

TRENCH CRUSADE™

GOONHAMMER

Adepticon 2026

TRENCH CRUSADE TOURNAMENT PLAY PACK II



Credits

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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 we'll be using for the event, including what to bring, standardized terrain layouts, and custom missions.

These rules are a work in progress. As such, we want to hear from you about your experiences playing with them. 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), but you can also email us with your thoughts at compcrusade@goonhammer.com. We will be looking at feedback both leading up to the event and beyond to help refine the special rules we have used, and will be talking about our process as we go. You can find out more about our progress at Dev Diaries on the Goonhammer website at www.goonhammer.com.

FORMAT

Base Rules

Warbands in the Adepticon 2026 Trench Crusade Tournament are created using the rules for Starting a Warband on page 9 of a Warbands of Trench Crusade, combined with the rules for One-off Games on page 145 of the Digital Rulebook. You can spend 800 Ducats and 6 Glory Points (or 600 Ducats and 17 Glory Points if you're running Papal States) on your Warband, and you can use any of the Faction Lists from Warbands of Trench Crusade or that are available from the Trench Crusade website. You must bring along a Warband roster for your Warband, and show it to your opponent at the start of each game before you deploy.

You will play four games with your Warband, using the special rules and scenarios described below. At the end of the tournament the winner will be determined by the amount of games won, how many glorious deeds they accomplished, and how many points they scored in that order.

We will have prizes for 1st, 2nd, and 3rd place as well as for Best Sportsman and Best Painted.

For more information on the event, please read our Player Primer [here](#)

Special Rules

The following special rules will be used for the games played at the Adepticon 2026 Trench Crusade Tournament.

TERRAIN

All games will be played on a 4x4 table with a bespoke layout of terrain. The layout of the terrain used at the tournament is the same on every table, and has been designed to provide a symmetrical and balanced play experience for both players and uses the No Man's Land Battlefield Archetype. The layout provides a reasonable amount of elevated terrain, giving access to some risky but effective plays as well as some safe areas where you can tuck your larger models away, hiding them from ranged attacks.

The layout is shown in the diagram below. The brighter rectangles 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 hide behind them. The 2.5" tall pieces of terrain are considered open terrain for the purposes of movement. This means you do not need to use a Climb

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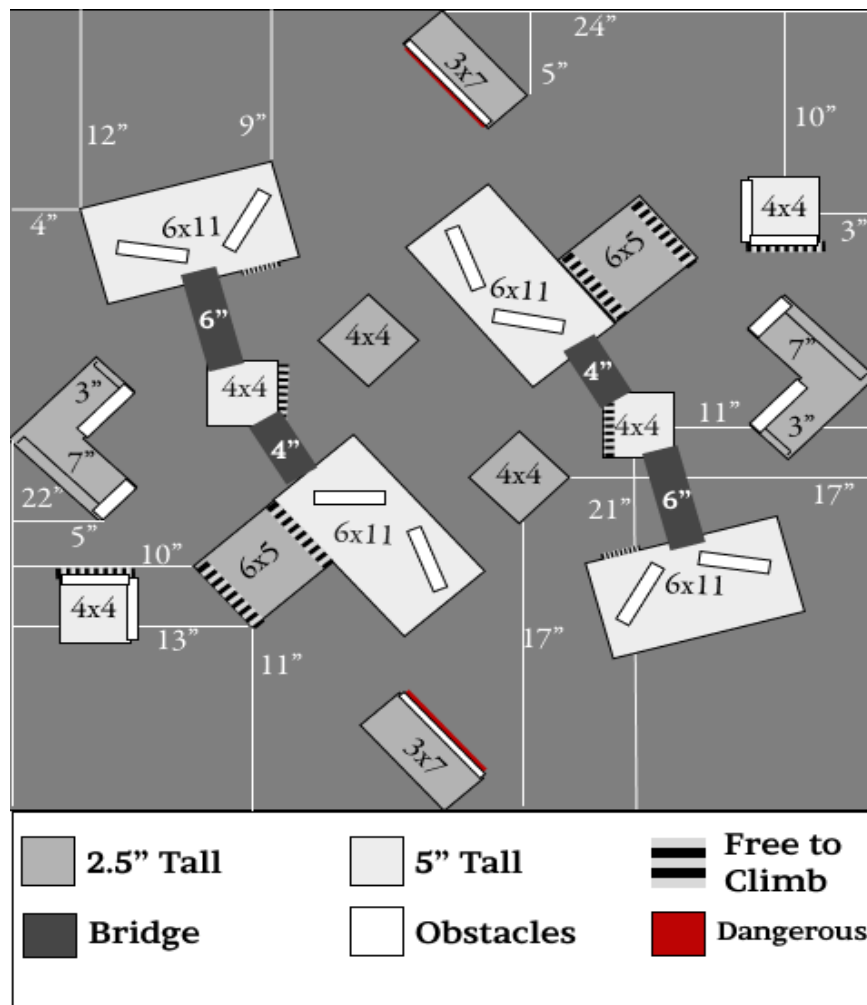
Tables will have:

- 2 x Tall Rectangle = 11 in x 6in x 5in(tall)
- 2 x Climbable Rectangle = 6x5
- 2 x Squares = 4x4
- 2 x Small Elbows = 3in wide, 7in for each 'outside wall length'
- 2 x Climbable Tall Rectangle = 6" x 11" x 5"
- 4 x Tall Squares = 4x4x5
- 2 x Skinny Rectangles= 3x7x2.5
- 4 x Thick Obstacles

In addition, players will be supplied with 3 extra pieces of terrain to place at their discretion. This will include:

- 2x 4" Long Barricades ½" tall and ½" an inch thick
- 1x 3" Long Piece of dangerous terrain that's also ½" thick.

Terrain Layout



DUAL WARBANDS

You can, if you wish, create two separate Warbands instead of one, and choose which you will use at the start of each game. Both Warbands must use the same Faction list, but can be different Warband Variants. If you decide to use two Warbands, you must show the rosters for each of them to your opponent before the game, but can select which you'll be using for the game when you start to deploy.

MODEL LIMITS

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

OBJECTIVE MARKERS

In addition to the terrain on the battlefield, the tournament organizers will provide 5 Objective Markers. The map for the scenario you're playing will show you how to set up the Objectives.

Each Objective marker is a terrain piece with the IMPASSIBLE Keyword. Note that as the terrain on the Objective Markers is more than ½" high, it can provide cover to a model that is in contact with it. The exception to this is Scenario 4 Blade Driven Deep where the objective markers are simple 40mm tokens.

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

THE BATTLEFIELD

OBJECTIVE MARKERS

Set up 5 Objective Markers at the locations shown on the map. Each Objective marker is a terrain piece with the IMPASSIBLE Keyword.

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: Starting from the second turn onwards 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 for the model and add +1 DICE to the roll. 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.

Designer Note: This gives you multiple ways to hold Objectives, either by standing near them, or performing the action and moving away from them.

Suppressing Bombardment: At the end of each Turn (after the Morale Phase), roll a D6 for each Objective Marker that is not in a Deployment Zone; on a 4+, place 1 BLOOD MARKER next to each model within 1” of that Objective Marker.

DEPLOYMENT

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.

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

After lists are revealed, players roll off and, starting with the winner, alternate placing their small pieces of terrain. These pieces of terrain cannot be placed within 2” of other pieces of terrain or Objective Markers and not within their opponent’s Deployment Zone.

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

At the end of each turn from the second turn onwards, each player scores:

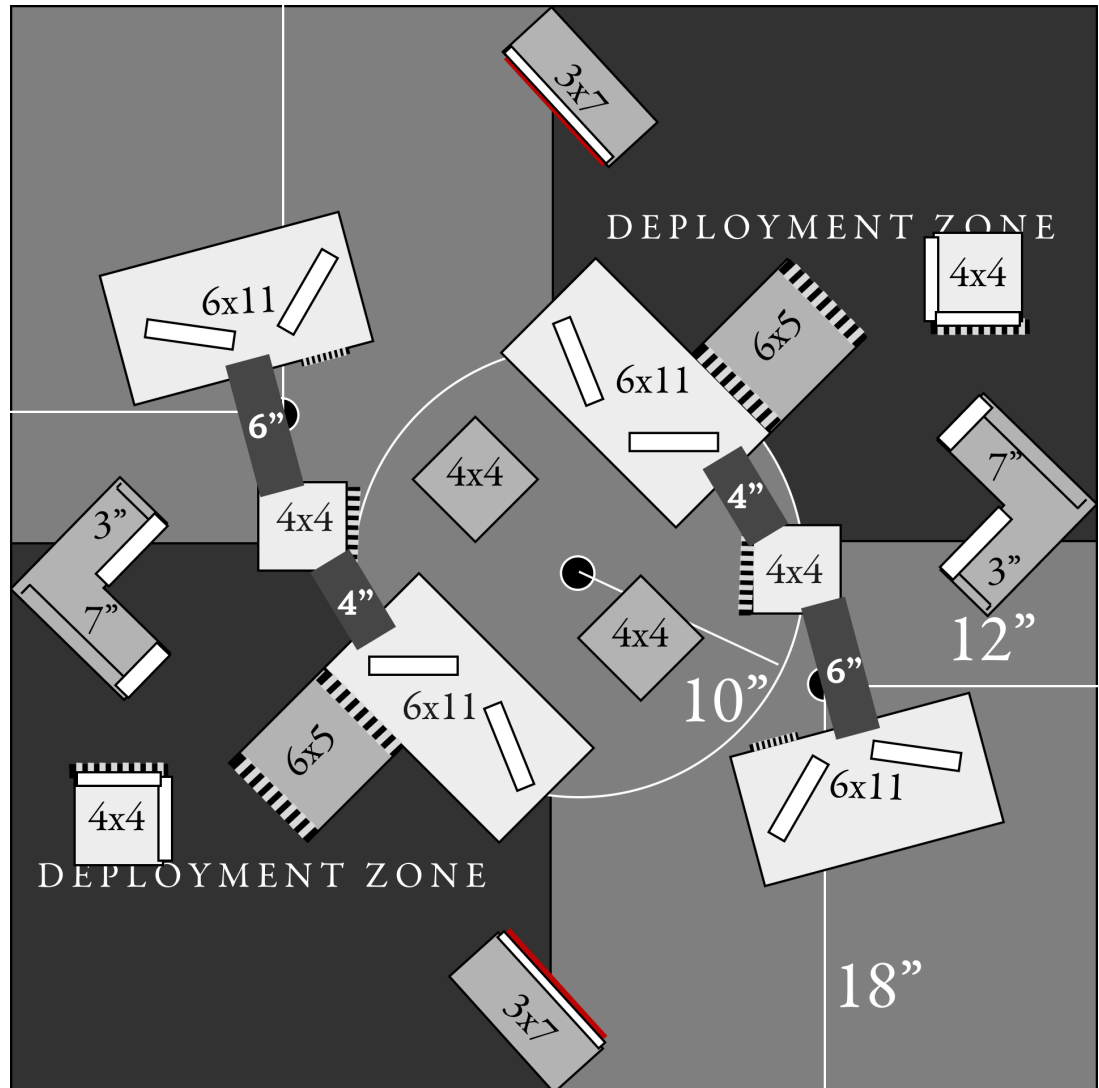
- 1 VP if they control the Objective Marker in their own Deployment Zone.
- 3 VP for each Objective Marker they control that is not within a Deployment Zone.
- 5 VP if they control the Objective Marker in the enemy Deployment Zone.

GLORIOUS DEEDS

- **Cut Off the Head:** A friendly model takes the last enemy model with the LEADER Keyword Out of Action.
- **First Blood:** A friendly model takes an enemy model Out of Action before any friendly models are taken Out of Action.
- **Outnumbered but not Outmatched:** A friendly model takes an enemy model Out of Action while within 1" of 2 or more enemy models that are not within 1" of any other friendly models.
- **Sharpshooter:** A friendly model in cover takes an enemy ELITE model Out of Action with a Ranged Attack with the Long Range modifier.
- **Behind Enemy Lines:** End the game with more friendly models wholly within your opponent's Deployment Zone than outside your opponent's Deployment Zone. You only receive 1 Victory Point for achieving this Glorious Deed no matter how many friendly models are in 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.

THE BATTLEFIELD

OBJECTIVE MARKERS

Set up 3 Objective Markers at the locations shown on the map. Each Objective marker is a terrain piece with the IMPASSIBLE Keyword.

A player controls an Objective if there are more friendly models 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 with +1 DICE 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

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.

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

After lists are revealed, players roll off and, starting with the winner, alternate placing their small pieces of terrain. These pieces of terrain cannot be placed within 2" of other pieces of terrain or Objective Markers and not within their opponent's Deployment Zone.

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

At the end of each turn from the second turn onwards, each player scores:

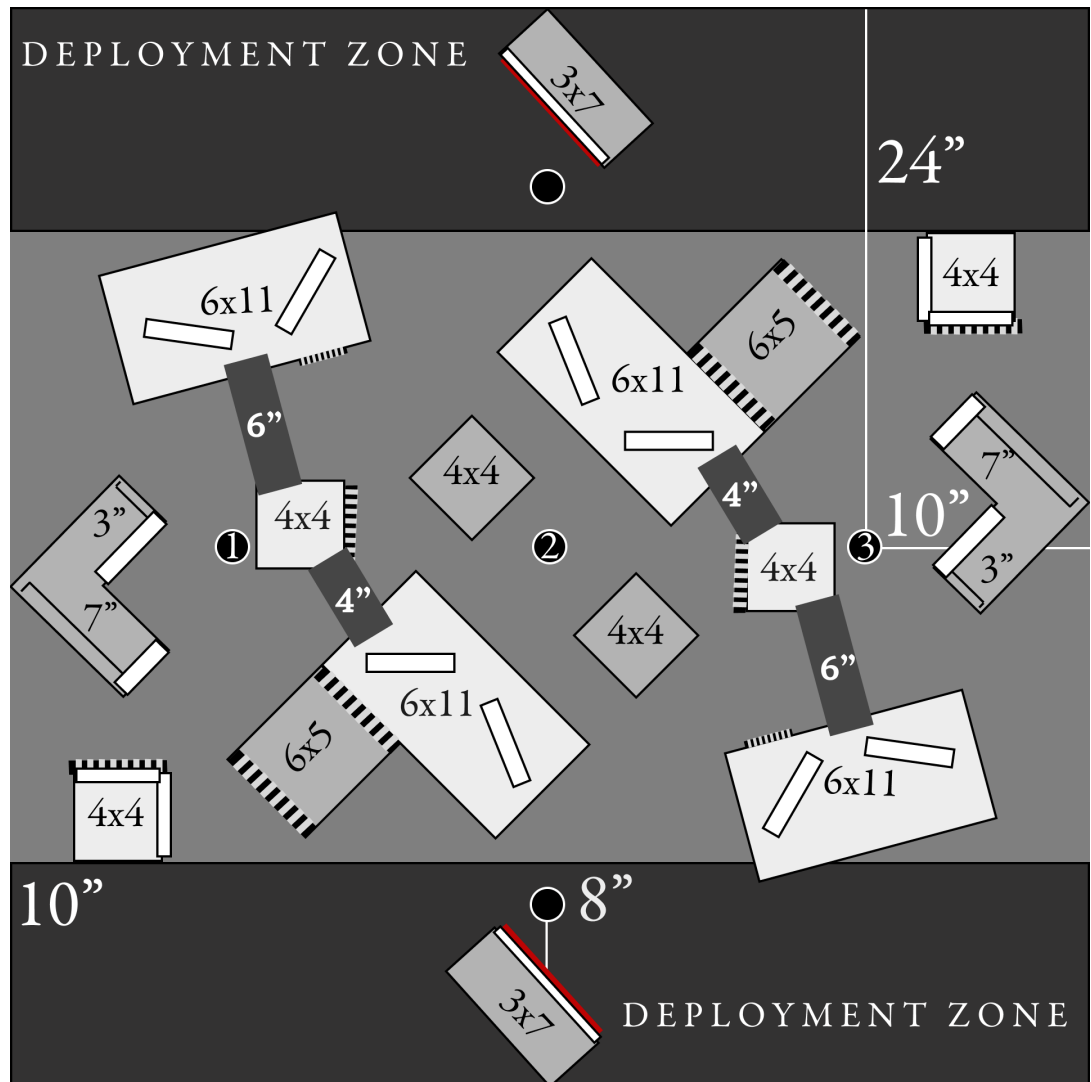
- 2 VP for each Objective they control.
- 3 VP for each Objective plundered that Turn by a friendly model.

GLORIOUS DEEDS

- **Cut Off the Head:** A friendly model takes the last enemy model with the LEADER Keyword Out of Action.
- **First Blood:** A friendly model takes an enemy model Out of Action before any friendly models are taken Out of Action.
- **Outnumbered but not Outmatched:** A friendly model takes an enemy model Out of Action while within 1" of 2 or more enemy models that are not within 1" of any other friendly models.
- **Sharpshooter:** A friendly model in cover takes an enemy ELITE model Out of Action with a Ranged Attack with the Long Range modifier.
- **Behind Enemy Lines:** End the game with more friendly models wholly within your opponent's Deployment Zone than outside your opponent's Deployment Zone. You only receive 1 Victory Point for achieving this Glorious Deed no matter how many friendly models are in 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.

THE BATTLEFIELD

OBJECTIVE MARKERS

Set up 5 Objective Markers at the locations shown on the map. Each Objective marker is a terrain piece with the IMPASSIBLE Keyword.

Starting from the second turn onwards, a player controls an Objective if there are more friendly models within 1" of that Objective Marker than there are enemy models. The Objective Markers that are not in a Deployment Zone are marked 1,2 and 3 as shown above.

Primary Objective: At the start of each turn, 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, roll a D3 and the corresponding Objective Marker is the Primary Objective this turn.

DEPLOYMENT

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.

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

After lists are revealed, players roll off and, starting with the winner, alternate placing their small pieces of terrain. These pieces of terrain cannot be placed within 2" of other pieces of terrain or Objective Markers not within their opponent's Deployment Zone.

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

At the end of each turn from the second turn onwards, each player scores:

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

GLORIOUS DEEDS

- **Cut Off the Head:** A friendly model takes the last enemy model with the LEADER Keyword Out of Action.
- **First Blood:** A friendly model takes an enemy model Out of Action before any friendly models are taken Out of Action.
- **Outnumbered but not Outmatched:** A friendly model takes an enemy model Out of Action while within 1" of 2 or more enemy models that are not within 1" of any other friendly models.
- **Sharpshooter:** A friendly model in cover takes an enemy ELITE model Out of Action with a Ranged Attack with the Long Range modifier.
- **Behind Enemy Lines:** End the game with more friendly models wholly within your opponent's Deployment Zone than outside your opponent's Deployment Zone. You only receive 1 Victory Point for achieving this Glorious Deed no matter how many friendly models are in your opponent's Deployment Zone.

THE BATTLEFIELD

OBJECTIVE MARKERS

Set up 3 Objective Markers at the locations shown on the map. A player controls an Objective if there are more friendly models within 1” of that Objective Marker than there are enemy models.

Designer Note: Note that this is the only mission where Objective Markers are not terrain pieces

Secure Artefact ACTION: Starting from the second turn onwards, a model within 1” of an Objective Marker they control and is not carrying an artefact can take the Secure Artefact ACTION. If they do so, take a Risky Success Roll for that model and add +1 DICE to the roll. On a failure, nothing happens and the model’s Activation ends. On a Success or Critical Success, put the Objective Marker in contact with the model’s base to show that it is carrying the artefact. Regardless of the result, the model’s Activation ends immediately after completing this ACTION.

If a model carrying an artefact has a Movement Characteristic greater than 6”, the model treats its Movement Characteristic as 6”. In addition, a model carrying an artefact may not move more than 3” when it takes a Dash ACTION, and cannot ‘redeploy’ further than 6” from its starting position.

Add +1 DICE to all Success Rolls or Risky Success Rolls taken by a model carrying an artefact.

If a model carrying an artefact is taken Down or Out of Action, your opponent must place the Objective Marker within 1” of the model and not in contact with any other models.

DEPLOYMENT

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.

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

After lists are revealed, players roll off and, starting with the winner, alternate placing their small pieces of terrain. These pieces of terrain cannot be placed within 2” of other pieces of terrain or Objective Markers and not within their opponent’s Deployment Zone

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

At the end of each turn from the second turn onwards, each player scores:

- 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

- **Cut Off the Head:** A friendly model takes the last enemy model with the LEADER Keyword Out of Action.
- **First Blood:** A friendly model takes an enemy model Out of Action before any friendly models are taken Out of Action.
- **Outnumbered but not Outmatched:** A friendly model takes an enemy model Out of Action while within 1" of 2 or more enemy models that are not within 1" of any other friendly models.
- **Sharpshooter:** A friendly model in cover takes an enemy ELITE model Out of Action with a Ranged Attack with the Long Range modifier.
- **Behind Enemy Lines:** End the game with more friendly models wholly within your opponent's Deployment Zone than outside your opponent's Deployment Zone. You only receive 1 Victory Point for achieving this Glorious Deed no matter how many friendly models are in your opponent's Deployment Zone.