

CHRONICA + RUINAE +

Mission Pack for Trench Crusade

PREVIEW

A Trench Crusade game supplement by www.trenchdeck.com

About Chronica Ruinae

This free scenario is brought to you by Trench Crusade, and is one of the 8 original scenarios in the Chronica Ruinae compilation.

Chronica Ruinae is a compilation of original scenarios for **Trench Crusade**, designed, playtested, and published by **Trench Deck** (www.trenchdeck.com).

The full compilation includes 8 original scenarios, most of them **mirrored** (*both players share the same objectives*), while others are **asymmetrical** (*Attack / Defense*).

These scenarios have been designed and playtested for both balanced and competitive play, as well as narrative games.

CONQUEST: Zone capture.

DEMOLITION: Sabotage of defendable objectives.

PILLAGE: Capture and extraction of strategic objectives.

SACRIFICES: Multi-mission scenario.

DESERT RATS: Capture of central objectives and resource management.

BLOOD ROSES: Capture of objectives spawning randomly.

LAST STAND: Defense of a central objective (*Attack / Defense*).

BEHIND THE LINES: Extraction (*Attack / Defense*).

[You can find the full scenarios compilation on my shop!](#)

I hope you'll enjoy my work; feel free to share your favorite scenarios with us on [our dedicated channel of the official TC Discord!](#)

And as a token of our gratitude *-without you this project wouldn't exist-* enjoy a **5% discount** on any Trench Deck order!

Code: **TRENCH5**

And discover some surprises at the end of this document!

Conquest

Player A deployment zone		
Player A : 1 VP Player B : 3 VP	Player A : 1 VP Player B : 3 VP	Player A : 1 VP Player B : 3 VP
Player A & B : 2 VP	Player A & B : 2 VP	Player A & B : 2 VP
Player A : 3 VP Player B : 1 VP	Player A : 3 VP Player B : 1 VP	Player A : 3 VP Player B : 1 VP
Player B deployment zone		

Overview

Both warbands are attempting a major breakthrough across the frontline.

Forces

Use your full Campaign Warband in this battle.

The Battlefield

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

The battlefield is divided into 9 equal zones (3x3), each measuring 16" x 16".

(Place markers at the intersections of the zones to easily identify their boundaries.)

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

Restrictions

INFILTRATOR rule cannot be used in this Scenario.

Deployment

The players roll-off. The loser of the roll-off chooses which deployment zone will be theirs.

The other deployment zone will be their opponent's.

The players then take it in turns to deploy one model at a time, starting with the player who has more models in their warband (*roll-off if both have the same number of models*).

Models must be set up wholly within their own deployment zone. If a player runs out of models to set up, the other player sets up all their models afterwards.

Once the players have set up their models, deployment ends and the battle begins.

Battle Length

The battle lasts for 4 turns.

Victory Conditions

At the end of each Turn, determine which player controls each zone.

To control a zone, a player must have strictly more friendly models within it than their opponent.

In case of a tie, neither player controls the zone.

Models on a 60mm base or larger count as 2 friendly models for Victory Point calculation.

Each controlled zone grants a certain number of Victory Points (VP) depending on its position on the battlefield (*See diagram*):

- The 3 zones on the deployment edge each grant 1 VP
- The 3 central zones each grant 2 VP
- The 3 opposing edge zones each grant 3 VP

If a model is positioned exactly between several zones at the end of a Turn, its controller chooses which zone it counts as being in for Victory Point calculation.

At the end of the game, the player with the highest total number of Victory Points is declared the winner. If both players have the same number of Victory Points, the game ends in a draw.

Glorious Deeds

Players score one Glory Point for every model that completes any of the following Glorious Deeds. Victory Points for these can only be gained once – whichever player completes them first gets the Glory!

If a Glorious Deed is to be scored simultaneously by both players, neither scores it.

- Total War:** Hold 6 zones for 1 Turn.
- Strategic Position:** Hold the 3 central zones for 1 Turn.
- Sniper:** Take out an enemy **ELITE** in Cover with a shooting attack at Long Range.
- Killer Instinct:** Take 2 enemies Out of Action with one model in melee during the battle.
- Officer Down:** Take out the enemy **LEADER**.
- Lead by example:** Your **LEADER** survived this battle.

Discover new ways to play Trench Crusade

[FIELD COMMAND]

COMPATIBLE WITH TRENCH CRUSADE



FIELD COMMAND

FIELD COMMAND is an optional game supplement for Trench Crusade designed to enrich your games and add an extra layer of tactical depth.

FIELD COMMAND consists of 28 unique **strategic cards** beautifully illustrated by the talented Jon Thomaert, and is based on a "hand-building" mechanic: each player builds their hand (between 2 and 6 cards) before the game begins, then plays their strategic advantages as the battle unfolds.

Each card in the deck shows its name, its **Requisition** cost (the value used when building each player's hand), its **Timing** (indicating when the card may be played), and its in-game effect.

Build your hand strategically to match your playstyle, and seize the tactical advantage by outmaneuvering your opponent!

FIELD COMMAND – A tactical game supplement compatible with Trench Crusade
29 cards (for 1 player – rules included)
\$16.76 (14,31€)

[GO TO THE SHOP!](#)

WICKED WEATHER

WICKED WEATHER is an optional game supplement for Trench Crusade designed to enrich your battles by simulating desperate combat in an apocalyptic atmosphere.

This supplement includes 15 unique and highly **replayable cards**, beautifully illustrated by the talented Jon Thomaert, each describing various supernatural events that occur randomly throughout the battle, impacting all forces on the field.

At the start of each turn, draw a **WICKED WEATHER** card to discover what effect will occur on the battlefield.

Spectral fog, acid rain, ghostly apparitions...

Will you be able to adapt and claim victory despite the very elements unleashing themselves against the living?

WICKED WEATHER – A game supplement compatible with Trench Crusade
16 cards (rules included)
\$14.73 (12,59€)

[GO TO THE SHOP!](#)

WICKED WEATHER

COMPATIBLE WITH TRENCH CRUSADE



Discover our exclusive Trench Deck miniature!
in partnership with the talented [@Maxi_yagami!](#)

The War Leader

Full modular mini

3 heads, 3 bodies, 3 arms, 5 accessories

Pressupported & unsupported versions

