sun sets with their eyes pierced by an oculus fidelis, a ritual blinding blade crafted by the artisans of their particular Order to allow them to access the true power of their faithful sight.



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STRENGTHS

- ✦ **Flexible Loadout:** Despite their name, Sniper Priests are able to equip any Ranged Weapon within their Faction's Armoury Table. With this in mind, a Sniper Priest can meet the firepower needs of any Warband strategically, as well as fulfilling the narrative of your particular Warband. After all, there's no reason your Prussian Sniper Priests would enjoy using a Submachine Gun any less than their fellow countrymen, nor would a Sniper Priest serving the Kingdom of Alba shirk at the chance to support their allies' mechanized charge with ordnance from an heirloom Grenade Launcher.
- ✦ **Unparalleled Accuracy:** Irrespective of which firearm a Sniper Priest takes into battle, their faith guides their aim all the same. On top of their innate Ranged Characteristic of **+2 DICE**, a Sniper Priest can take the Aim ability, which allows them to add a further **+2 DICE** to their Ranged Attacks if they succeed at a Risky Success Roll, making an incredible **6 DICE** before other modifiers. This means a Sniper Priest is an especially reliable wielder of weapons that give additional benefits on a Critical Success, such as, funnily enough, a Sniper Rifle...

WEAKNESSES

- ✦ **Not without Risk:** A Sniper Priest's lethality is only as certain as their faith, and, though rare, even the most stalwart heart can waver before the horrors of No Man's Land. Their Aim Ability is a Risky Success Roll, so if they fail to Aim their Activation ends entirely. This Risky Success Roll does come with +2 DICE to the roll, which makes this failure unlikely, but one cannot have faith without risk, and faith is fundamental to the Sniper Priest's value.
- ✦ **Vulnerable in Melee:** Were a Sniper Priest to be ambushed or assailed by fiends of unholy speed, they may find themselves extremely vulnerable in melee combat. As such, Sniper Priests are best placed in hard-to-reach areas. Notably, this vulnerability becomes a strength in the instance that a Sniper Priest is equipped with Pistols, as they can use their Ranged Characteristic to unleash devastating volleys of fire even whilst in Melee.

0 - 2 Sniper Priests

Cost: 50

These devotees of the Church ritually blind themselves as a devotion to God, relying solely on their faith to strike His enemies. Stories have been told that during the Siege of the Monastery of Saint Lux, a Sniper Priest killed a target three miles away.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+2 DICE	-1 DICE	0	25 mm

Battlekit A Sniper Priest can have any Battlekit from the New Antioch Armoury Tables.

- Abilities**
- Absolute Faith:** Sniper Priests do not use their eyesight to aim at their enemies. The opposing player cannot spend **BLOOD MARKERS** to add **-DICE** to a Ranged Attack by a Sniper Priest.
 - Aim ACTION:** A Sniper Priest can take an Aim ACTION. If they do so, take a Risky Success Roll for the model and add **+2 DICE** to the roll. If the roll is a Failure, nothing happens and the Sniper Priest’s Activation ends. If the roll is a Success or Critical Success, for the rest of the Activation, add **+2 DICE** to the Success Rolls for Ranged Attacks that are made by the Sniper Priest.

Keywords NEW ANTIOCH, ELITE



MINIATURES ASSEMBLY GUIDE



This kit is designed for customisation.

The torsos are compatible with all heads and both sets of legs, allowing you to build the most suitable models for your warband.

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LOWER BODIES



A

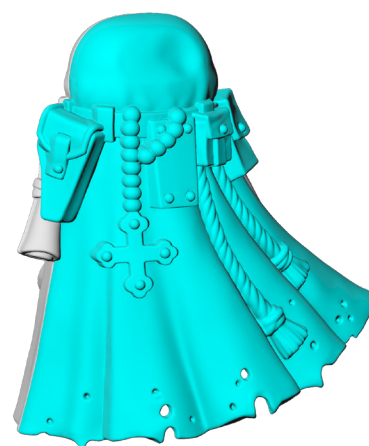
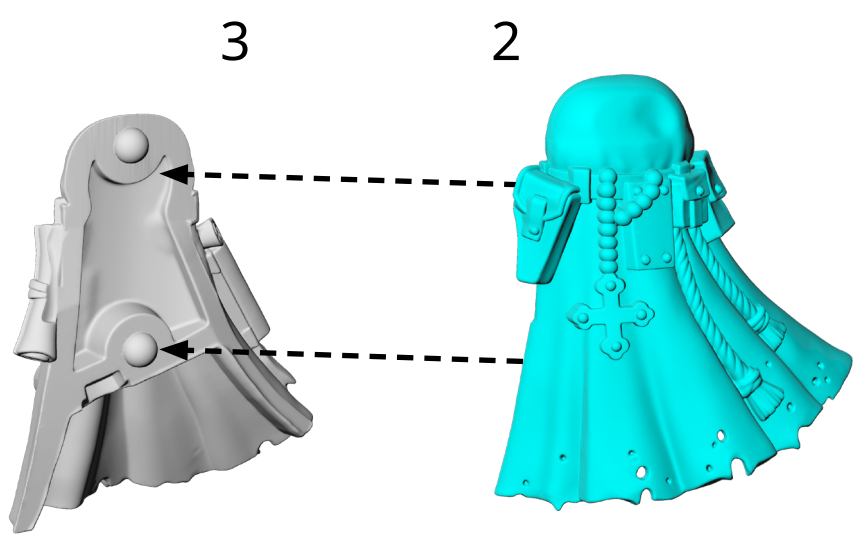
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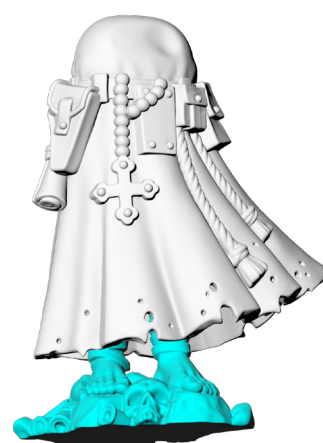
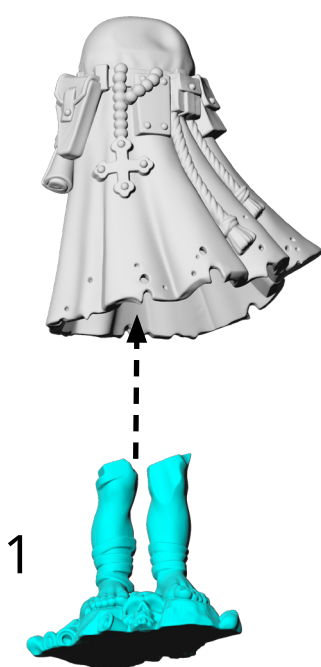
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OPTION B

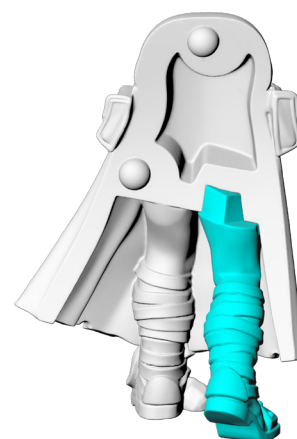
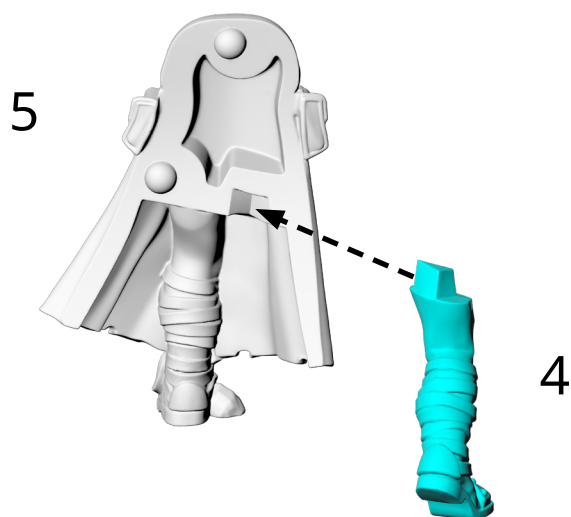
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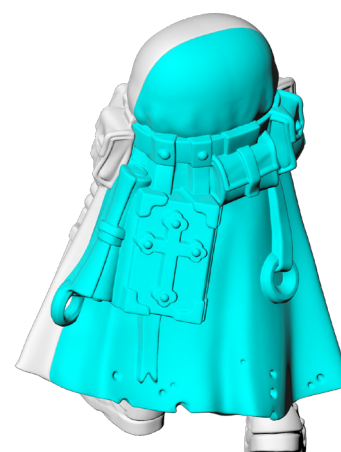
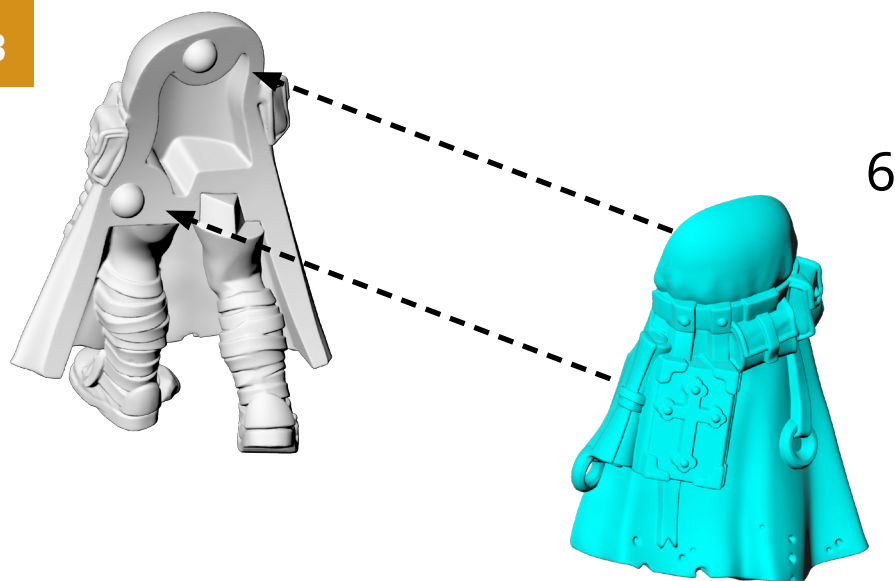
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2B



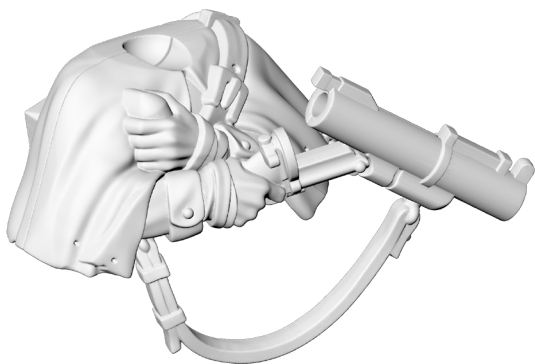
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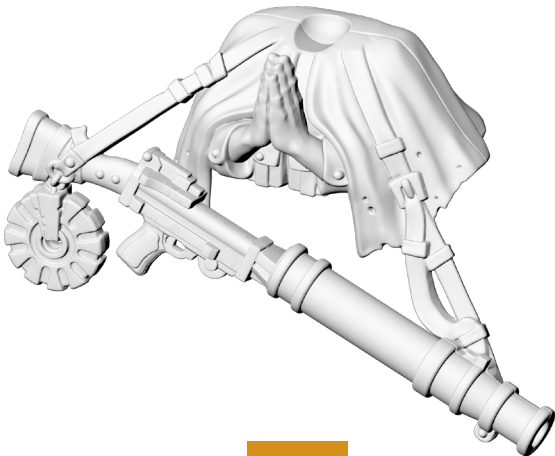
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TORSOS



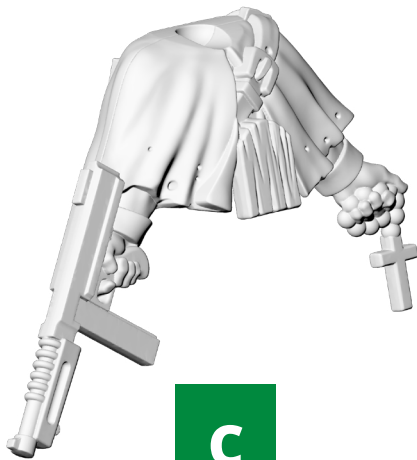
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Grenade Laucher



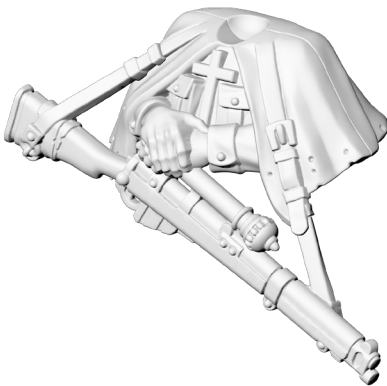
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Machine Gun



C

Submachine Gun

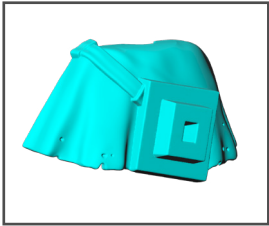


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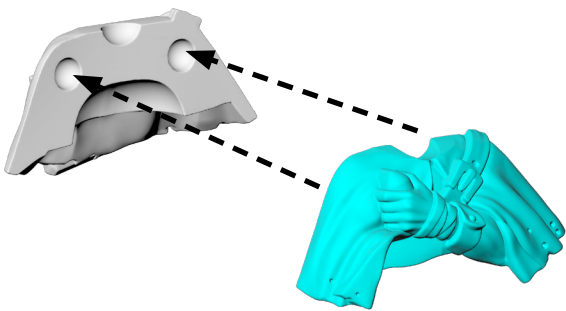
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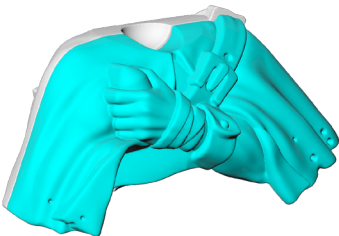
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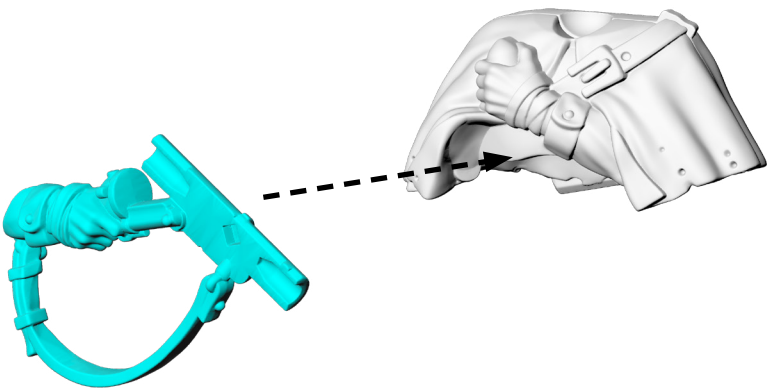
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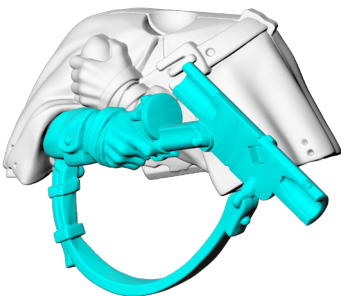
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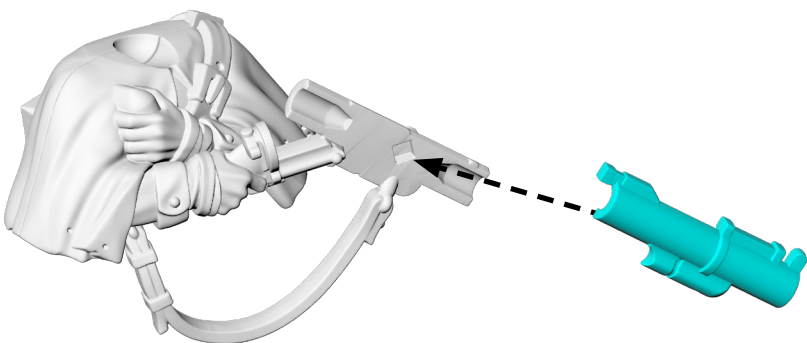
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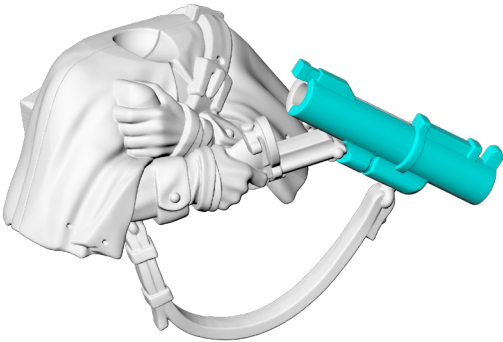
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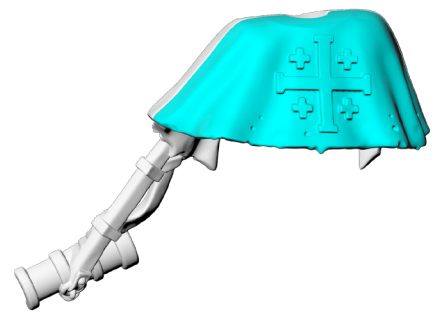
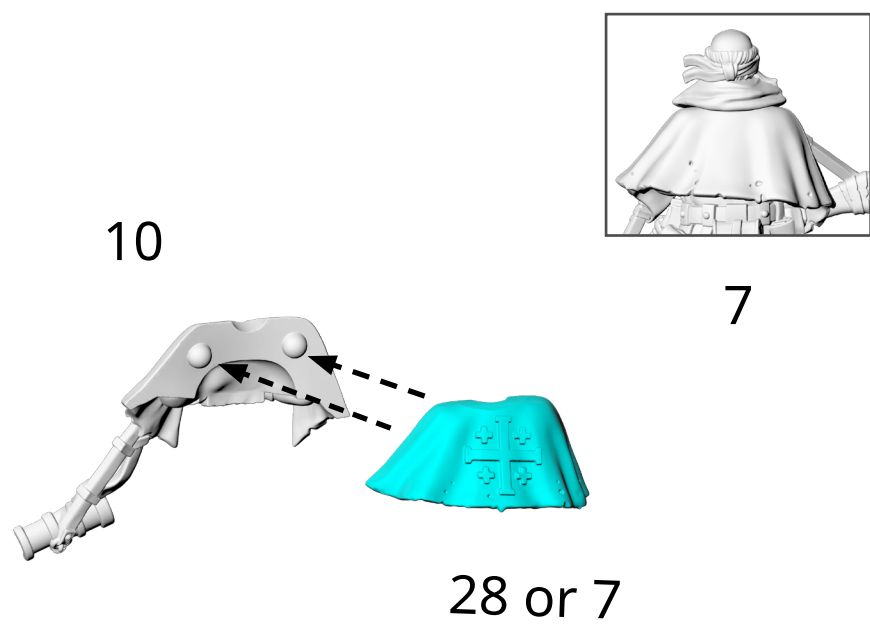
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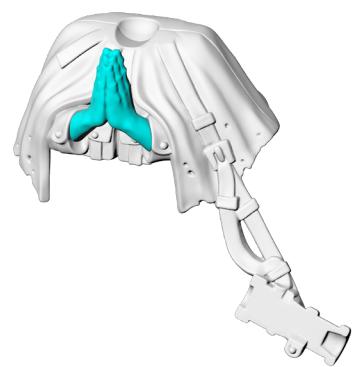
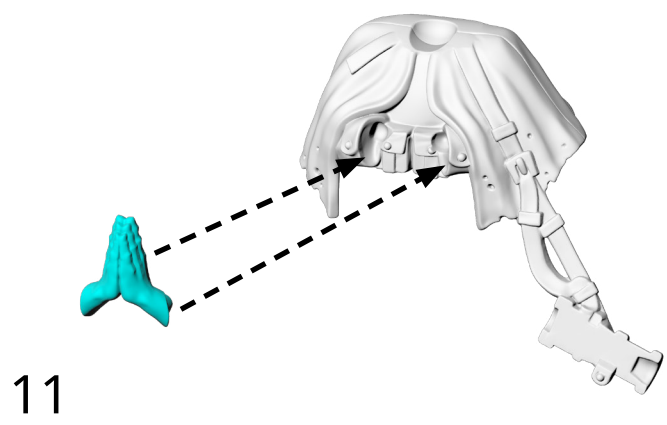
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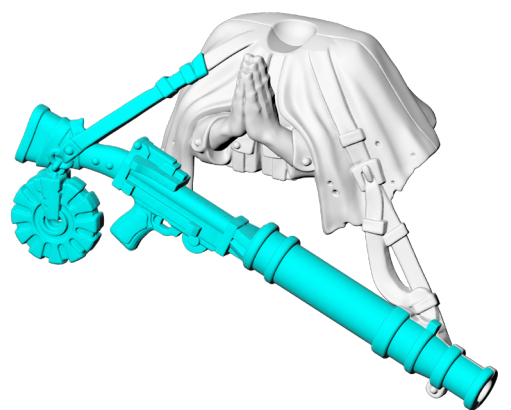
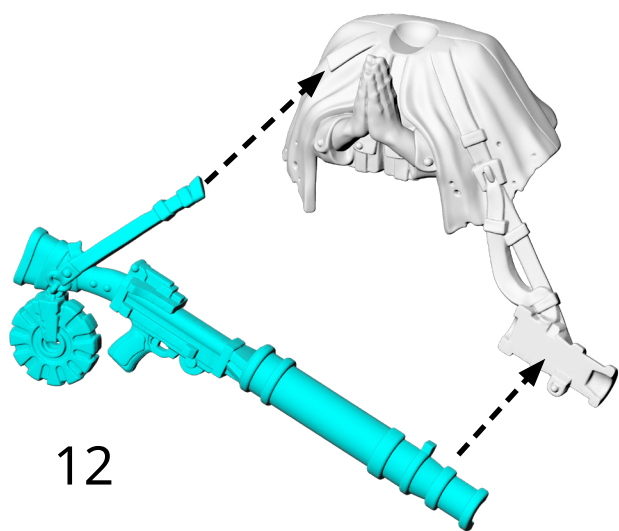
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2B



3B



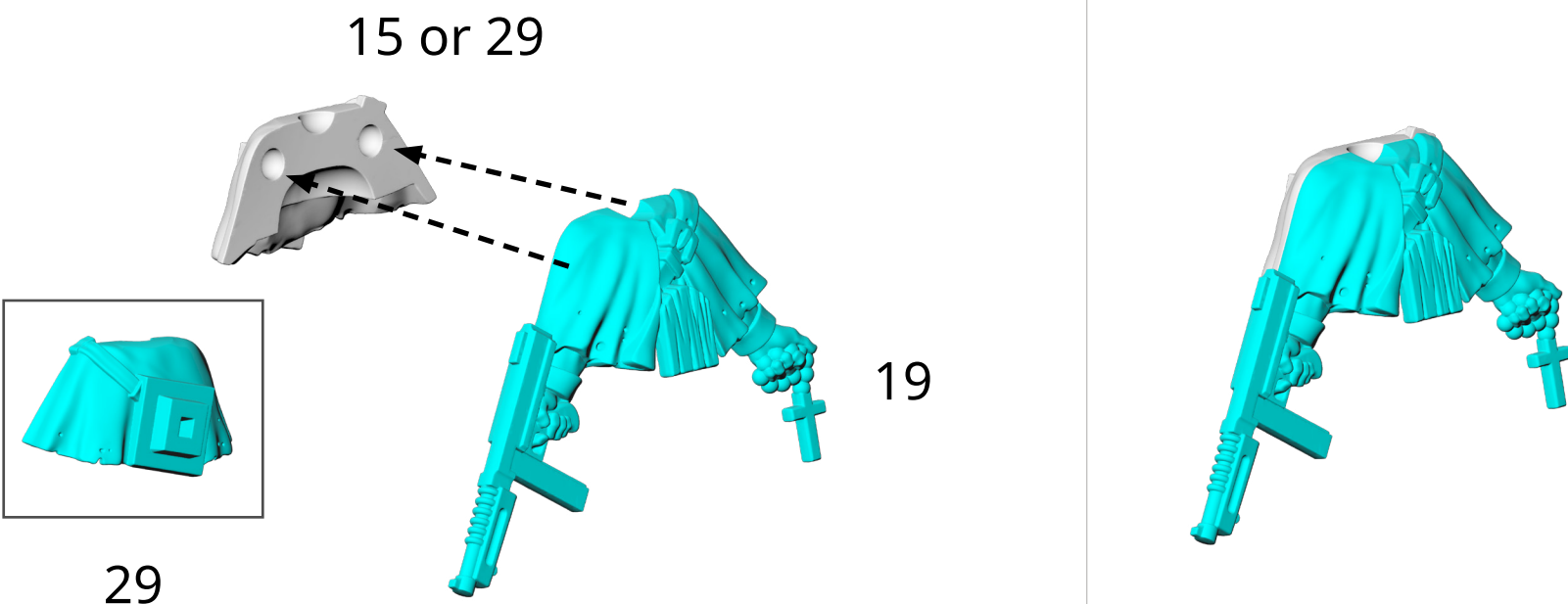
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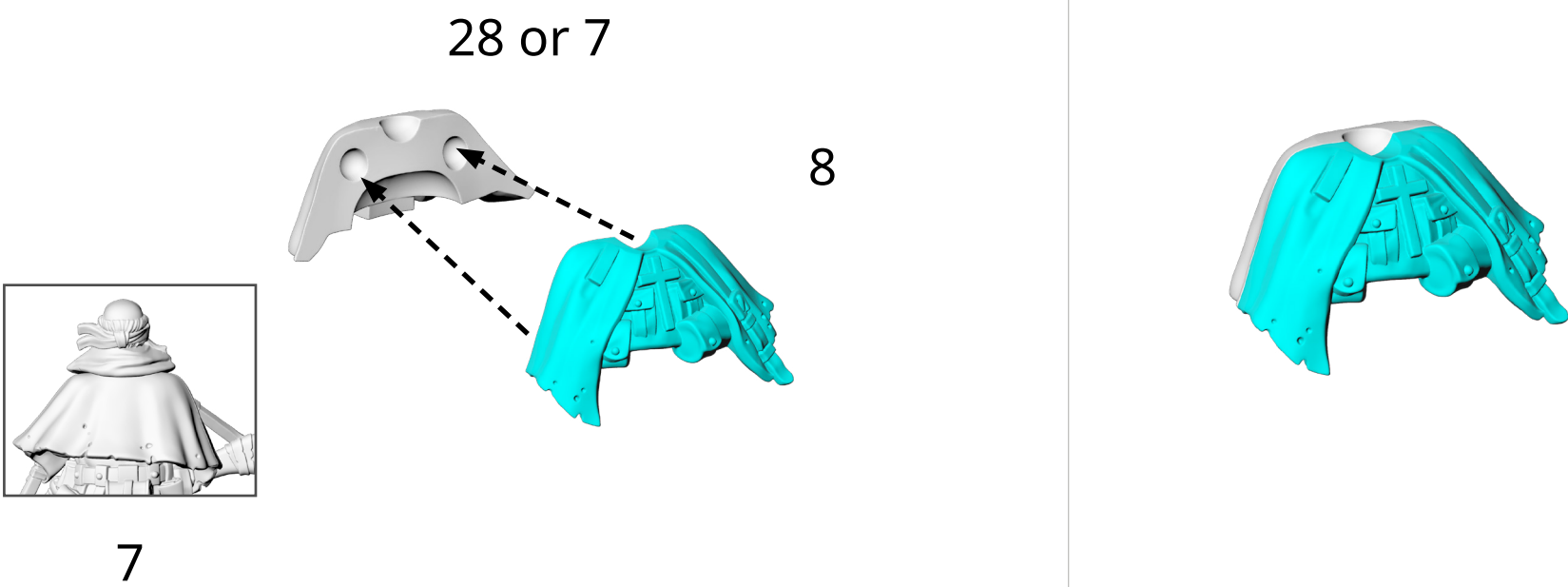
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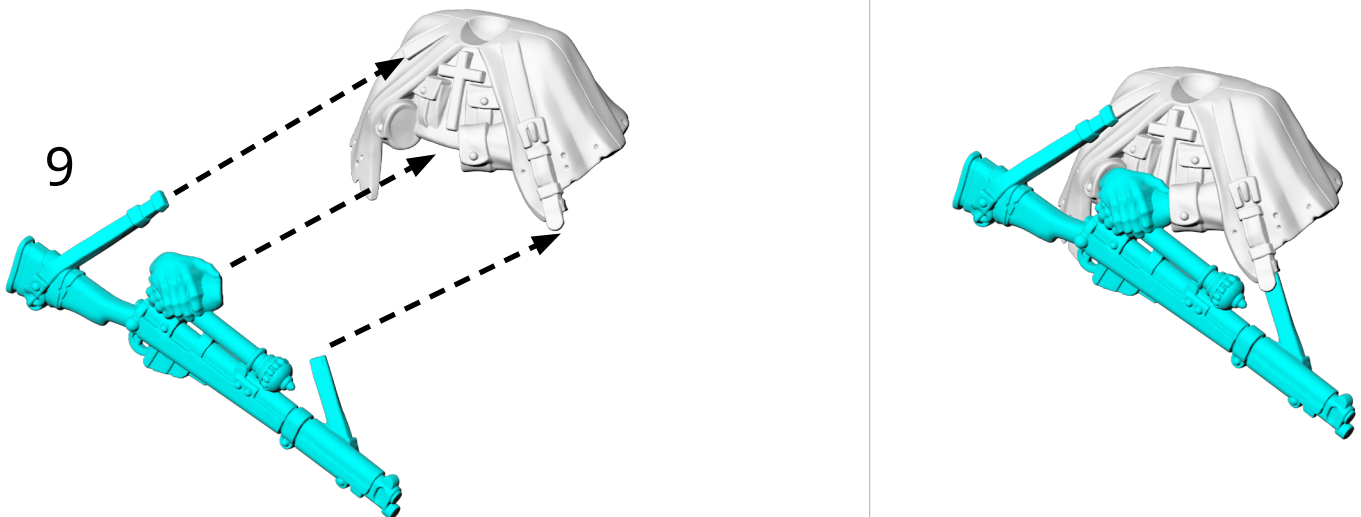
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1d



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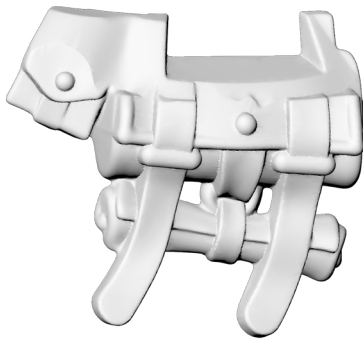


ACCESSORIES



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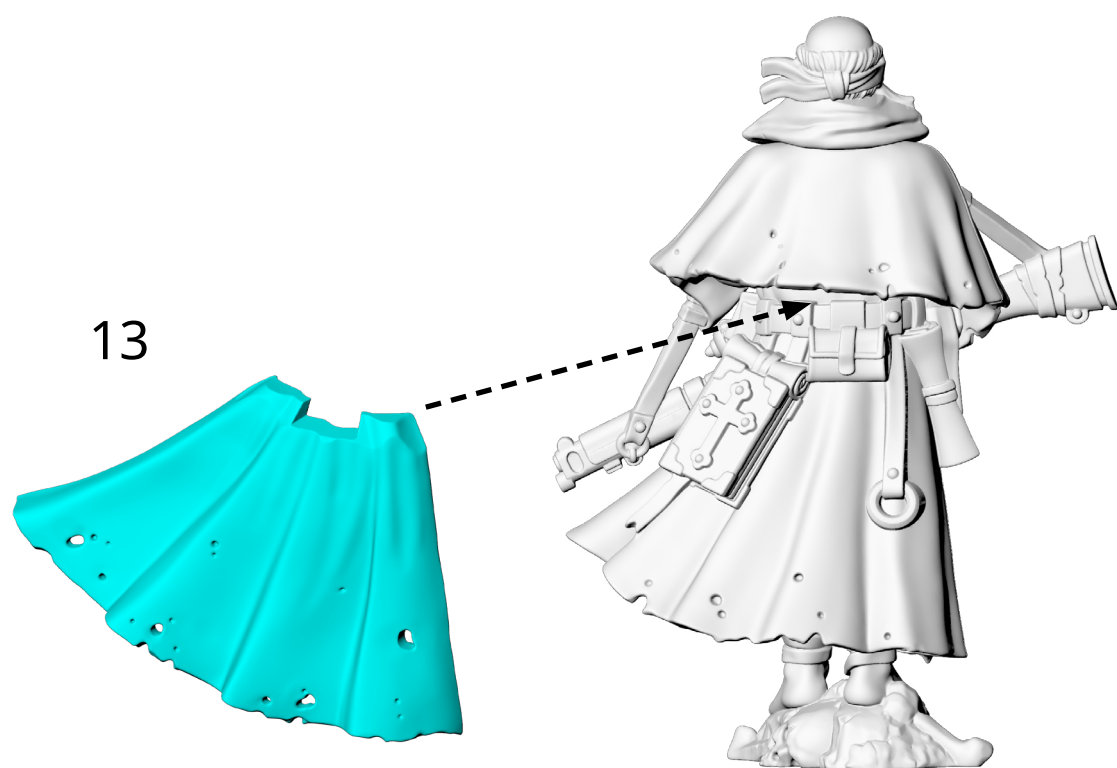
Cape



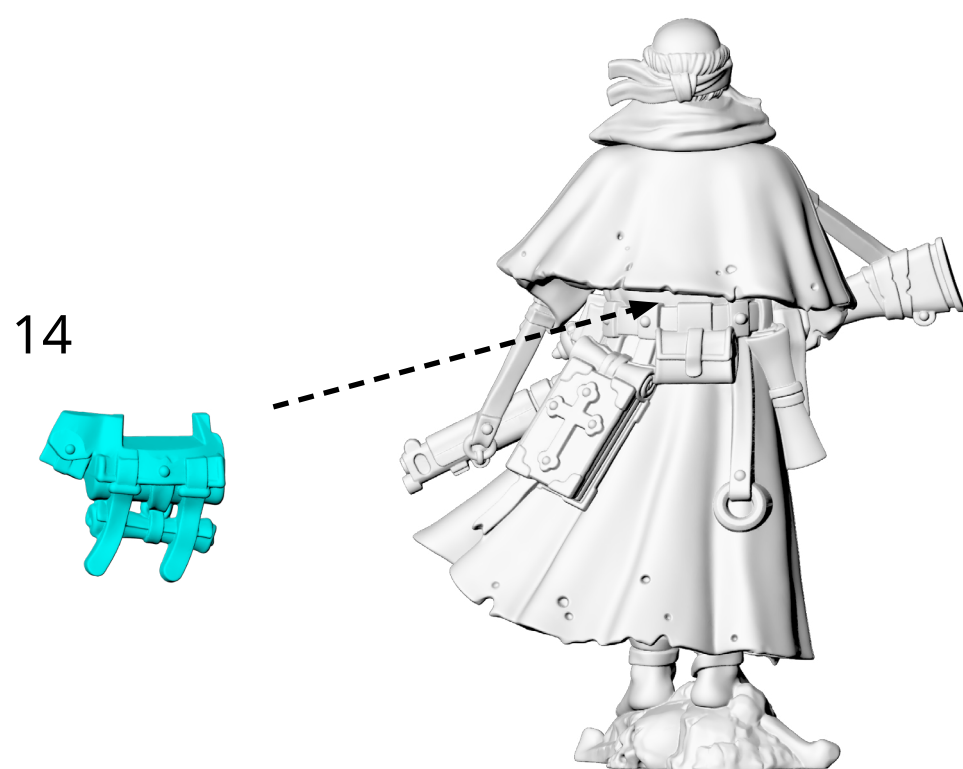
B

Satchel

1A



1B



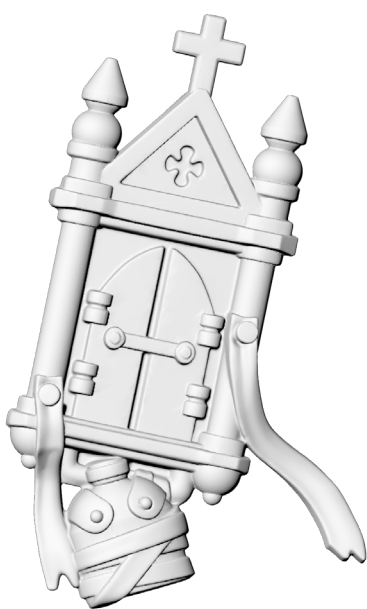
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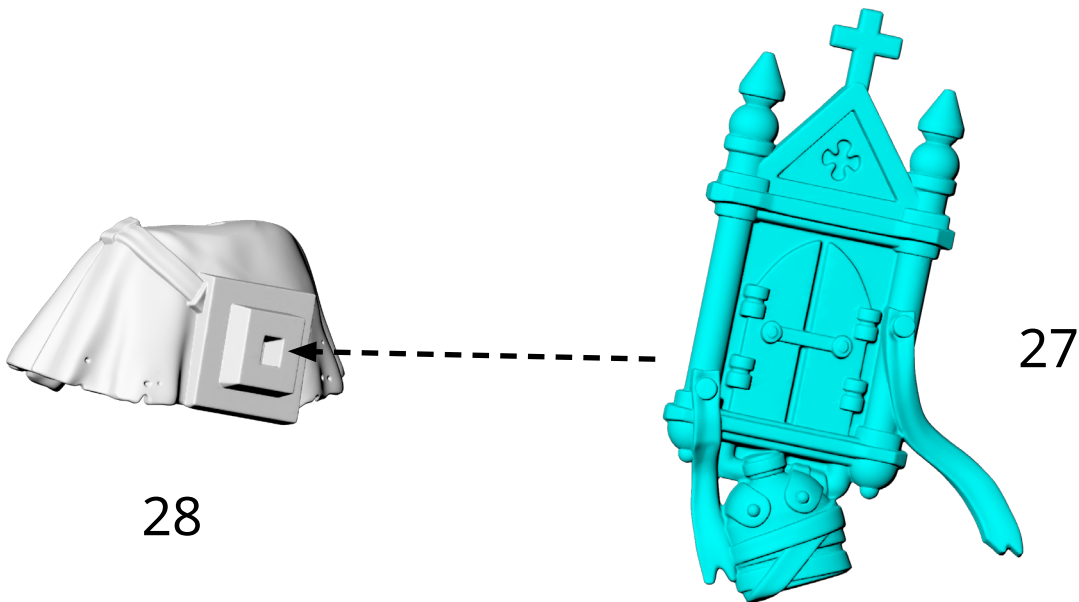
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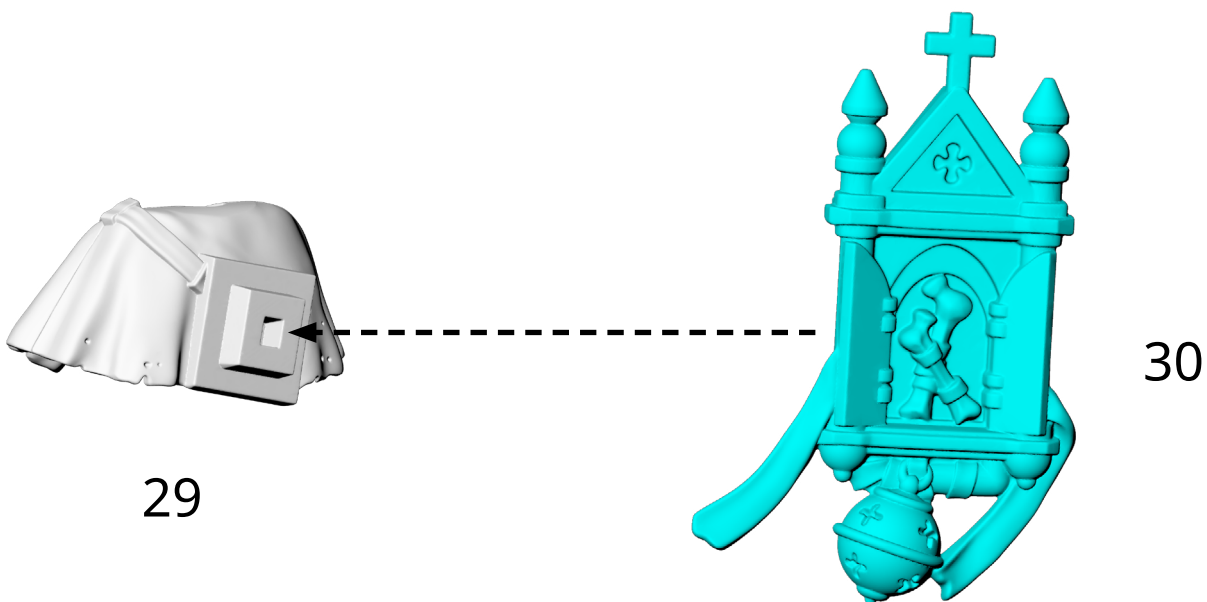
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Sacrament house B

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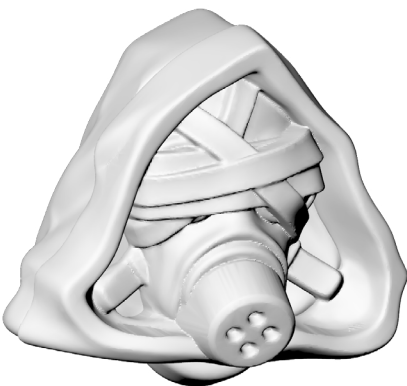


HEADS



A

Head A



B

Head B



C

Head C



D

Head D

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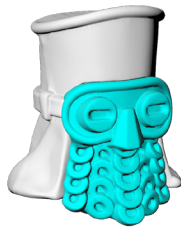
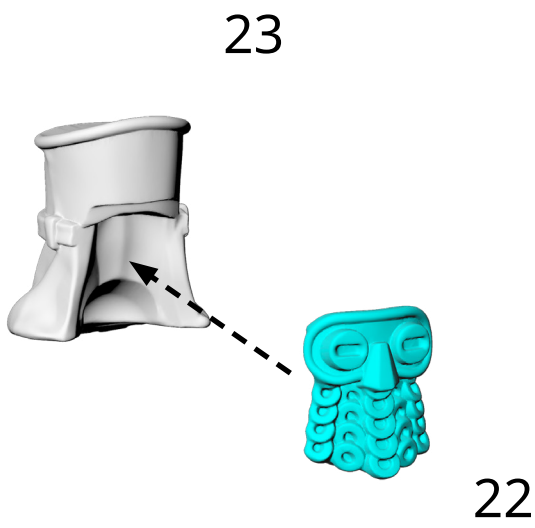


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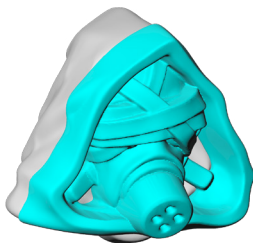
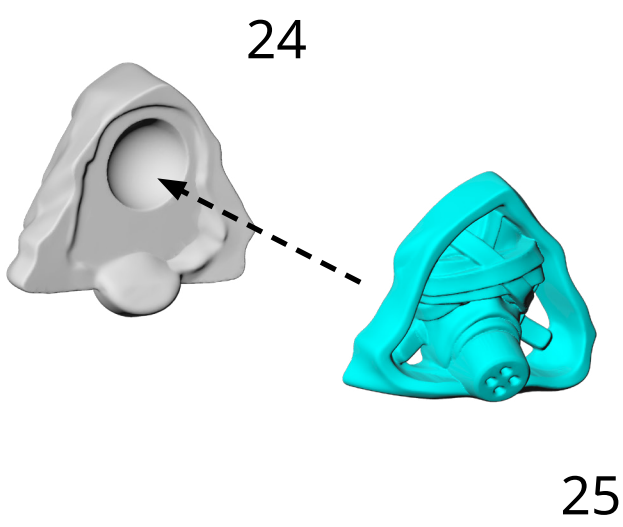
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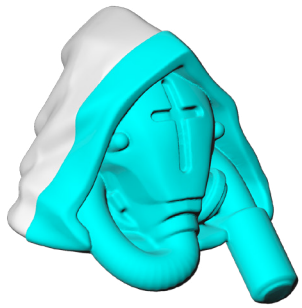
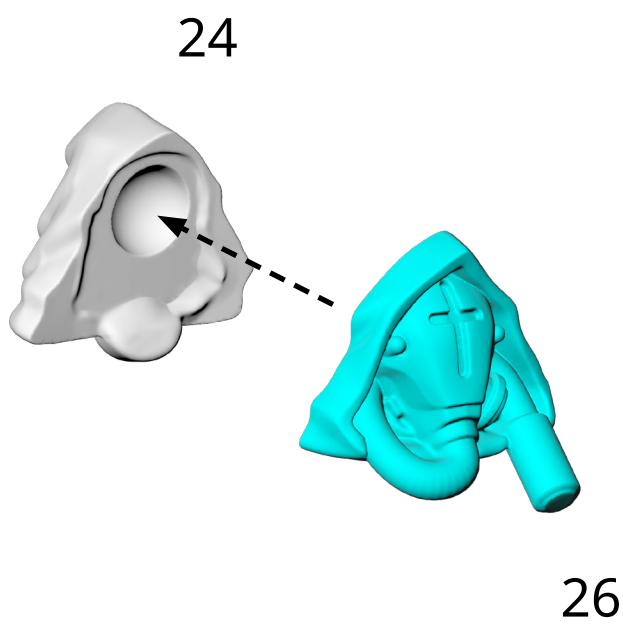
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1c



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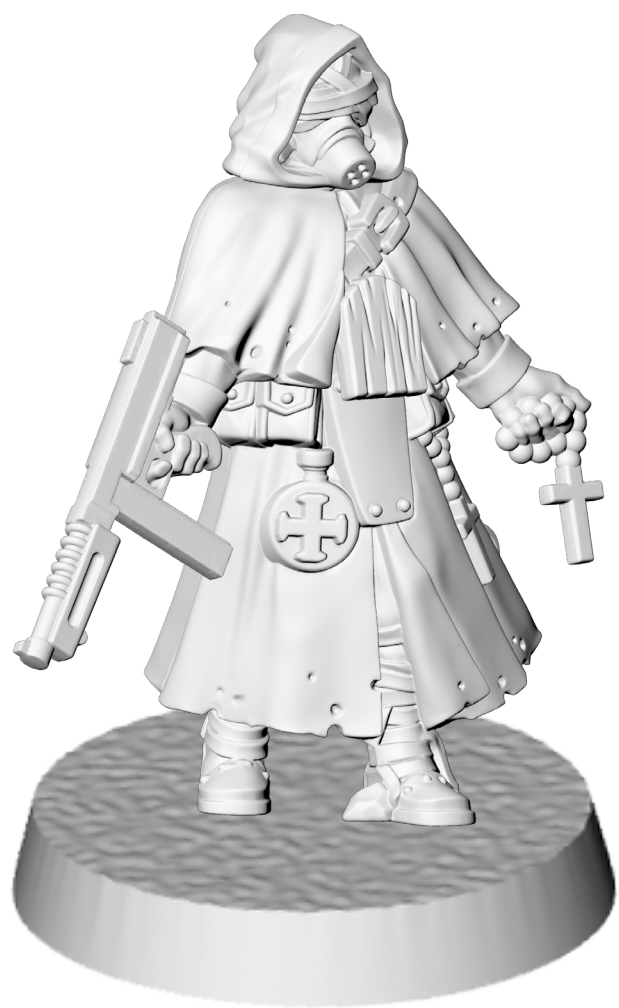
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ASSEMBLY

There are many ways to assemble this kit to suit the style of your warband.
Here are two examples:



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