

TRENCH CRUSADE™

# GOONHAMMER

Adepticon 2026

# TRENCH CRUSADE TOURNAMENT PLAY PACK

I.0

# CREDITS

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# ABOUT THIS DOCUMENT

This document contains the current competitive play rules we'll be using for the Adepticon 2026 Trench Crusade Tournament. Inside you'll find a set of Special Rules you can use for event, including what to bring, standardized terrain layouts, and custom missions. We will be looking at feedback both leading up to the event and beyond to help refine these rules into a future Tournament Play Pack and will be talking about our process as we go. You can find these Dev Diaries on the Goonhammer website at [www.goonhammer.com](http://www.goonhammer.com), which will detail the design and testing process for these rules.

These rules are not meant to replace campaign play, nor are they only meant to be played in a tournament setting! As with many tabletop wargames, differences in player skill, armies, and expectations can make it difficult to quickly find a "middle ground" with new opponents. Competitive play formats provide a codified way for you, your friends, and your potential friends to play quick pick-up games of Trench Crusade where your skills as a commander can fully shine through. If you have a preferred way of playing already, we certainly won't get in your way. Our hope is to provide guardrails and a format that makes it easy for two strangers to arrive at the table expecting the same kind of play experience.

These rules are a work in progress. As such, we want to hear from you about your experiences playing with these rules. The best place to reach us - and receive immediate feedback - is on the Goonhammer Patron Discord (accessible via the Goonhammer Patreon at [www.patreon.com/goonhammer](http://www.patreon.com/goonhammer)), but you can also email us with your thoughts at [compcrusade@goonhammer.com](mailto:compcrusade@goonhammer.com)

# FORMAT

## Base Rules

Tournament games use the rules in the core rulebook for one-off games. List sizes are limited to 900 Ducats and 8 Glory and the board size uses the 4x4 set up. That said, we have a few optional rules that we've found helpful for Tournaments, and were used when we designed our missions, which you'll find below. These will be used in the Adepticon 2026 tournament, but you are welcome to test them out before the event. If you do, we'd love to hear your feedback on them.

## Special Rules

### TERRAIN

The layouts in this document were designed to provide a symmetrical and balanced play experience for both players and uses the No Man's Land Battlefield Archetype. Our goal with these rules was to create a battlefield layout which would create interesting risk-vs.-reward scenarios and allow players to make intelligent choices.

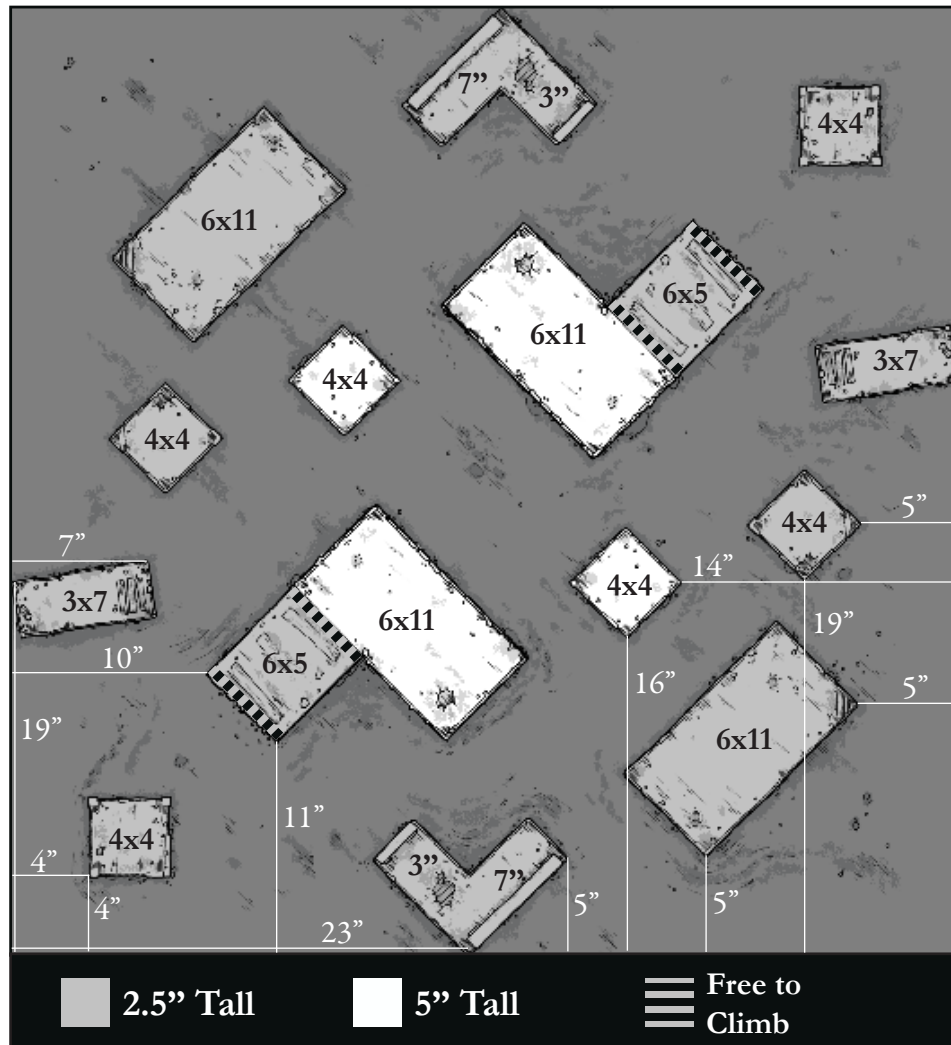
Having a standardized set of terrain allows for easier reproduction of game layouts both at home and at large events. These layouts feature a reasonable amount of elevated terrain, giving access to some risky but effective plays as well as some safe cubbies where you can tuck your larger models away, hiding them from ranged attacks. We've designed the terrain layouts such that you could easily recreate them at home with foam and some scatter terrain elements.

In the diagram below, you'll find the recommend layout we've created and used in testing our scenarios and special rules. It's a version of the No Man's Land archetype from the core rules. You'll also find a guide to the type of terrain pieces used - the brighter rectangles here represent terrain features which are 5" tall, allowing you to hide your bigger models effectively, while the darker shapes represent terrain features intended to be 2.5" high - enough to allow infantry models to hid behind them.

If you're planning to recreate this layout at home, we recommend using XPS foam or cardboard and cutting out the following shapes:

- 2 x Tall Rectangle = 11" x 6" x 5"
- 2 x Climbable Rectangle = 6" x 5" x 2.5"
- 4 x Squares = 4" x 4"
- 2 x Small elbows = 3" wide, 7" for each 'outside wall length' 2.5" tall
- 2 x Short Rectangle = 6" x 11" x 2.5"
- 2 x Tall Squares = 4" x 4" x 5"
- 2 x Skinny Rectangles = 3" x 7" x 2.5"

## Terrain Layout



## DUAL WARBANDS

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Trench Crusade gives players a lot of freedom to construct their warbands in order to accommodate a wide array of strategies. But even within this framework, the strengths and weakness of your warband and battlekit options can lead to situations where your warband can feel completely helpless and at an winnable disadvantage – for example, having your flame heavy warband getting paired into Court of the Seven Headed Serpent makes that strategy run thin quickly. While these types of hopeless scenarios may work for a specific narrative, they're less likely to be fun for a player who isn't expecting one.

To solve this, in the Tournament play format, players build two warbands using the limits established by the format and before the game. These warbands must be from the same faction, but can be different warband variants. Players should be able to see their opponent's faction and warbands before the game, but will select which warband they'll be using for the game in secret. Then, before deployment, players will reveal which of their warbands they will be using to their opponent simultaneously and then proceed with the game as normal.

## MODEL LIMITS

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While freedom in list building is an important part of what makes Trench Crusade special, in a competitive context model limits become necessary quickly. 40 Azebs with knives can win games by simply out-activating their opponents and not by making any necessarily interesting decision making at list building.

Warbands will be limited to a maximum of 12 models, or 15 if you are running 3 Cradle Thralls in Great Hunger.

## GLORIOUS DEEDS

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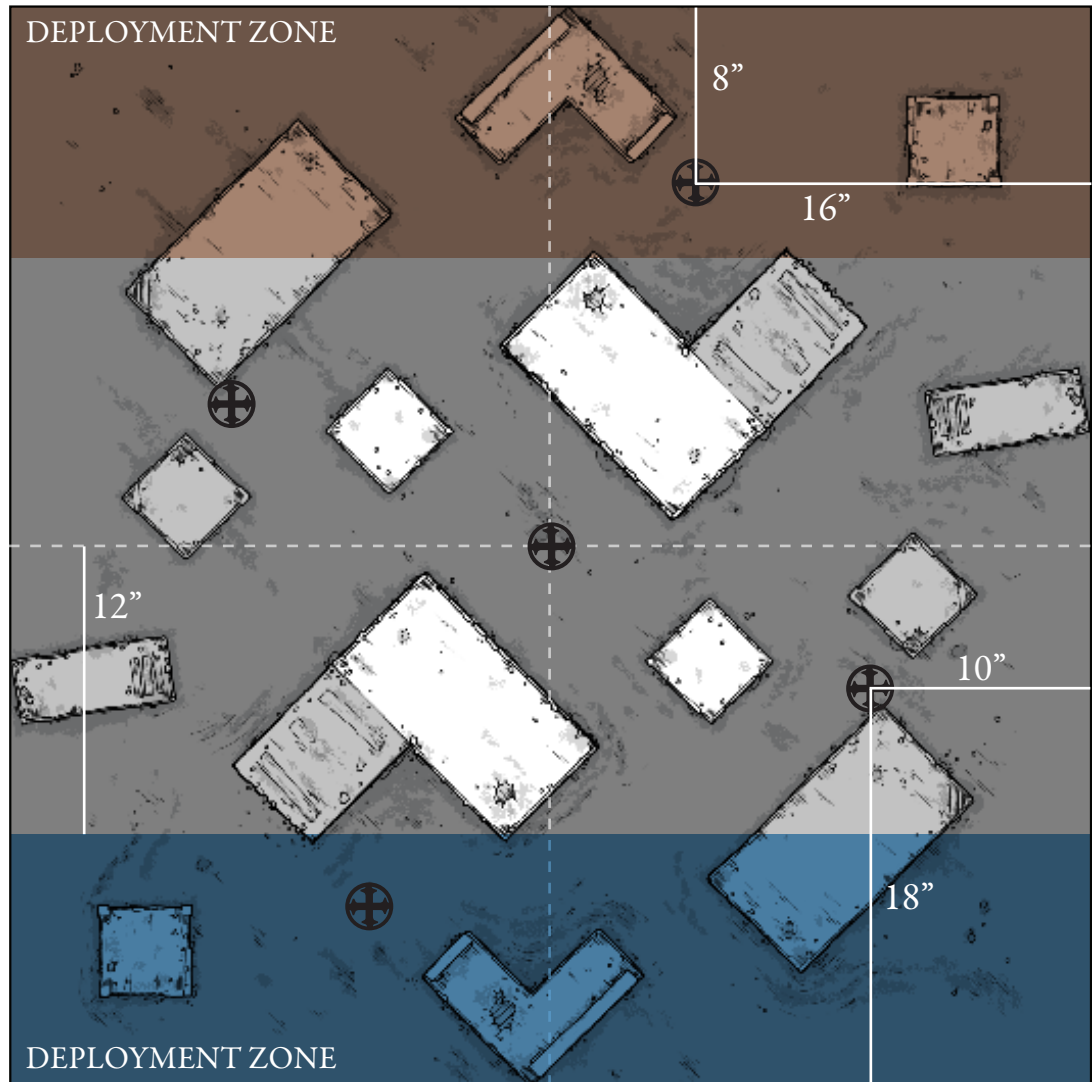
Each mission will use the same set of five Glorious Deeds, each of which scores a single Victory Point. These are:

- **Cut Off the Head:** All enemy models with the Leader keyword are taken out of action by the end of the game
- **First Blood:** Have an enemy model be taken out of action as a result of an Action taken by one of your models before you lost any models.
- **Outnumbered but not Outmatched:** Take an enemy model Out of Action while your model is in combat with 2 or more enemy models and there are no friendly models in combat with those enemy models
- **Sharpshooter:** Take an enemy model Out of Action with a Ranged Attack with the Cover and Long Range modifier.
- **Behind Enemy Lines:** End the game with more friendly models within your opponent's Deployment Zone than outside your opponent's Deployment Zone.

# SCENARIOS

## Scenario 1: Rain of Fire

As artillery fire pelts the battlefield, two Warbands fight a desperate battle to extend their lines, securing a foothold in enemy territory while keeping the enemy forces at bay.



### FORCES

No special restrictions apply to models the players can include in their Forces in this scenario.

### SETUP

Players place five Objective Markers (40mm) on the table using the map above.

## THE BATTLEFIELD

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The players roll-off and the winner of the roll-off chooses their Deployment Zone. The other Deployment Zone is their opponent's.

## OBJECTIVE MARKERS

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A player controls an Objective if there are more friendly models on or within 1" of that Objective Marker than there are enemy models.

- **Secure Objective ACTION:** A model within 1" of an objective you control and not within 1" of any enemy models may take the Secure Objective **ACTION**. If it does so, take a Risky Success Roll with +1 DICE. On a Success or Critical Success, the model Secures the Objective. Objectives that are Secured are controlled by the player who completed the action until an opponent's model ends their activation within 1" of that Objective. Regardless of the result, the model ends its activation after the **ACTION** is completed.
- **Suppressing Bombardment:** At the end of each Turn (after the Morale Phase), roll a D6 for each objective that is not in a Deployment Zone; on a 4+, place a Blood Marker next to each model within 1" of that Objective Marker.

## DEPLOYMENT

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If you are using the Dual Warbands Special Rules (see the relevant rules in the Format section), players secretly select their Warbands and then reveal them to their opponent.

Next, determine which player has the most models in their Warband. Players alternate deploying models from their Warbands, starting with the player who has the most models in their Warband (if both players have the same number of models in their Warband, the players roll off, with the winner of the roll-off deploying the first model). Models must be deployed wholly within your Deployment Zone. Players alternate deploying models until one player runs out of models to deploy, at which point the other player must deploy all of their remaining models.

### Infiltrators

Infiltrators deploy normally or by using their special deployment rules. However, if they are deployed using their special deployment rules, they cannot be deployed within 8" of an objective.

## GAME LENGTH

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This scenario lasts for four Turns.

## VICTORY CONDITIONS

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A player wins this scenario immediately if there are no enemy models on the battlefield or if the opposing Warband flees (typically due to failing a Morale Check). Otherwise the player with more Victory Points (VP) at the end of the game is the winner.

### Victory Points

From the second Turn onwards, each player scores VP at the end of the Turn as follows:

- 1 VP if they control of the Objective Marker in their own Deployment Zone.
- 3 VP for each Objective Marker they control that is not within a Deployment Zone.
- 5 VP if they control the Objective Marker in the enemy Deployment Zone.

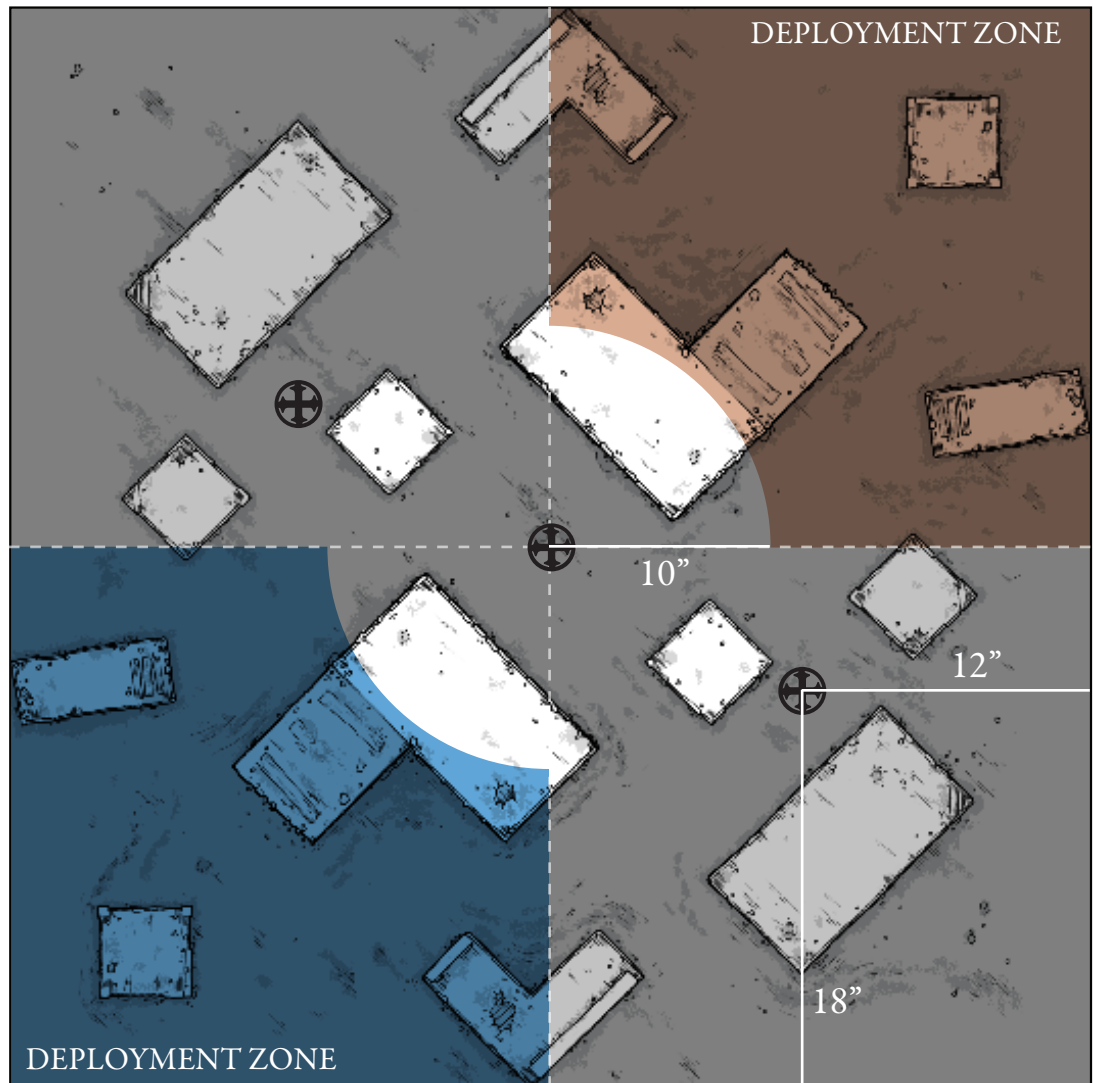
## GLORIOUS DEEDS

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- **Cut Off the Head:** All enemy models with the Leader keyword are taken out of action by the end of the game
- **First Blood:** Have an enemy model be taken out of action as a result of an Action taken by one of your models before you lost any models.
- **Outnumbered but not Outmatched:** Take an enemy model Out of Action while your model is in combat with 2 or more enemy models and there are no friendly models in combat with those enemy models
- **Sharpshooter:** Take an enemy model Out of Action with a Ranged Attack with the Cover and Long Range modifier.
- **Behind Enemy Lines:** End the game with more friendly models within your opponent's Deployment Zone than outside your opponent's Deployment Zone.

## Scenario 2: Supply Cache

Hostilities erupt as two Warbands scramble to recover valuable supplies and war materiel from No Man's Land.



### FORCES

No special restrictions apply to models the players can include in their Forces in this scenario.

### SETUP

Players place three Objective Markers (40mm) on the table using the map above.

### THE BATTLEFIELD

The players roll-off and the winner of the roll-off chooses their Deployment Zone. The other Deployment Zone is their opponent's.

## OBJECTIVE MARKERS

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A player controls an Objective if there are more friendly models on or within 1” of that Objective Marker than there are enemy models.

### Gather Supplies

Starting on the second Turn, models may take the Plunder the Cache **ACTION**.

- **Plunder the Cache ACTION:** Models within 1” of an objective they control can take the Plunder the Cache **ACTION**. If they do, take a Success Roll for that model. If the roll is a Success, that Objective is plundered. If the roll is a Critical Success, place a BLESSING MARKER next to the model and that Objective is plundered. Models cannot take a Plunder the Cache **ACTION** on an objective that was plundered by a friendly model this Turn. Regardless of the result, that model’s activation immediately ends.

## DEPLOYMENT

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If you are using the Dual Warbands Special Rules (see the relevant rules in the Format section), players secretly select their Warbands and then reveal them to their opponent.

Next, determine which player has the most models in their Warband. Players alternate deploying models from their Warbands, starting with the player who has the most models in their Warband (if both players have the same number of models in their Warband, the players roll off, with the winner of the roll-off deploying the first model). Models must be deployed wholly within your Deployment Zone. Players alternate deploying models until one player runs out of models to deploy, at which point the other player must deploy all of their remaining models.

### Infiltrators

Infiltrators deploy normally or by using their special deployment rules. However, if they are deployed using their special deployment rules, they cannot be deployed within 8” of an objective.

## GAME LENGTH

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This scenario lasts for four Turns.

## VICTORY CONDITIONS

---

A player wins this scenario immediately if there are no enemy models on the battlefield or if the opposing Warband flees (typically due to failing a Morale Check). Otherwise the player with more Victory Points (VP) at the end of the game is the winner.

### Victory Points

From the second Turn onwards, each player scores VP at the end of the Turn as follows:

- 5 VP for each objective plundered that Turn by a friendly model.

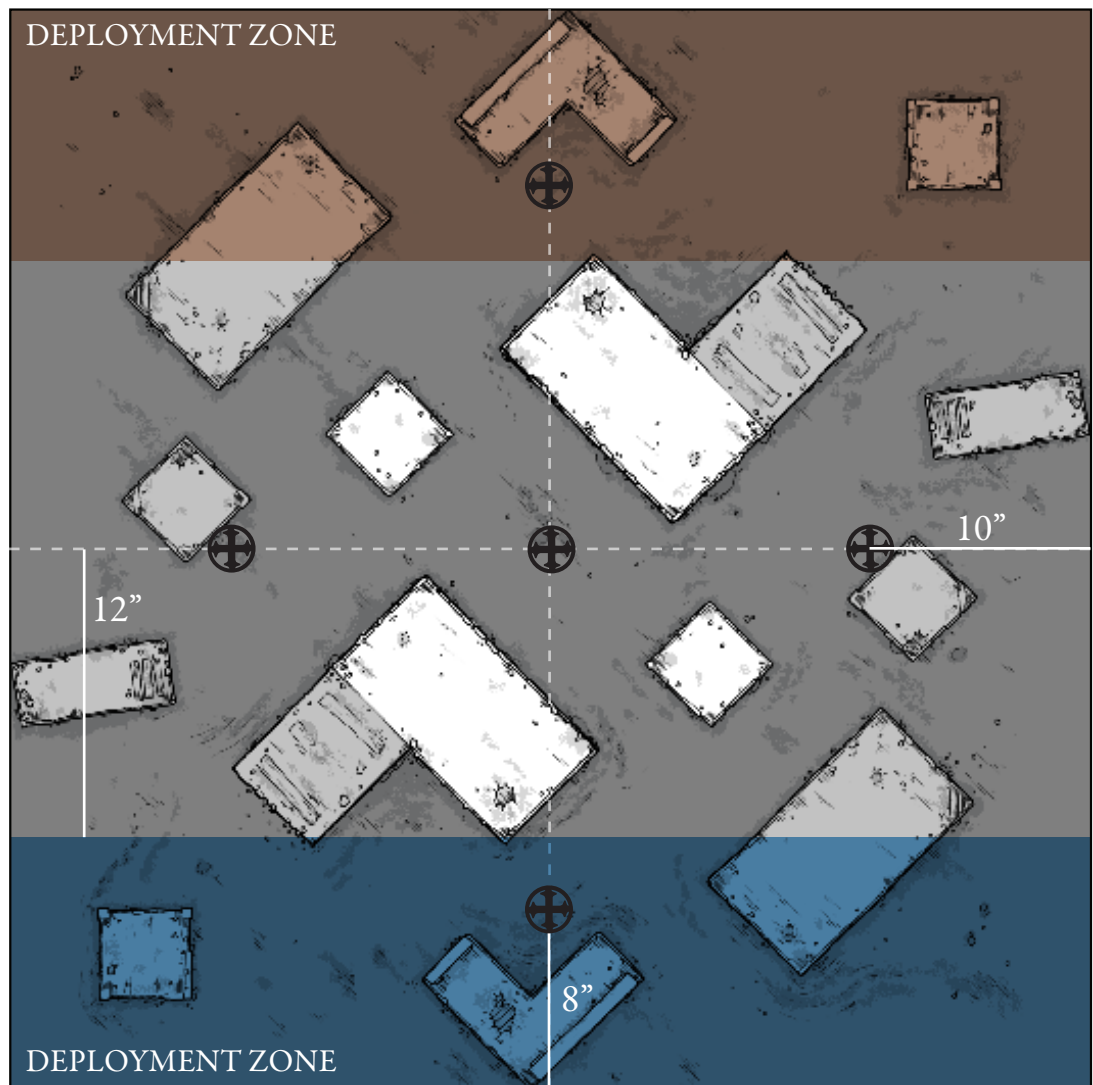
## GLORIOUS DEEDS

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- **Cut Off the Head:** All enemy models with the Leader keyword are taken out of action by the end of the game
- **First Blood:** Have an enemy model be taken out of action as a result of an Action taken by one of your models before you lost any models.
- **Outnumbered but not Outmatched:** Take an enemy model Out of Action while your model is in combat with 2 or more enemy models and there are no friendly models in combat with those enemy models
- **Sharpshooter:** Take an enemy model Out of Action with a Ranged Attack with the Cover and Long Range modifier.
- **Behind Enemy Lines:** End the game with more friendly models within your opponent's Deployment Zone than outside your opponent's Deployment Zone.

## Scenario 3: Shifting Priorities

Clashing Warbands must adapt quickly to shifting battlefield conditions as they attempt to achieve victory.



### FORCES

No special restrictions apply to models the players can include in their Forces in this scenario.

### SETUP

Players place five Objective Markers (40mm) on the table using the map above.

### THE BATTLEFIELD

The players roll-off and the winner of the roll-off chooses their Deployment Zone. The other Deployment Zone is their opponent's.

## **OBJECTIVE MARKERS**

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A player controls an Objective if there are more friendly models on or within 1” of that Objective Marker than there are enemy models.

### **Primary Objective**

Starting at the beginning of the second Turn and at the beginning of each turn afterward, if a player controls 3 or more Objective Markers, then the other player must select an objective that is not within a Deployment to be the Primary Objective for the Turn. If neither player controls 3 or more Objective Markers, randomly determine which of the objectives that are not in a Deployment Zone is the Primary Objective for the Turn.

## **DEPLOYMENT**

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If you are using the Dual Warbands Special Rules (see the relevant rules in the Format section), players secretly select their Warbands and then reveal them to their opponent.

Next, determine which player has the most models in their Warband. Players alternate deploying models from their Warbands, starting with the player who has the most models in their Warband (if both players have the same number of models in their Warband, the players roll off, with the winner of the roll-off deploying the first model). Models must be deployed wholly within your Deployment Zone. Players alternate deploying models until one player runs out of models to deploy, at which point the other player must deploy all of their remaining models.

### **Infiltrators**

Infiltrators deploy normally or by using their special deployment rules. However, if they are deployed using their special deployment rules, they cannot be deployed within 8” of an objective.

## **GAME LENGTH**

---

This scenario lasts for four Turns.

## VICTORY CONDITIONS

---

A player wins this scenario immediately if there are no enemy models on the battlefield or if the opposing Warband flees (typically due to failing a Morale Check). Otherwise the player with more Victory Points (VP) at the end of the game is the winner.

### Victory Points

From the second Turn onwards, each player scores VP at the end of the Turn as follows:

- 2 VP if they control the Objective in their Deployment Zone.
- 6 VP if they control the Primary Objective.
- 3 VP for each other Objective they control.

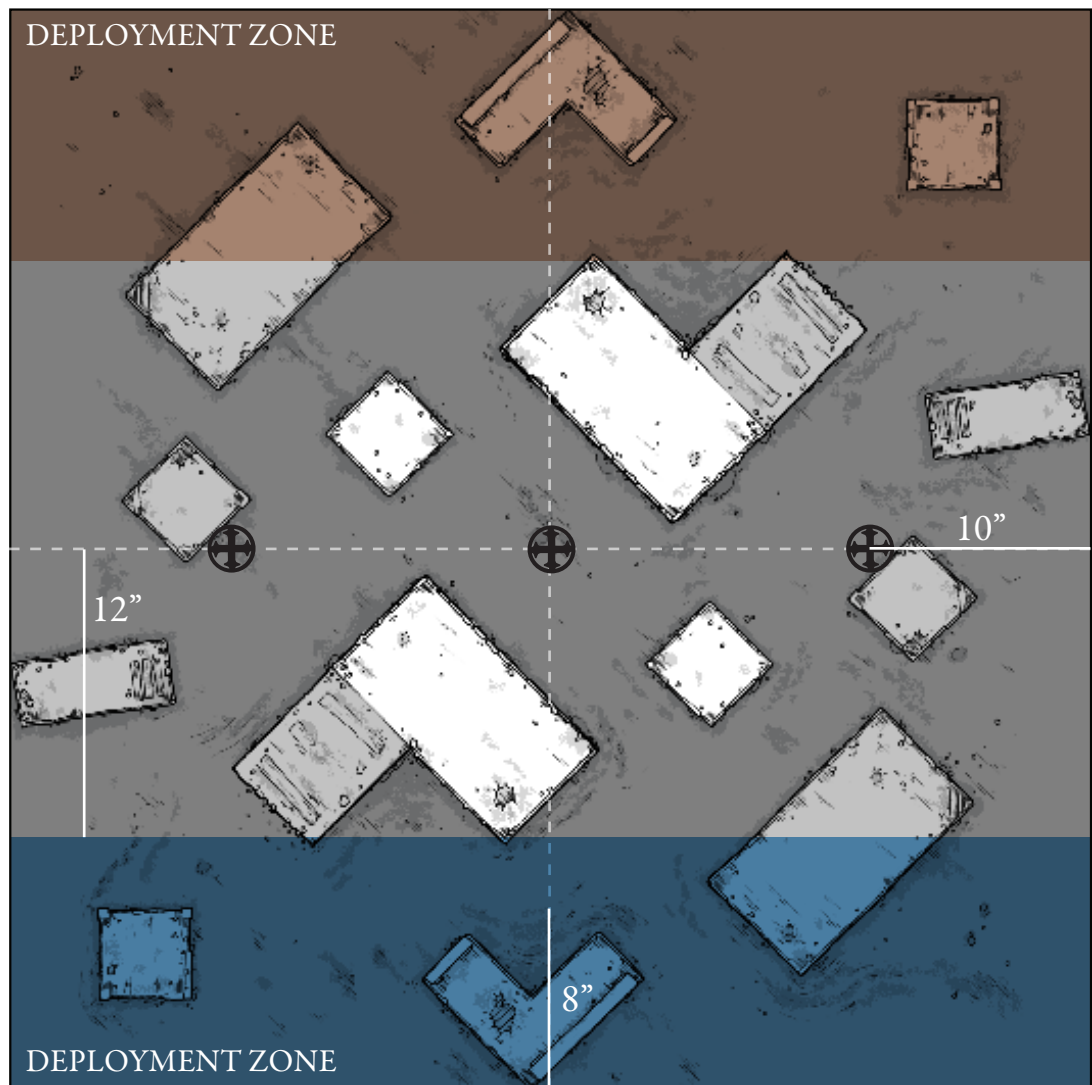
## GLORIOUS DEEDS

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- **Cut Off the Head:** All enemy models with the Leader keyword are taken out of action by the end of the game
- **First Blood:** Have an enemy model be taken out of action as a result of an Action taken by one of your models before you lost any models.
- **Outnumbered but not Outmatched:** Take an enemy model Out of Action while your model is in combat with 2 or more enemy models and there are no friendly models in combat with those enemy models
- **Sharpshooter:** Take an enemy model Out of Action with a Ranged Attack with the Cover and Long Range modifier.
- **Behind Enemy Lines:** End the game with more friendly models within your opponent's Deployment Zone than outside your opponent's Deployment Zone.

## Scenario 4: Sword Driven Deep

Warbands clash over valuable artefacts in No Man's Land, attempting to secure what they can and defile what they can't.



### FORCES

No special restrictions apply to models the players can include in their Forces in this scenario.

### SETUP

Players place five Objective Markers (40mm) on the table using the map above.

### THE BATTLEFIELD

The players roll-off and the winner of the roll-off chooses their Deployment Zone. The other Deployment Zone is their opponent's.

## OBJECTIVE MARKERS

---

A player controls an Objective if there are more friendly models on or within 1” of that Objective Marker than there are enemy models.

### (Un)Holy Artefacts

Starting on the second Turn, non-Artifact Holder models may take the Secure the Artefact **ACTION**.

- **Secure the Artefact ACTION:** A model within 1” of an Objective Marker can take the Secure the Artefact **ACTION**. If they do so, that model takes a Risky Success Roll. On a failure, nothing happens and the model’s activation ends. On a Success or Critical Success, remove the objective from the table and that model is considered an Artefact Holder. Regardless of the result, the model’s activation ends immediately after completing this **ACTION**.

If an Artifact Holder leaves the battlefield for any reason\* an Objective is created within 1” of where that model was (placed by the opponent of that model), and is no longer considered an Artefact Holder. Artifact Holders treat their Movement Characteristic as 6” and further halve their movement Characteristic when they take a Dash **ACTION** (for a total of 3”). Add +1 DICE to all Success Rolls or Risky Success Rolls taken by an Artifact Holder.

*\*Designer Note: Typically, this means an Artefact Holder goes Out of Action, but this also means that abilities which allow you to redeploy or ‘teleport,’ such Court’s Coveted Position or the Fida’i Bow of Alamut will also cause you to drop the Objective Marker.*

If an Artefact Holder is taken Down at any point, they must make a Success Roll. If the roll is a Success or Critical Success nothing happens. If the roll is a Failure, an Objective is created within 1” of that model (placed by the opponent of that model), and that model is no longer considered an Artefact Holder.

## DEPLOYMENT

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If you are using the Dual Warbands Special Rules (see the relevant rules in the Format section), players secretly select their Warbands and then reveal them to their opponent.

Next, determine which player has the most models in their Warband. Players alternate deploying models from their Warbands, starting with the player who has the most models in their Warband (if both players have the same number of models in their Warband, the players roll off, with the winner of the roll-off deploying the first model). Models must be deployed wholly within your Deployment Zone. Players alternate deploying models until one player runs out of models to deploy, at which point the other player must deploy all of their remaining models.

### Infiltrators

Infiltrators deploy normally or by using their special deployment rules. However, if they are deployed using their special deployment rules, they cannot be deployed within 8” of an objective.

## **GAME LENGTH**

---

This scenario lasts for four Turns.

## **VICTORY CONDITIONS**

---

A player wins this scenario immediately if there are no enemy models on the battlefield or if the opposing Warband flees (typically due to failing a Morale Check). Otherwise the player with more Victory Points (VP) at the end of the game is the winner.

### **Victory Points**

From the second Turn onwards, each player scores VP at the end of the Turn as follows:

- 1 VP for each friendly Artefact Holder in their Deployment Zone
- 3 VP for each friendly Artefact Holder that is not in a Deployment Zone
- 5 VP for each friendly Artefact Holder in their opponent's Deployment Zone.

## **GLORIOUS DEEDS**

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- **Cut Off the Head:** All enemy models with the Leader keyword are taken out of action by the end of the game
- **First Blood:** Have an enemy model be taken out of action as a result of an Action taken by one of your models before you lost any models.
- **Outnumbered but not Outmatched:** Take an enemy model Out of Action while your model is in combat with 2 or more enemy models and there are no friendly models in combat with those enemy models
- **Sharpshooter:** Take an enemy model Out of Action with a Ranged Attack with the Cover and Long Range modifier.
- **Behind Enemy Lines:** End the game with more friendly models within your opponent's Deployment Zone than outside your opponent's Deployment Zone.