

THE NEW CRUSADE™



I.O.I



PRUSSIAN
STOSSTRUPPEN
WARBAND
THE PRINCIPALITY OF NEW ANTIOCH



◀ 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**™



The Warbands of the Free State of Prussia

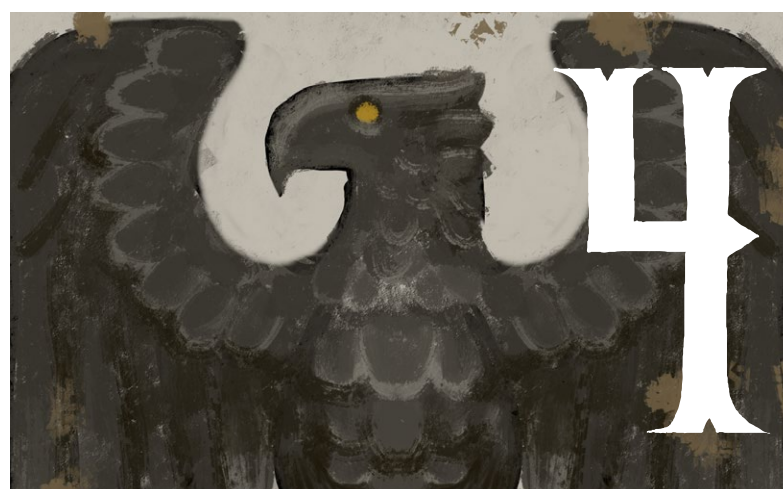
Prussian Stosstruppen Warband Rules



6th Gardekorps of Königsberg

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THE WARBANDS OF THE FREE STATE OF PRUSSIA

The Prussian Army always Attacks ✠

So ends the sacred and uncompromising creed of all who attain the honour of joining the Stosstruppen of the Free State of Prussia. This binding oath is sworn beneath the hallowed spire of Königsberg Cathedral, and commits each soldier to a lifetime of relentless physical drive, endless hardships, and fighting Heretics in brutal close-quarters in some of the most ferociously lethal battlefields imaginable. Many of the Faithful would balk at such near-suicidal prospects, but the Stosstruppen welcome it, certain only they have the strength and faith to emerge victorious from such nightmarish combats.

The eagerness with which the Stosstruppen seek out such impossible odds is well known, but only by uncompromising and brutal training regimes are its soldiers forged into deadly weapons themselves. Leading the Stosstruppen are the Hauptmann, commanders of precisely-honed tactical acumen and wielders of the legendary tank-splitter swords. To attain such a rank is a great honour, yet it comes at a cost, for the Stosstruppen creed demands that a Hauptmann should end their life in glorious and explosive death rather than retreat.

By their sides march the Feldkaplan, knightly chaplains clad in the finest warplate crafted by the Prussian Institute of Metallurgy, wrought as winged angels and wreathed in holy smoke. Their burning blades light the way for their fellow soldiers, and their booming prayers fill the hearts of all who hear them with righteous hate for the enemies of God.

The core of these elite warbands are made up of the Stosstruppen themselves. Chosen for their controlled aggression and incredible athleticism, the Stosstruppen are drilled ferociously in lightning, grenade-based assaults and violent close quarter killing. Despite their cultivated belligerence and borderline arrogance, the Stosstruppen are a highly disciplined fighting force, moving as coordinated fireteams to deliver thunderous assaults capable of obliterating the toughest enemy fortifications.

Behind the Stosstruppen march the Yeomen, less specialised but no less valuable soldiers who secure captured objectives and stave off counterattacks as the vanguard pushes ahead. Most Prussian warbands march fast and light, but when circumstances permit, they sometimes employ more specialised support units. Combat Engineers soften up the enemy fortifications with explosives in readiness for a charge, while Combat Medics brave torrents of gunfire to rescue their fallen comrades. For especially hardened targets, Mechanized Heavy Infantry units provide fire-support as the holy orders of Sniper Priests deliver death from afar with sacred ammunition.



PRUSSIAN STOSSTRUPPEN WARBAND RULES

WARBANDS

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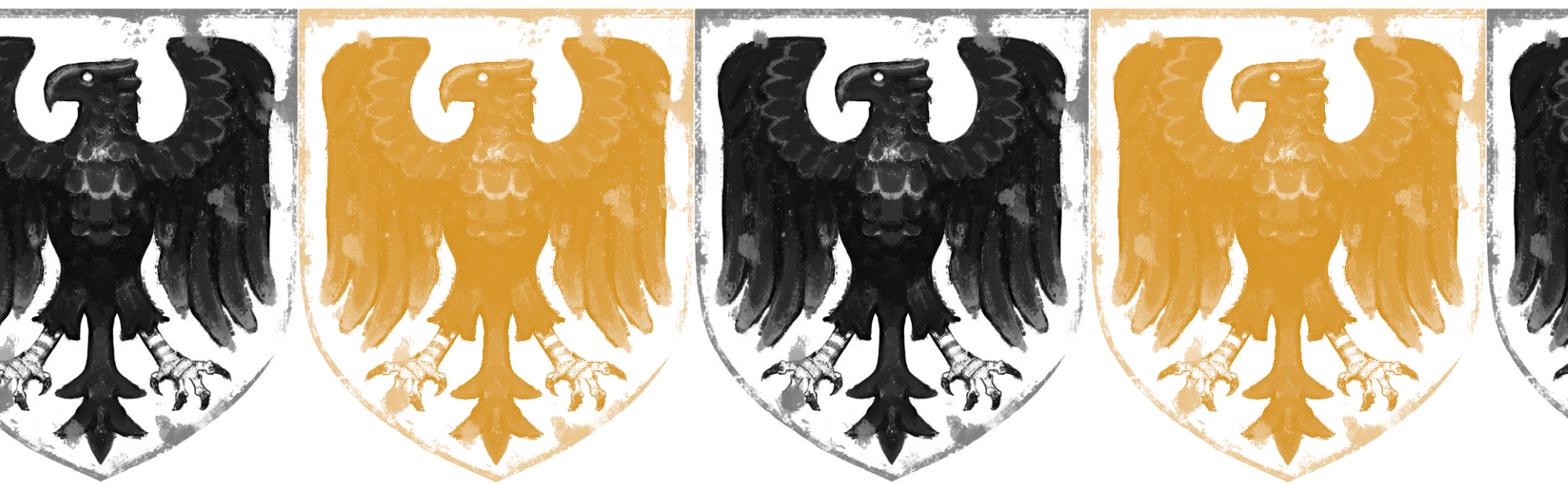
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The Prussian Stosstruppen are a Warband Variant of New Antioch that specialise in close range assaults with Shock Troopers. Granted a higher number of these elite troops, Prussian Shock Troopers thrive on repeated attack actions, favouring paired melee weapons or submachine guns. When paired with the Variant's inherent mobility and additional Fireteam, the Stosstruppen can be an early and relentless threat, pulling off a series of chain activations that can whittle down even the toughest enemies with a flurry of grenades, clubs and bullets.

These shock tactics make up for the loss of the heavier arms and armour present in the core New Antioch Warband lists. With a playstyle commonly referred to as 'glass cannon', your models can deal a lot of damage, but can themselves be fragile if left out in the open, so using cover wisely as your models race up the trenches in small groups will be crucial. In order to maximise your models efforts when they do make contact, use your own firepower to load up the larger or more lethal enemy threats with Blood Markers as soon as possible.





STRENGTHS

- ✦ **Fireteam specialists:** Prussian soldiers drill intensely so as to better coordinate their attacks. You can have up to 3 fireteams in a Prussian Warband which increases their ability to present threats simultaneously across the battlefield, or chain their activations to bring down more resilient foes through the Bloodbath rule.
- ✦ **Rapid Assault:** The Stosstruppen style of warfare emphasizes closing in and outmaneuvering your enemies. The Rapid Assault ability can be purchased by Stosstruppen and the Hauptmann, making Dash actions far more reliable. A very useful skill that allows you to close in on (or outflank!) priority threats quickly, and mitigate the effects of any Blood Markers your opponents spend to make your Actions more likely to fail.
- ✦ **Masters of the Grenade:** Nowhere better is the peak athleticism of the Stosstruppen exemplified than by the power of their throwing arms. Prussian warbands gain a bonus to the range of their grenades, making them their close ranged weapon of choice. Grenades not only force opponents to spread out, but ignore cover, apply additional Blood Markers through the Shrapnel Keyword and, most importantly, allow you to charge after using them!

WEAKNESSES

‡ **Lightly armed:** Accustomed to quickly moving from one front to the next, these warbands forgo heavier equipment as well as weapons that require regular resupply. The Stosstruppen shun heavy ranged weapons such as Machine Guns or Grenade Launchers, and their Shock Troopers are not as effective with heavy melee weapons as their non-Prussian peers. Likewise, Reinforced Armour and Mechanized Heavy Infantry are limited in supply.

‡ **Close-Quarters Focussed:** Whilst the Stosstruppen drill their lightning assaults to perfection, an anti-materiel rifle is hard to argue with. Whilst not unable to function at range, the strengths of these Warbands lie within the 1-12” range. They can be vulnerable against other Warbands with access to artillery, foul magics or other weaponry that can stretch across No Man’s Land and ignore cover.



PRUSSIAN STOSSTRUPPEN



HAUPTMANN



SNIPER PRIEST



FELDKAPLAN



YEOMEN



STOSSTRUPPEN



**COMBAT
ENGINEERS**



**MECHANIZED
HEAVY INFANTRY**



**COMBAT
MEDIC**

Warband Creation

You have 700 🍷 to recruit a Stosstruppen Warband for a campaign (▶ see Starting a Warband in the Rulebook).
Stosstruppen Warbands are Faithful.

DESIGNER'S NOTES

This booklet combines the rules for The Principality of New Antioch and The Stosstruppen of the Free State of Prussia into a shared list. All you need to play as the Prussian Warband Variant is included, but unlike the Rulebook the entries have been modified to reflect the special rules of the Prussian Variant. For example, the Sniper Priest is limited to only 1.

The names of certain units have also been changed to reflect their Prussian background. For clarity you should treat the following units exactly as they are named in the Rulebook.

Hauptmann = Lieutenant

Feldkaplan = Trench Cleric

Stosstruppen = Shock Troopers.

STOSSTRUPPEN OF THE FREE STATE OF PRUSSIA SPECIAL RULES

The following special rules apply to a Stosstruppen of the Free State of Prussia Warband.

- ‡ **Expert Fireteams:** A Stosstruppen of the Free State of Prussia Warband can include up to 3 Fireteams. Each Fireteam consists of any two models from the Warband. All of the models in the Fireteams are given the **FIRETEAM** Keyword at no additional cost in Ⓜ. Fireteams in a Stosstruppen Warband have the Concentrated Attack ability:
- ‡ **Concentrated Attack:** If a model from a Fireteam hits a target that had been hit by an attack made by the other member of their Fireteam earlier in the same Turn, then you can spend 3 **BLOOD MARKERS** to convert the Injury Roll for the second attack to a Bloodbath Roll, even if the target is not Down.
- ‡ **Masters of the Grenade:** Add 4” to the Range of all Grenades used by models from a Stosstruppen of the Free State of Prussia Warband.

Armoury Tables

Stosstruppen Warbands can have the following Battlekit. Battlekit with a bullet point [•] is unique to all New Antioch Warbands, Battlekit with a cross [†] is unique to Stosstruppen Warbands and its rules can be found in the Stosstruppen Battlekit section after the Armoury.

► The rules for all other Battlekit can be found in the standard Battlekit section in the Rulebook.

Ranged Weapons

Automatic Pistol	Limit: 3	20 ☞
Automatic Rifle	Bayonet Lug, Limit: 1	40 ☞
Automatic Shotgun	Bayonet Lug, Shield Combo, Limit: 2	15 ☞
Bolt-Action Rifle	Bayonet Lug	10 ☞
Flamethrower	Limit: 3	30 ☞
Heavy Flamethrower	Limit: 1	55 ☞
Heavy Shotgun	Shield Combo, Limit: 2	20 ☞
Machine Gun	Limit: 1	50 ☞
Pistol		6 ☞
Semi-Automatic Rifle	Bayonet Lug	15 ☞
Shotgun	Bayonet Lug, Shield Combo	10 ☞
Sniper Rifle	Limit: 2	35 ☞
Submachine Gun	Bayonet Lug, Shield Combo, Limit: 4	30 ☞

Melee Weapons

Bayonet	Shield Combo	2 🏆
Great Hammer/Maul		10 🏆
Great Sword/Axe		12 🏆
Misericordia	Combat Medic only, Limit: 1	15 🏆
Polearm	Shield Combo	7 🏆
Sword/Axe		4 🏆
† Tank-Splitter Sword	Limit: 2	15 🏆
Trench Club		3 🏆
Trench Knife		1 🏆

Grenades

Frag Grenades		7 🏆
Incendiary Grenades	Limit: 2	15 🏆
Satchel Charge	Consumable, Limit: 3 (1 per model)	15 🏆

Shields

• Heavy Ballistic Shield	Models wearing Machine Armour only, Shield Combo	15 🏆
Trench Shield	Shield Combo	10 🏆

Armour

• Engineer Body Armour	Combat Engineer only	45 🏆
• Machine Armour	Hauptmann & Mechanized Heavy Infantry only	50 🏆
Reinforced Armour	Hauptmann & Mechanized Heavy Infantry only	40 🏆
Standard Armour		15 🏆

Equipment

Binoculars	ELITE only	10 ☞
Combat Helmet	Headgear	5 ☞
Field Shrine		2 ✪
Gas Mask		5 ☞
† Holy Smoke	Consumable, Feldkaplan only	15 ☞
Medi-kit		5 ☞
Mountaineer Kit	Limit: 4	3 ☞
Musical Instrument	Limit: 1	15 ☞
Shovel		5 ☞
Troop Flag		1 ✪



STOSSSTRUPPEN OF THE FREE STATE OF PRUSSIA BATTLEKIT

The following Battlekit items are unique to Stosstruppen and New Antioch Warbands as shown in the Armoury Tables. Rules for all other items are in the standard Battlekit section (▶ see the Rulebook).

Engineer Body Armour | 45 ☹ | Combat Engineer only

New Antioch Combat Engineers are clad in specially designed reinforced armour.

Type	Range	Keywords
Armour	-	-2 INJURY MODIFIER, NEGATE SHRAPNEL

✚ **Ballistic Box Armour:** Add -1 INJURY DICE to Injury Rolls for a model that has Engineer Body Armour that has been hit by an attack with the SHRAPNEL Keyword.

Heavy Ballistic Shield | 15 ☹ | Models wearing Machine Armour only, Shield Combo

These massive shields are made of aramid fibre mesh and orichalcum-steel alloy. They are so heavy that they can only be carried by Mechanized Heavy Infantry, and even then, they are too cumbersome to be used in fast-paced melee. They are mainly used for protection during their ponderous advance towards the enemy.

Type	Range	Keywords
Shield	-	COVER

Holy Smoke | 15 ☉ | Consumable, Feldkaplan only

Made of a mixture of frankincense, agarwood, and secret chemicals from the Mendelist Order, this burned incense is inhaled by Prussian Feldkaplan before battle. It is highly addictive but grants great physical and mental resilience.

Type	Range	Keywords
Equipment	-	CONSUMABLE

✦ **Holy Smoke:** When you deploy a model that has Holy Smoke, you can say that they will consume it. If you do so, until the end of the game, the model has the **NEGATE FEAR** Keyword and **-1 INJURY DICE** is added to Injury Rolls for attacks that hit it.

Machine Armour | 50 ☉ | Hauptmann & Mechanized Heavy Infantry only

Combining the rarest of divine metal alloys and the latest technology of New Antioch, machine armour makes its wearer a virtual tank.

Type	Range	Keywords
Armour	-	-3 INJURY MODIFIER

✦ **Bulky:** Change the base size of a model that has Machine Armour to 40mm unless it is already 40mm or larger. In addition, a model with Machine Armour cannot be equipped with a Trench Shield and has a Charge Bonus of D3” instead of D6”.

✦ **Standfast:** When a model that has Machine Armour suffers a Down result on the Injury table, it is treated as a Minor Wound result instead.

Tank-Splitter Sword | 15 🏹 | Limit: 2

It takes years of gruelling Mensur practice and field drills to acquire the precision and speed required to use the specialist tank-splitter swords of the Gardekorps. Despite their great size (often over 6 feet long), they are remarkably light, and due to the large quantities of orichalcum used in their forging process, they are virtually unbreakable. They are often used to disable tanks and other armoured vehicles, by either slicing their armour open or disabling them with an accurate swing to sever their tracks. Before any battle, they are treated with a special metal-corroding chemical compound which melts armour, making it far deadlier against armoured targets than those who wear none.

Type	Range	Keywords
2-Handed	Melee	+1 INJURY DICE, CRITICAL, CUMBERSOME

✦ **Tank-Splitter:** When you make an Injury Roll for an attack made with a Tank-Splitter Sword against a target wearing Armour or carrying a Shield, before rolling the dice for the Success Roll, put one dice aside and turn it so that it shows a roll of '6'. Roll the rest of the dice, and then return the dice you put to one side; it counts as having rolled a 6. In addition, attacks made with a Tank-Splitter Sword are not affected by the Dragonslayer Patron Skill (▶ see Patrons in the Trench Crusade Digital Rulebook).



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1 Hauptmann

Cost: 70 

Warbands of the Stosstruppen are led by the fabled Hauptmann, expert duellists and the bravest of the brave, even amongst the already fearless Prussians. Often hailing from noble bloodlines, a Hauptmann proves their courage through ceremonial Mensur duels, earning faces full of scars as they deal precise cuts to each other without a flinch. As befits their status, a Hauptmann storms the trenches equipped with suits of painstakingly hand-crafted armour that enhances their flexibility, whilst wielding devastating tank-splitter swords. Each Hauptmann is granted a level of autonomy in how they execute their missions, but the fearsome fighters of the Stosstruppen follow no less than the finest of leaders.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+2 DICE	+2 DICE	0	32 mm

Battlekit A Hauptmann can have any Battlekit from the Stosstruppen Armoury Tables

Abilities **✦ Hold Your Fire! ACTION:** The Hauptmann orders their warband to stop shooting, forcing the enemy to move first. To represent this, a Hauptmann can take a Hold Your Fire! ACTION. If they do so, pick 1 enemy model that is in the Hauptmann's Line of Sight and that the opponent is allowed to Activate. The Hauptmann's Activation then ends, and the opponent must Activate the model you picked.

✦ Rapid Assault: The Hauptmann in a Stosstruppen of the Free State of Prussia Warband can have the Rapid Assault ability at a cost of +5 .

✦ Rapid Assault Ability: Add +1 DICE to the Risky Success Roll when a model with the Rapid Assault ability takes a Dash ACTION.

Keywords NEW ANTIOCH, ELITE, LEADER, TOUGH



0 - 1 Sniper Priest


Cost: 50 

Whilst the most common tactics of a Stosstruppen warband revolve around rapid, short distance assaults, some officers see the added value of long range fire to pin their foes in place. No better asset can be found for this role than the revered Sniper Priests, monastic orders known for ritually blinding themselves and using their unerring faith in the Lord to guide their aim far across No Man's Land.

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

Battlekit A Sniper Priest can have any Battlekit from the Stosstruppen 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





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O-1 Feldkaplan

Cost: 60 

Adorned in the finest armour and armaments by the Church Militant, the Feldkaplan take to the trenches often in the image of great angelic templars thanks to the large, woodcarved wings framing the reliquaries on their backs. Wielding ornate greatswords and shrouded in the scent of incense, a Feldkaplan's inspiring resilience is bolstered by their use of holy smoke, a uniquely addictive chemical compound that inures its user to the physical and mental toll of war.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+1 DICE	+1 DICE	0	32 mm

Battlekit A Feldkaplan can have any Battlekit from the New Antioch and Strosstruppen Armoury Tables.

Abilities **✠ God is With Us! ACTION:** A Feldkaplan can take a God is With Us! ACTION. If they do so, take a Risky Success Roll for the Feldkaplan. If the roll is a Failure, nothing happens, and the Feldkaplan's Activation ends. If the roll is a Success or a Critical Success, you can place 1 BLESSING MARKER next to the Feldkaplan or a friendly model within 6" of the Feldkaplan.

✠ Onward Christian Soldiers!: Friendly NEW ANTIOCH models within 8" of a Feldkaplan have the NEGATE FEAR Keyword.

Keywords NEW ANTIOCH, ELITE, NEGATE FEAR





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Yeomen

Cost: 30 

Prussia's Yeomen play a vital supporting role to the rapid assault of the Stosstruppen. Where the vanguard deploy automatic weapons and far reaching grenades, the Yeomen fulfil a utility role - picking off enemies with bolt-action rifles, clearing trenches with liberal use of flamethrowers, and even maintaining the pace of the assault with the impassioned playing of a glockenspiel.

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

Battlekit A Yeoman may be recruited with a Bolt-Action Rifle for a reduced cost of 5 . A Yeoman can also have any Battlekit from the Stosstruppen Armoury Tables.

Keywords NEW ANTIOCH





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2 - 8 Stosstruppen

Cost: 45 

Recruited from decorated athletes in their prime and then drilled in team-based close quarter combat, the Stosstruppen are experts in all things short range and explosive. With countless hours of grenade training and combat sparring with clubs and axes, each soldier bearing this title earns it by sprinting through trenches and unleashing devastating, highly coordinated attacks that can fell a hellspawn twice their size.

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

Battlekit A Stosstruppen can have any Battlekit from the Stosstruppen Armoury Tables.

- Abilities**
- ✦ **Shock Charge:** When you roll the Charge Bonus for a Stosstruppen, roll 1 extra D6 and use the single highest die to determine the bonus.
 - ✦ **Forward Positions:** Up to 2 Stosstruppen in a Stosstruppen of the Free State of Prussia Warband can have the **INFILTRATOR** Keyword at a cost of +10  each.
 - ✦ **Rapid Assault:** The Stosstruppen in a Stosstruppen of the Free State of Prussia Warband can have the Rapid Assault ability at a cost of +5  each.
 - ✦ **Rapid Assault Ability:** Add +1 **DICE** to the Risky Success Roll when a model with the Rapid Assault ability takes a Dash **ACTION**.

Keywords NEW ANTIOCH



0-2 Combat Engineers

Cost: 80 

Whilst the athleticism and training of the Stosstruppen is usually enough to see them reach their targets, the trenches of the war can be far from mundane affairs. Some may be littered with unholy obelisk shrines, others pocked by putrid Black Grail infestation, and others still home to nests of sentient barbed wire. It is for these obstacles that the Combat Engineers are deployed - heavily armoured and highly trained in manipulating and defusing battlefield threats.

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

Battlekit A Combat Engineer always has Engineer Body Armour and a Shovel. This Battlekit cannot be removed or lost throughout the campaign for any reason. The Injury Modifier for the Armour is included in the model's Profile above. They can also have any Battlekit from the Stosstruppen Armoury Tables, apart from Armour.

Abilities (continue)

- ✦ **Battlefield Demolition:** You can ignore the Effect of the HEAVY Keyword for 1 Satchel Charge that a Combat Engineer has. A Combat Engineer still cannot have more than 1 Weapon (of any type) with the HEAVY Keyword.
- ✦ **Defuse Mine:** When you move a Combat Engineer into contact with a terrain piece that has been mined, you can say the Combat Engineer will try to defuse the mine before it detonates. If you do so, take a Risky Success Roll for the model. If the roll is a Failure the mine detonates and the Combat Engineer's Activation ends. If the roll is a Success or a Critical Success, the mine does not detonate, and the terrain piece is no longer considered mined.

Abilities
continued

✦ **Fortify** ACTION: A Combat Engineer can take a Fortify ACTION. If they do so, take a Risky Success Roll for the Combat Engineer. If the roll is a Failure, the Combat Engineer's Activation ends. If the roll is a Success or a Critical Success, the Combat Engineer has the **COVER** Keyword until they move away from their current position.

Keywords **NEW ANTIOCH**



O-1 Mechanized Heavy Infantry Cost: 85/95 Ⓜ

Despite New Antioch's dependence on the colossal, walking tanks known as Mechanized Heavy Infantry, for the Stosstruppen, such heavy and slow soldiers are seen as a liability. However, certain missions, such as those on the Heretic naval warfleets or in the catacombs beneath No Man's Land require a defensive backline, for which the Hauptmann may choose to deploy a single soldier in this nigh impregnable armour.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	+1 DICE	+0 DICE	-2/-3	40mm

Battlekit A Mechanized Heavy Infantry model always has either Reinforced Armour at cost of 85 Ⓜ, or Machine Armour at a cost of 95 Ⓜ. The modifier for the armour is included in the Mechanized Heavy Infantry model's Profile above. Their Armour cannot be removed or lost throughout the campaign for any reason. The Injury Modifier for the Armour is included in the model's Profile above. They can have any Battlekit from the Stosstruppen Armoury Tables, apart from Armour.

Abilities None

Keywords NEW ANTIOCH, STRONG



O-1 Combat Medic

Cost: 65 

Given the aggressive fighting philosophy of the Stosstruppen, injuries are high amongst their ranks, even if most are only noticed after the fighting is done. It is the role of the Combat Medics to ensure their fellow soldiers remain on their feet and in the fight. Of course, as they are still Prussian, a Combat Medic is also perfectly adept at using their knowledge of anatomy to distribute efficient battlefield executions on their fallen foes.

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

Battlekit A Combat Medic always has Standard Armour, a Gas Mask, a Medi-kit, and a Misericordia. The Injury Modifier for the Armour is included in the model's Profile above. They can also have any Battlekit from the Stosstruppen Armoury Tables, apart from Armour.

Abilities **✦ Expert Medic:** Add +2 DICE to the Risky Success Roll when a Combat Medic carries out a Treat ACTION with their Medi-kit.

✦ Finish the Fallen: Due to their knowledge of anatomy and physiology, medics are experts at inflicting debilitating injuries and excruciating pain. add +1 DICE to Injury Rolls for Melee Attacks made by a Combat Medic if the target is Down and does not have the **BLACK GRAIL** or **DEMONIC** Keywords.

Keywords NEW ANTIOCH, NEGATE FEAR



SAMPLE LISTS

Sample lists are meant to get you into the fight quickly, providing fun and thematic lists tailored to the Warband's rules. They also correspond to the two ways you can assemble each model in this kit. However, they are only a suggestion. You can (and should) build your models and warband however you see fit!



6th Gardekorps of Königsberg



Of the many legendary Stosstruppen warbands, there is one that stands as an exemplar to all, the 6th Gardekorps of Königsberg. Their tally of victories is unmatched, though even among their legendary campaigns, one battle in particular is solemnly remembered for its bloody and ferocious nature.

During the infamous Battle of the Princes, the 6th were trapped in an endless web of enemy trench networks with no obvious way through. Remembering the creed sworn within Königsberg Cathedral, their Hauptmann, Frau Frederica von Goltz, devised an unconventional strategy in the face of certain death.

Prior to the Battle of the Princes, wagging tongues in Prussian society gossiped that von Goltz was little more than a promotion born of nepotism thanks to her noble lineage, but those same tongues were stilled at the sight of the still-bloody soldiers and their devotion to von Goltz upon their return to Königsberg. Like every Hauptmann, she had earned her rank in the blood and horror of the trenches, but her victory here had transformed the 6th into something truly legendary. Already fiercely loyal to their commander, the Battle of the Princes forged a devotion stronger than steel, and any derogatory emphasis on the gender or heritage of their commander finds the varlet presented with an offer of a Mensur duel with Frau Hauptmann. Strangely, no such offers have yet been taken up.



Guards Cuirassiers

Oblique Order Formation

In many ways the archetypal fighting style for the Prussians, the Oblique Order Formation emphasises a high volume of melee attacks delivered quickly to a weak flank - and is the tactic that earned the 6th Gardekorps their reputation at the Battle of the Princes.

As a Warband List, cheap weapons and grenades allow for increased ducat spend on protective gear like armour and gas masks. Each of the three Stosstruppen wield a pair of simple melee weapons, maximising the amount of Blood Markers they can deal to their enemies through off-hand attacks and consecutive activations through the use of Fireteams. A good opening move uses Stosstruppen Ludwig's Forward Position ability to start racking up Blood Markers through his early Cover-ignoring grenade volleys, whilst Stosstruppen Lars and Jens push on this weakened flank, and Hauptmann Frederica handles the toughest armour. Meanwhile, Feldkaplan Leopold holds the core of the remaining advance, handling any enemy melee threats personally with the support of any Yeomen not occupying home-field objectives. Don't forget Leopold's abilities and Otto's Medi-kit, as their healing will be crucial in keeping the Gardekorps on their feet!

To build the models for this warband, use option **A** in the assembly guide.



FRAU HAUPTMANN FREDERICA VON GOLTZ

70 🏰

- ✦ Tank-Splitter Sword 15 🏰
- ✦ Frag Grenades 7 🏰
- ✦ Reinforced Armour 40 🏰
- ✦ Combat Helmet 5 🏰
- ✦ Gas Mask 5 🏰
- ✦ Rapid Assault 5 🏰

147 🏰



FELDKAPLAN RUDOLF LEOPOLD III

60 🏰

- ✦ Tank-Splitter Sword 15 🏰
- ✦ Frag Grenades 7 🏰
- ✦ Standard Armour 15 🏰
- ✦ Combat Helmet 5 🏰
- ✦ Gas Mask 5 🏰
- ✦ Holy Smoke 15 🏰

122 🏰



STOSSTRUPPEN JENS VON BISMARCK

45 🏰

- ✦ Axe 4 🏰
- ✦ Trench Club 3 🏰
- ✦ Frag Grenades 7 🏰
- ✦ Standard Armour 15 🏰
- ✦ Combat Helmet 5 🏰
- ✦ Rapid Assault 5 🏰

84 🏰



STOSSTRUPPEN LUDWIG VON JAHN

45 🏰

- ✦ Axe 4 🏰
- ✦ Trench Club 3 🏰
- ✦ Frag Grenades 7 🏰
- ✦ Standard Armour 15 🏰
- ✦ Gas Mask 5 🏰
- ✦ Forward Position 10 🏰
- ✦ Rapid Assault 5 🏰

94 🏰



STOSSTRUPPEN LARS VON JAHN

✦ Trench Club	3
✦ Frag Grenades	7
✦ Standard Armour	15
✦ Combat Helmet	5
✦ Rapid Assault	5

45

80



YEOMAN "KLEINE" HANS PLAMANN

✦ Pistol	6
✦ Combat Helmet	5
✦ Musical instrument	15

30

56



YEOMAN HUGO GRAFF VON ENSE

✦ Bolt-Action Rifle	5
✦ Bayonet	2
✦ Trench Club	3
✦ Combat Helmet	5

30

45



YEOMAN OTTO LAUBACH

✦ Flamethrower	30
✦ Combat Helmet	5
✦ Medi-kit	5

30

70

Total 698

Guards Cuirassiers Blitzkrieg Formation

When a mission needs to be completed with haste beyond all else, Frau Hauptmann von Goltz leads what she refers to as the Blitzkrieg Formation. Forsaking armour and a focus on the charge into melee combat, the 6th Gardekorps instead arm themselves with automatic weapons, sending blistering hails of firepower into their enemy to ensure their death at the earliest opportunities.

This Warband List is more vulnerable list that aims to deliver a powerful alpha strike using ranged weaponry. Frau Hauptmann and Yeoman Hugo have the longest range weaponry with their Automatic and Bolt-Action Rifles respectively, and can start dealing out damage in the early turns of the game. Meanwhile, Feldkaplan Leopold and Stosstruppen Lars and Jens each wield Submachine Guns, shorter in range but capable of firing twice a turn, including at different targets. Using these in Fireteams will mean in a matter of two chain activations, an otherwise healthy enemy model can be made vulnerable to a Bloodbath even Yeoman Hans' humble Pistol can make lethal use of. The third line of engagement is that of Flamethrower range. For Yeoman Otto this is a prime way to deal with enemy armour on the counter charge, but in the hands of Stosstruppen Ludwig, thanks to his Forward Position ability, enemy leaders and utility models can be bathed in armour-ignoring flames from the first turn.

To build the models for this warband, use option **B** in the assembly guide.



**FRAU HAUPTMANN
FREDERICA VON GOLTZ**

70 🏰

- ✦ Automatic Rifle 40 🏰
- ✦ Tank-Splitter Sword 15 🏰
- ✦ Frag Grenades 7 🏰
- ✦ Standard Armour 15 🏰
- ✦ Rapid Assault 5 🏰

152 🏰



**FELDKAPLAN
RUDOLF LEOPOLD III**

60 🏰

- ✦ Pistol 6 🏰
- ✦ Submachine Gun 30 🏰
- ✦ Sword 4 🏰
- ✦ Standard Armour 15 🏰
- ✦ Combat Helmet 5 🏰

120 🏰



**STOSSTRUPPEN
JENS VON BISMARCK**

45 🏰

- ✦ Submachine Gun 30 🏰
- ✦ Frag Grenades 7 🏰
- ✦ Rapid Assault 5 🏰

87 🏰



**STOSSTRUPPEN
LUDWIG VON JAHN**

45 🏰

- ✦ Flamethrower 30 🏰
- ✦ Combat Helmet 5 🏰
- ✦ Forward Position 10 🏰
- ✦ Rapid Assault 5 🏰

95 🏰



**STOSSTRUPPEN
LARS VON JAHN**

- ✦ Submachine Gun
- ✦ Frag Grenades
- ✦ Combat Helmet
- ✦ Rapid Assault

45 🏆

30 🏆

7 🏆

5 🏆

5 🏆

92 🏆



**YEOMAN
"KLEINE" HANS PLAMANN**

- ✦ Pistol
- ✦ Musical instrument

30 🏆

6 🏆

15 🏆

51 🏆



**YEOMAN
HUGO GRAFF VON ENSE**

- ✦ Bolt-Action Rifle
- ✦ Bayonet
- ✦ Frag Grenades
- ✦ Combat Helmet

30 🏆

5 🏆

2 🏆

7 🏆

5 🏆

49 🏆



**YEOMAN
OTTO LAUBACH**

- ✦ Shotgun
- ✦ Bayonet
- ✦ Combat Helmet
- ✦ Medi-kit

30 🏆

10 🏆

2 🏆

5 🏆

5 🏆

52 🏆

Total 698 🏆

MINIATURES ASSEMBLY GUIDE

HAUPTMANN



A

OPTION A



B

OPTION B

WARBANDS

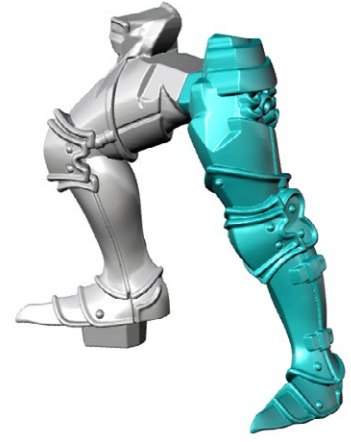
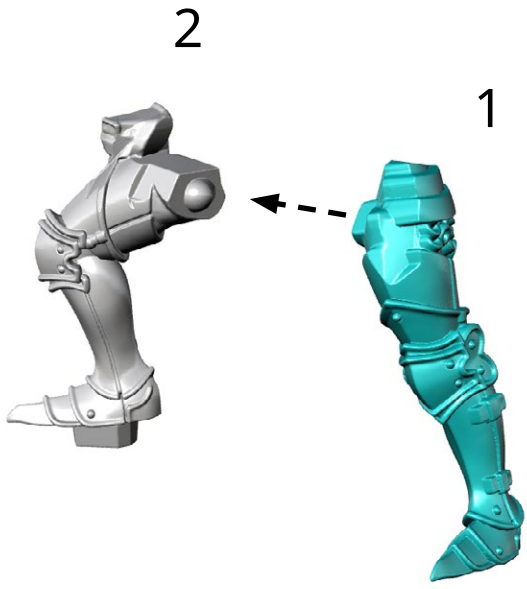
RULES

SAMPLE
LIST

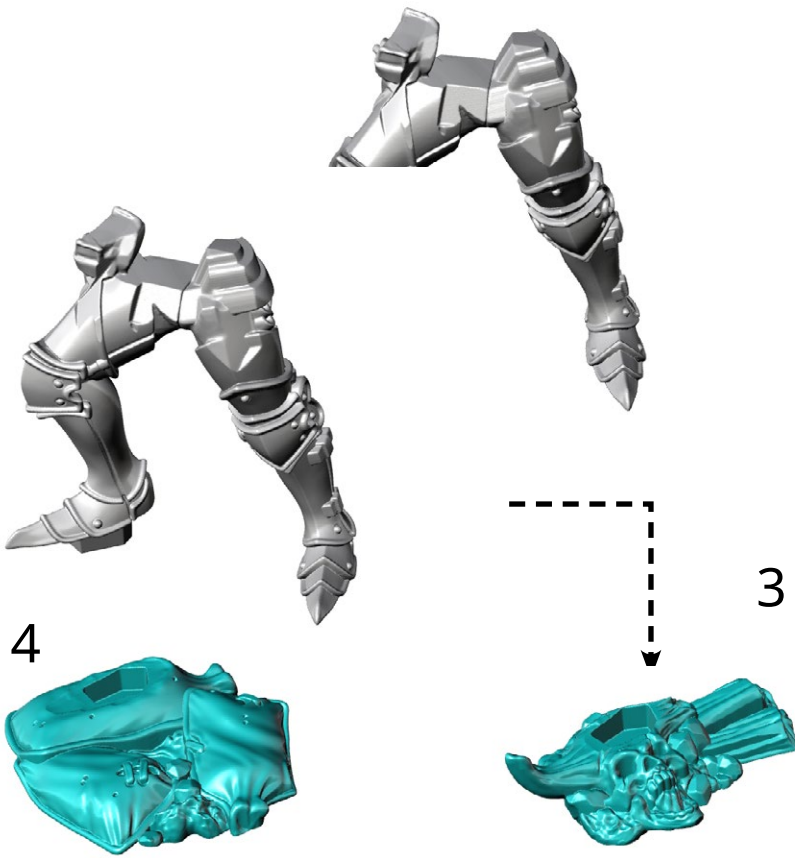
ASSEMBLY
GUIDE

CREDITS

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2



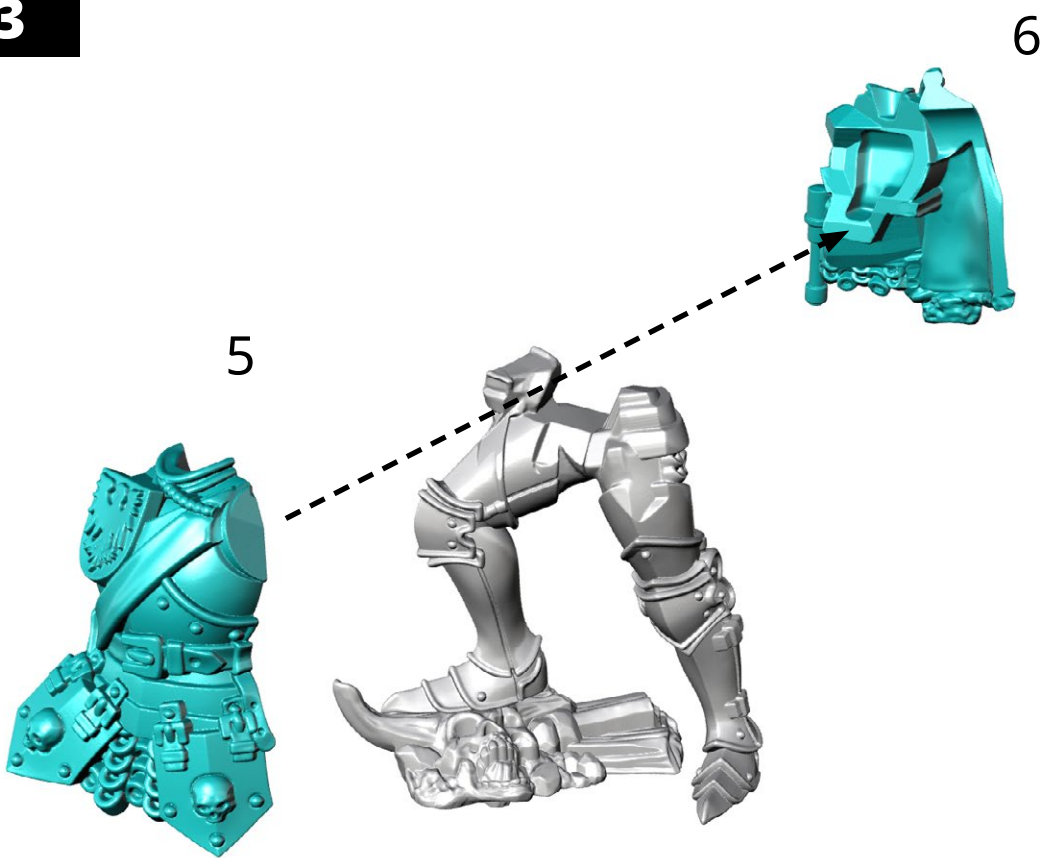
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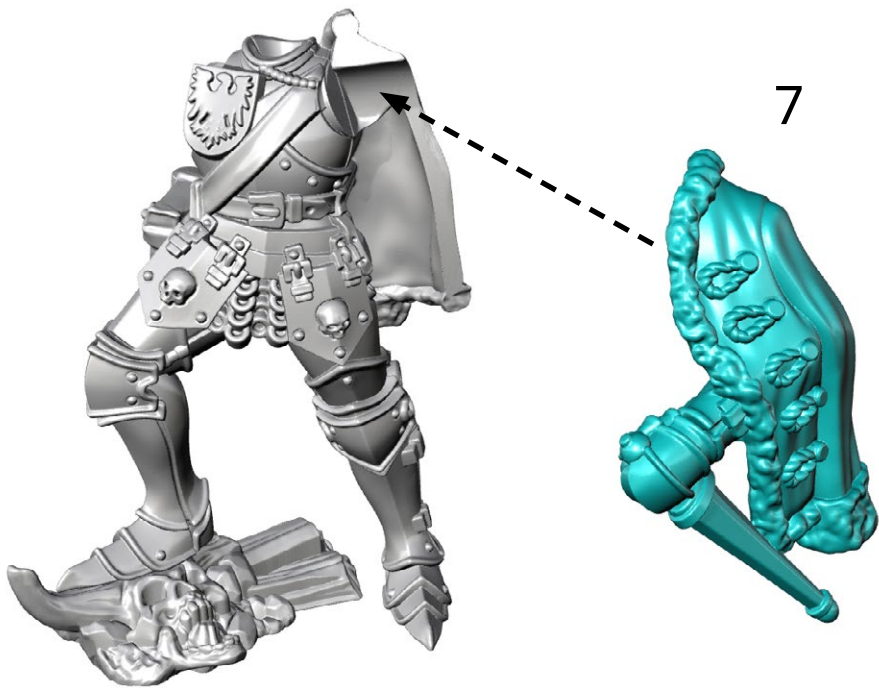
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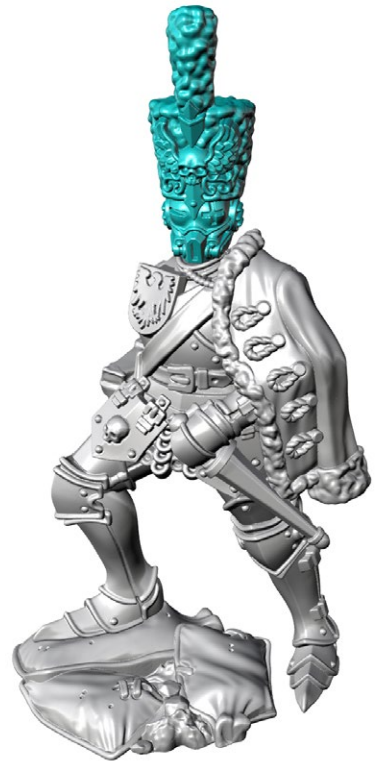
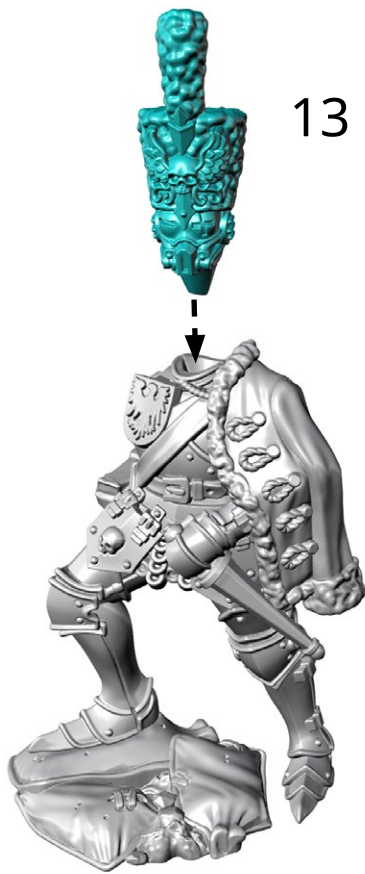
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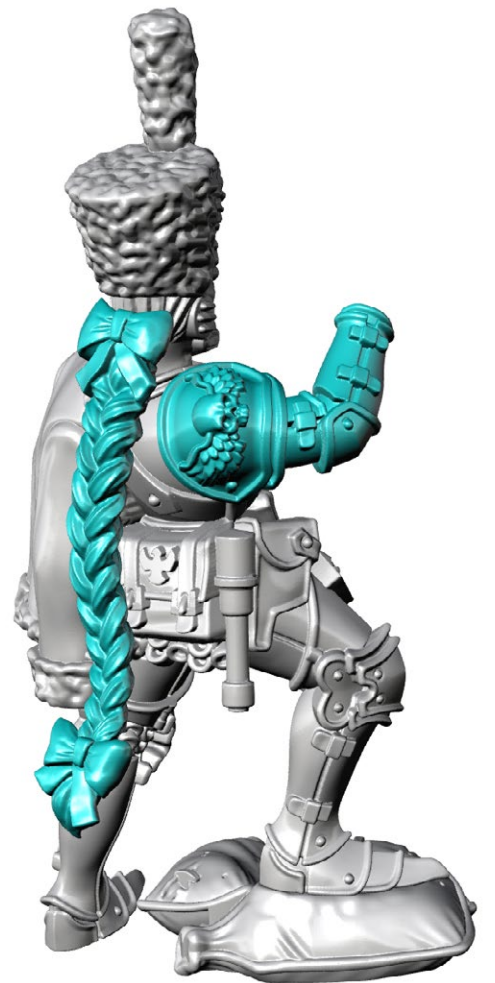
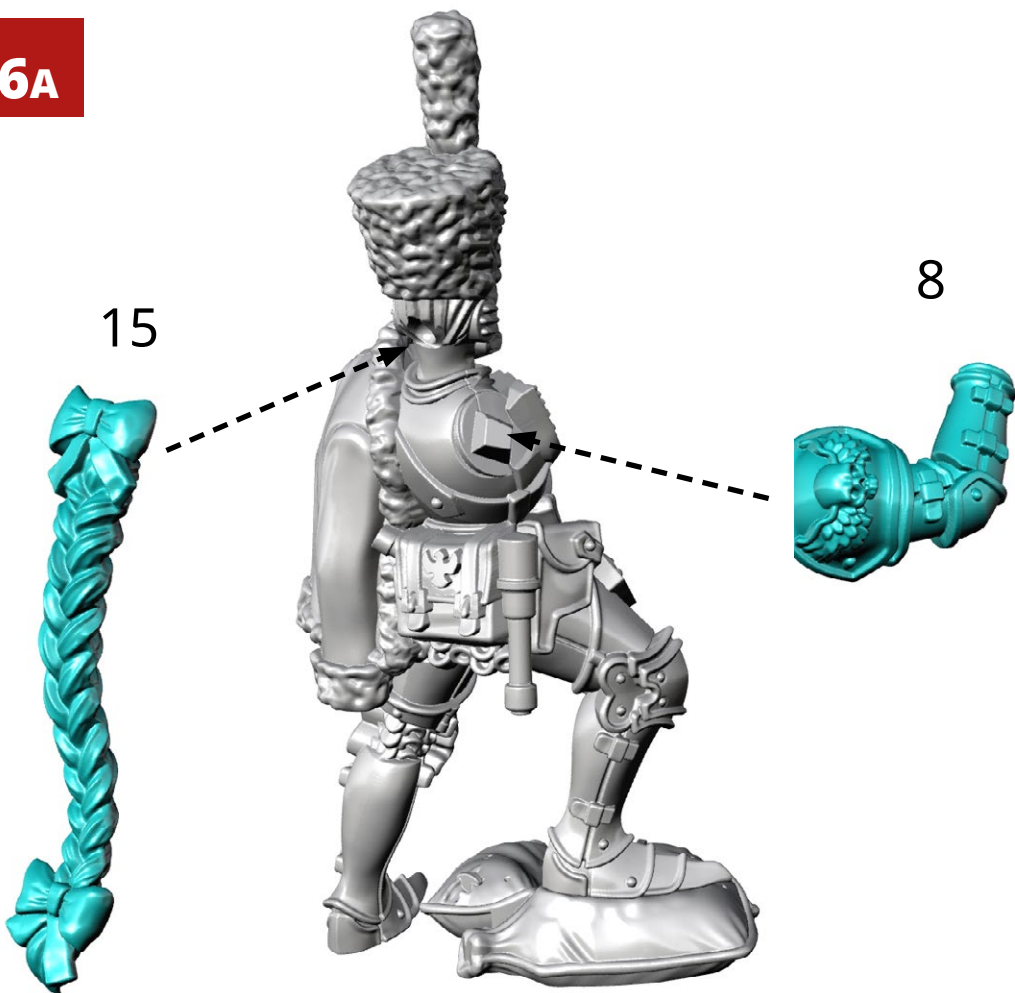
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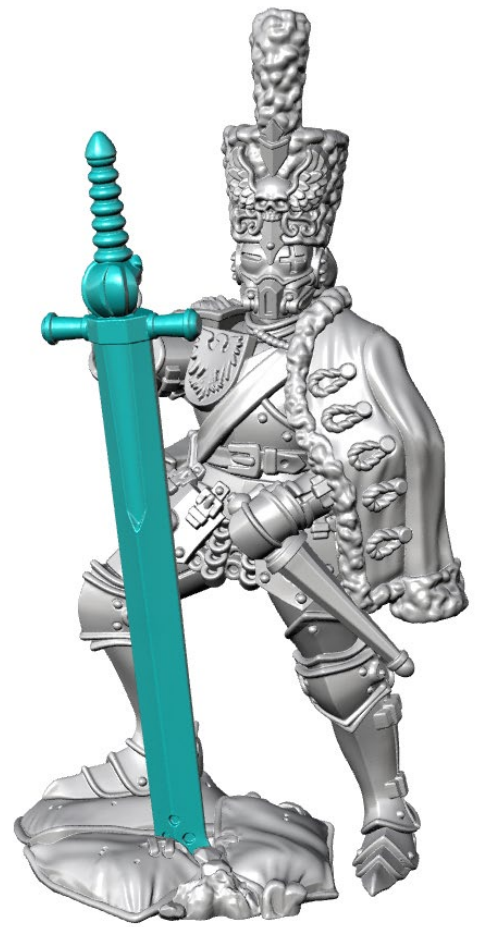


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7A

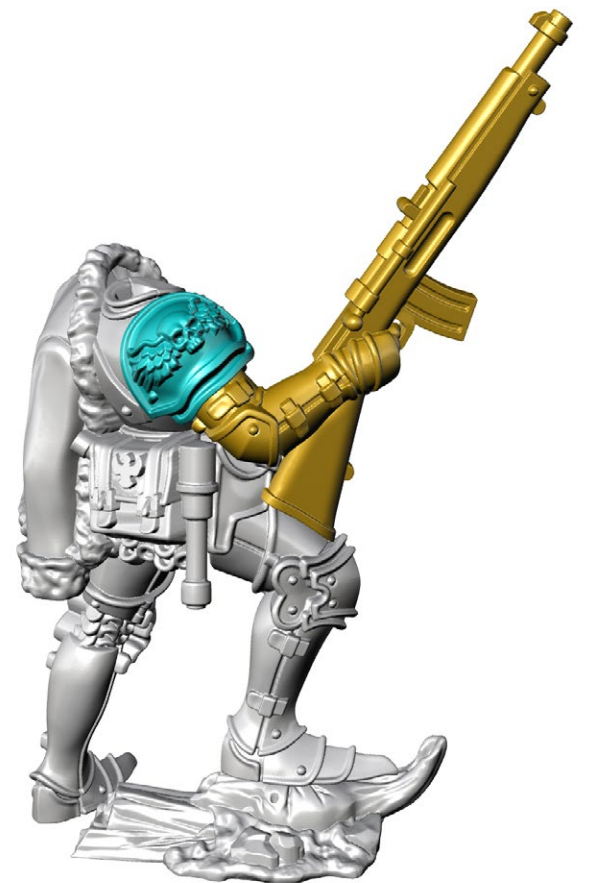
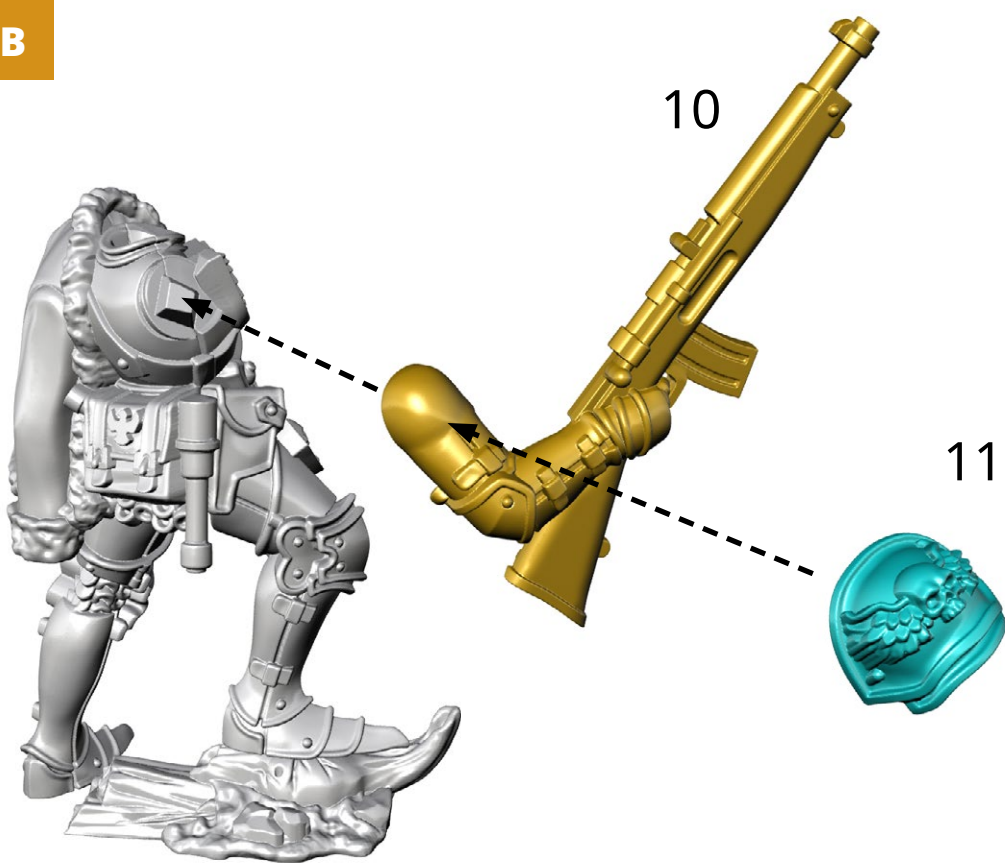
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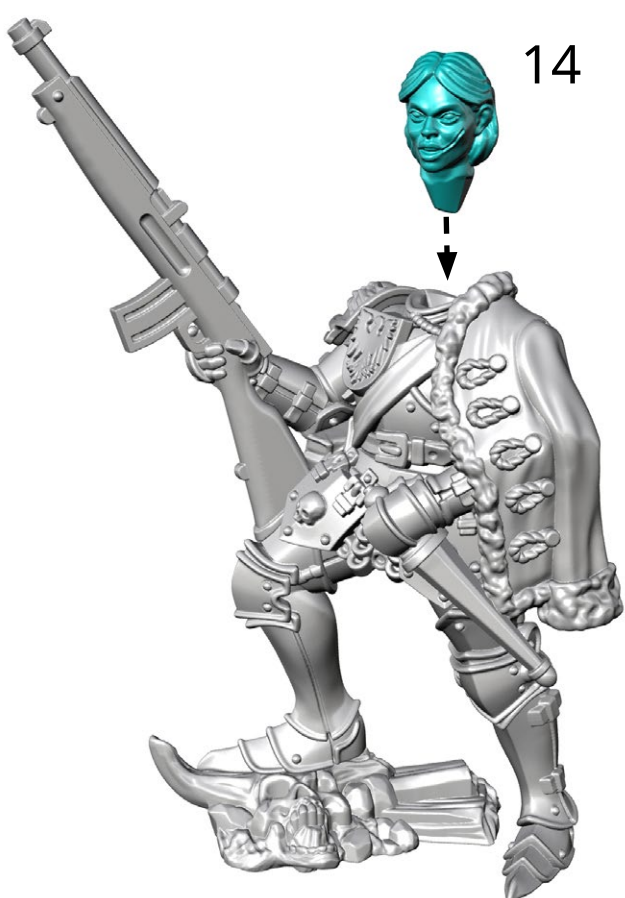
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6B

14

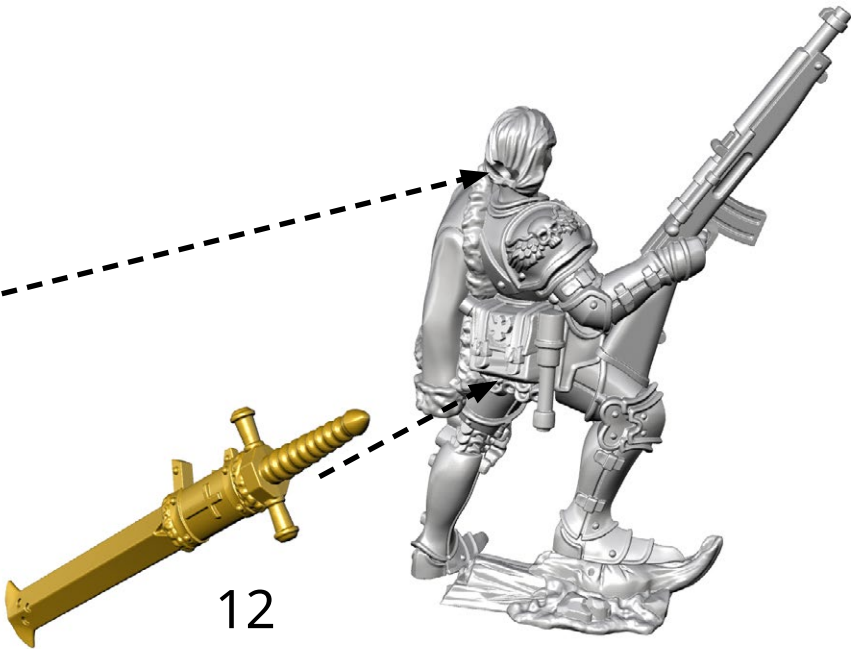
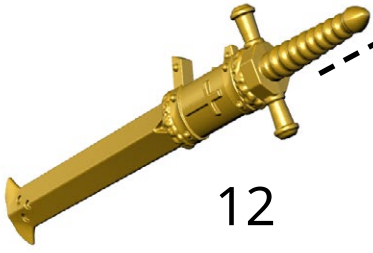


7B

15



12



8A

Ø
32mm



8B

Ø
32mm



FELDKAPLAN



A

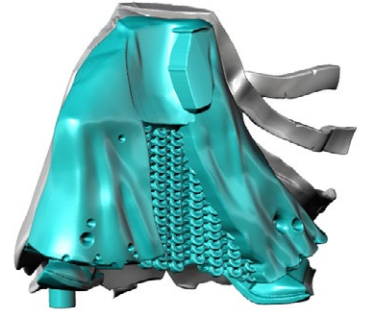
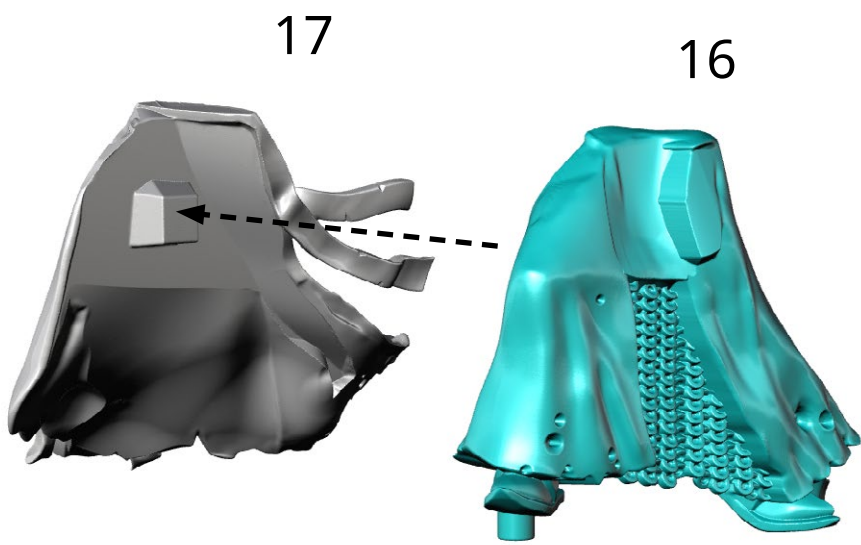
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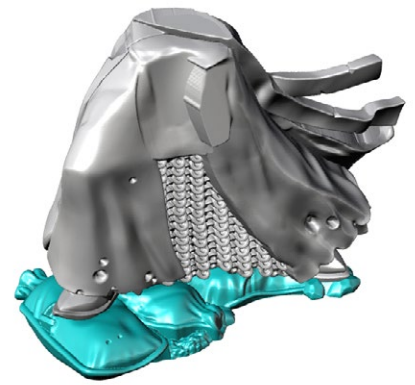
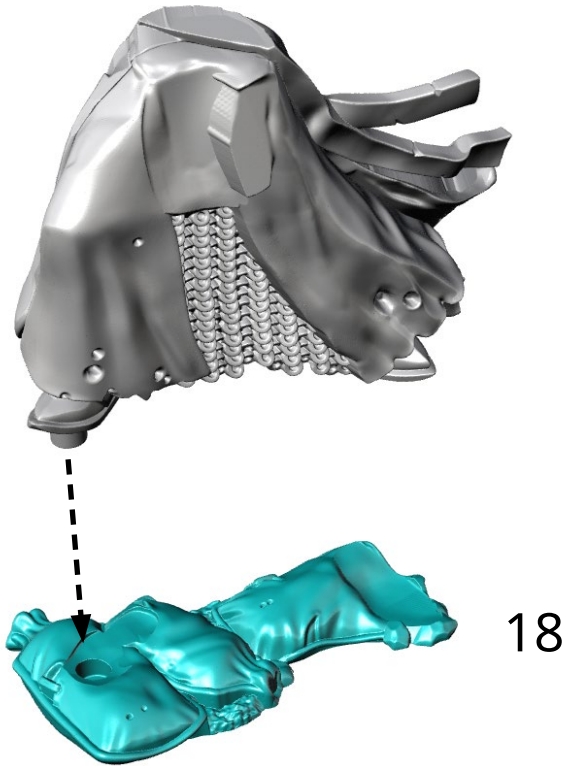
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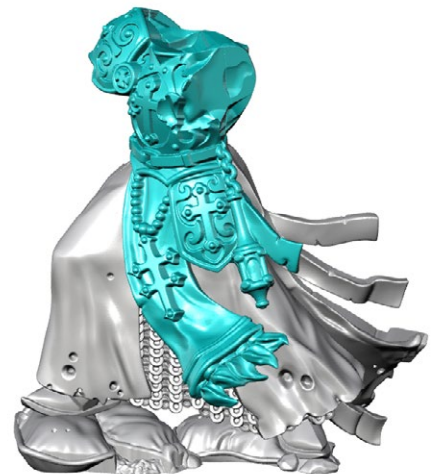
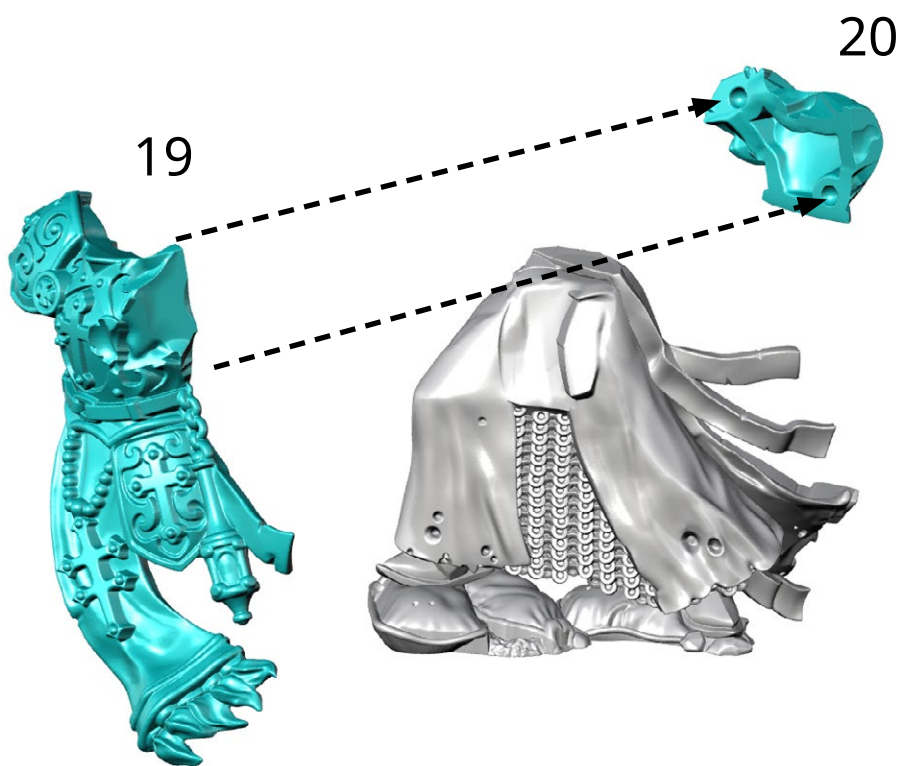
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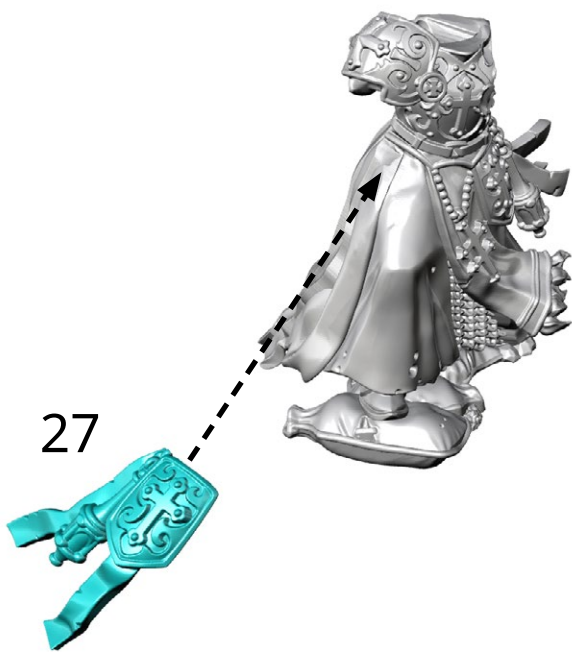
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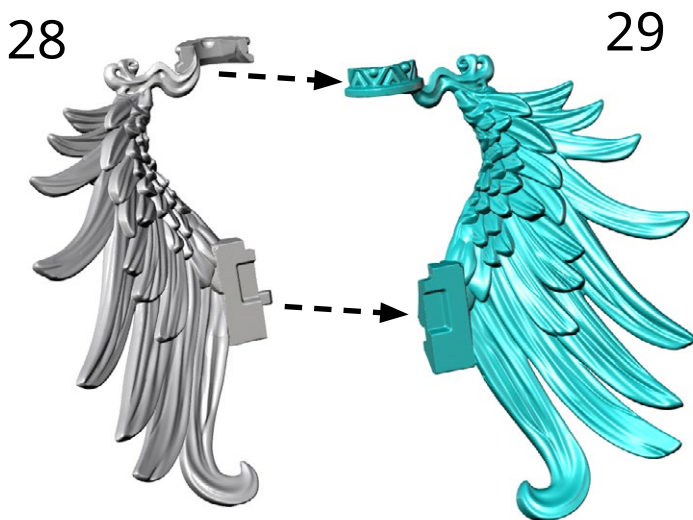
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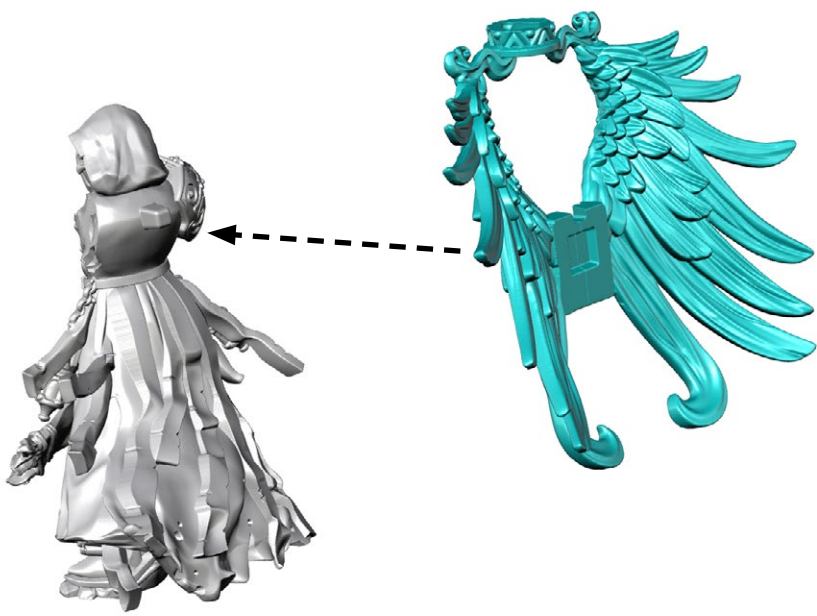
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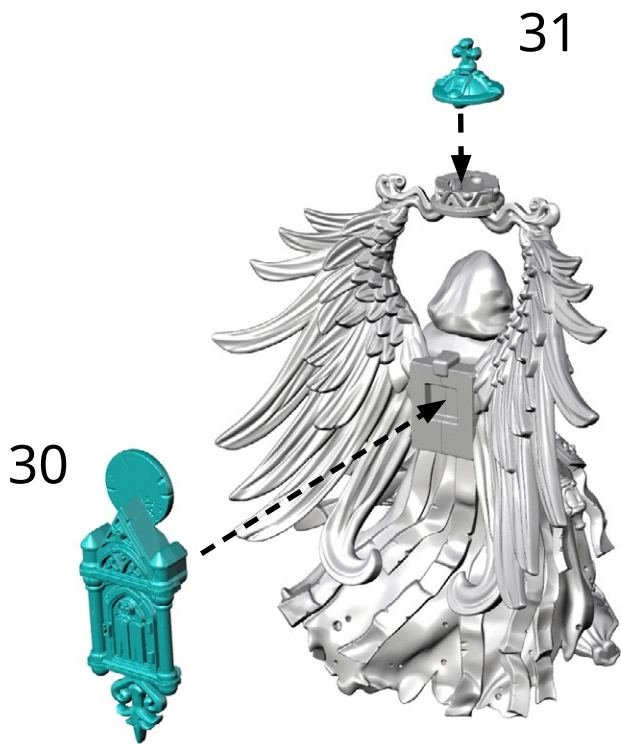
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7



8



9A

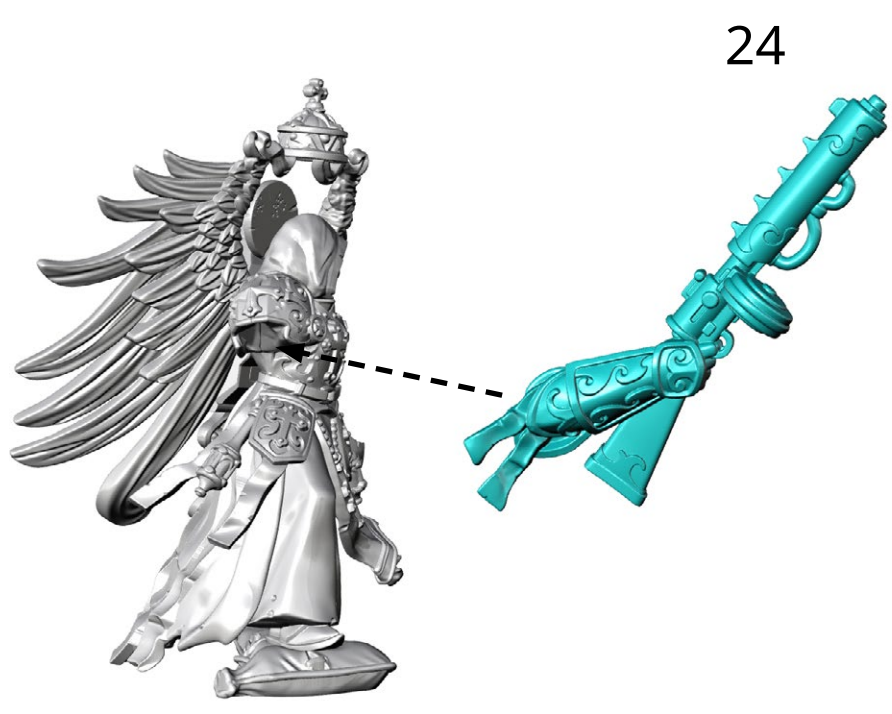


10A

Ø
32mm

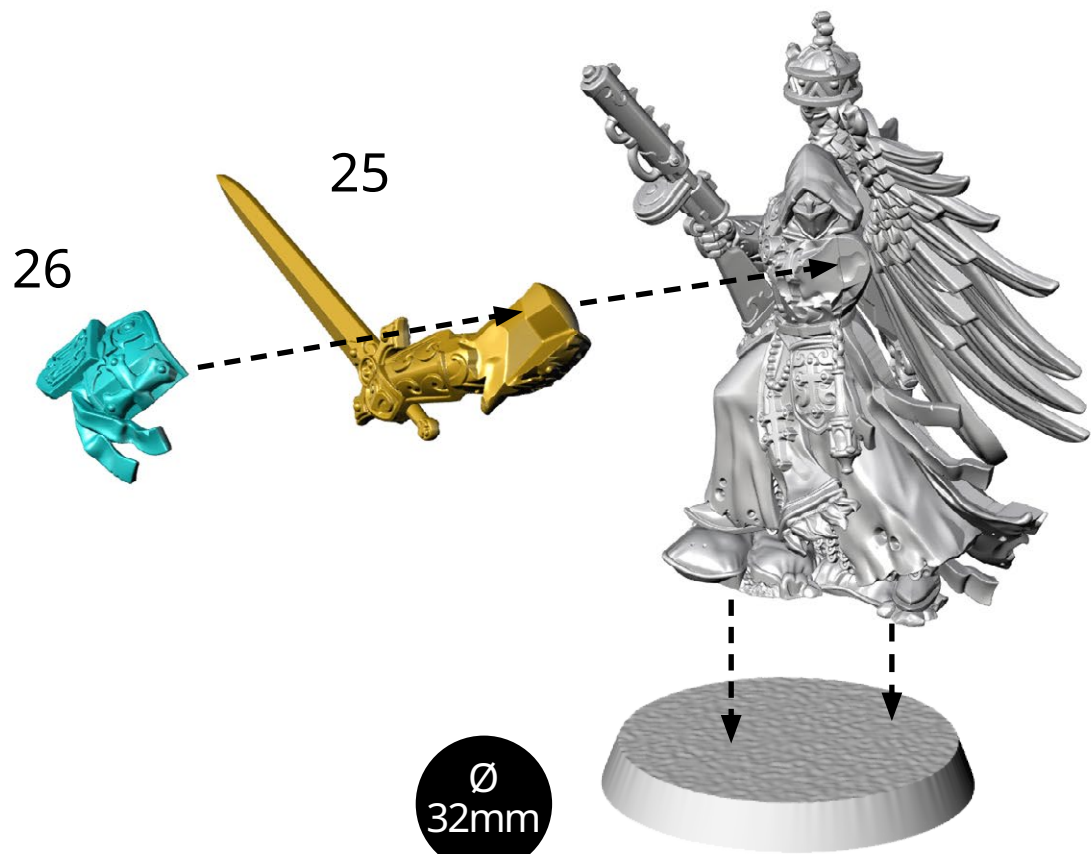


9B



10B

Ø
32mm



STOSSTRUPPEN 1



A

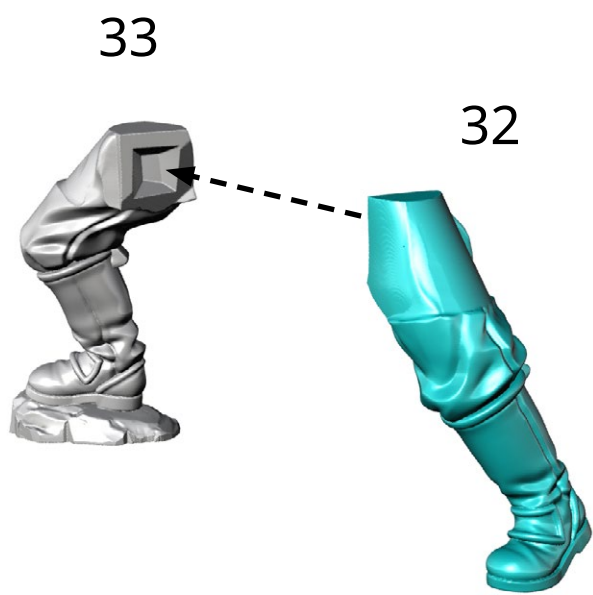
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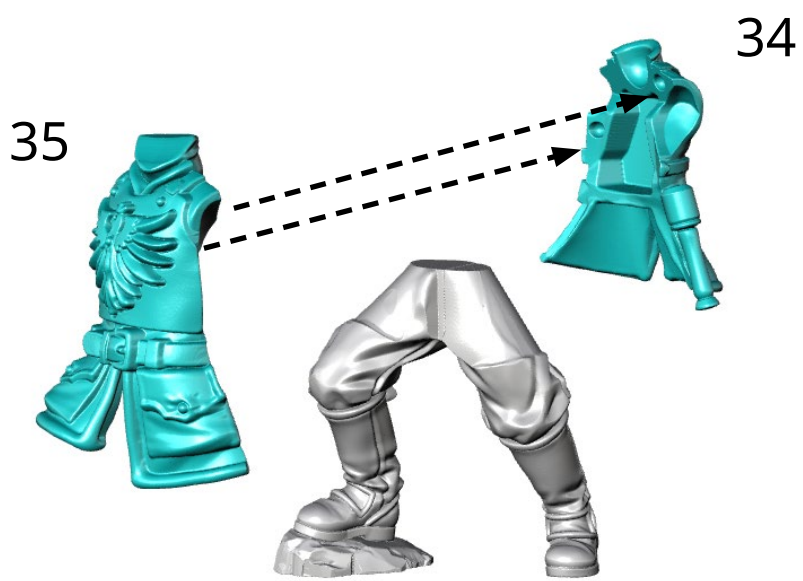
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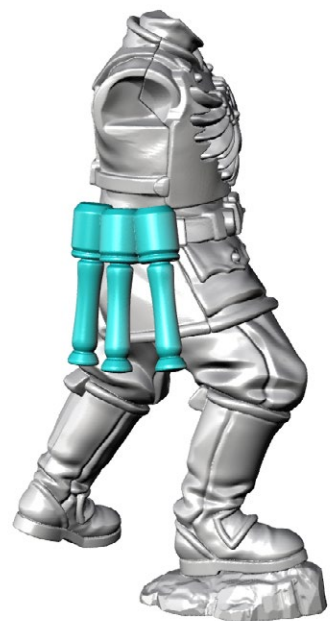
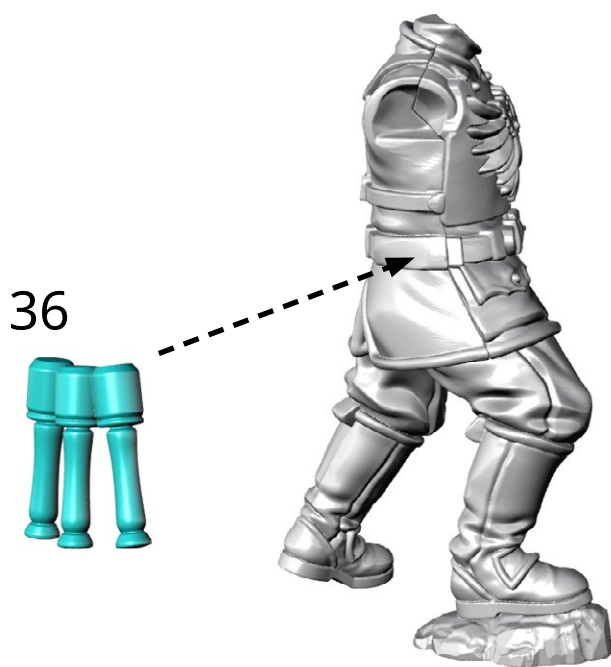
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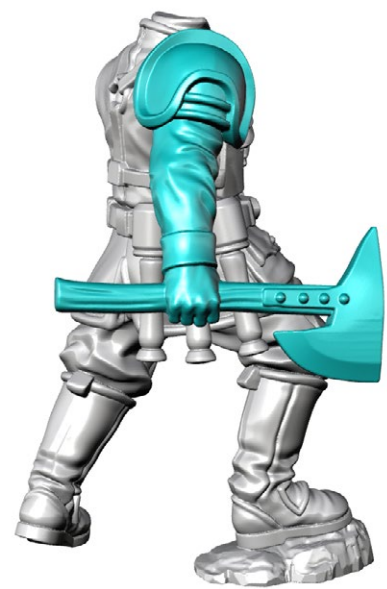
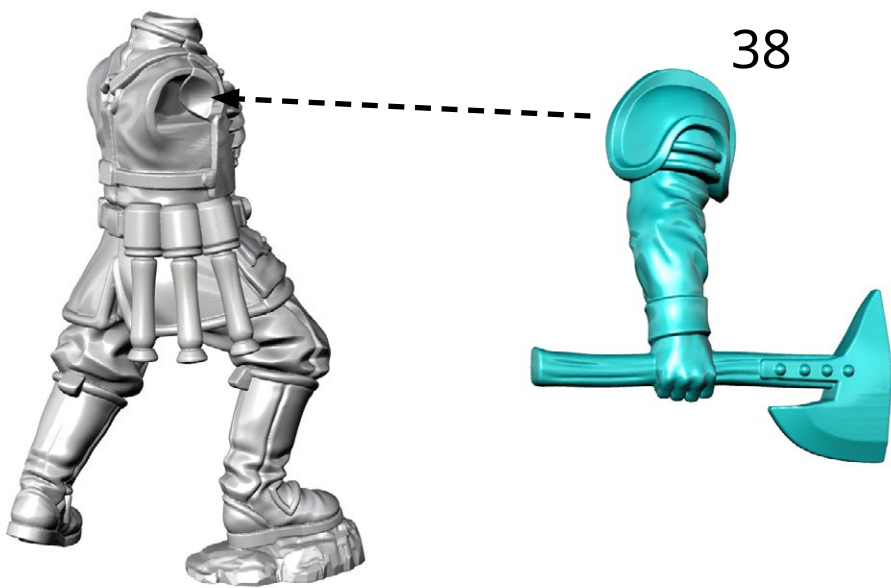
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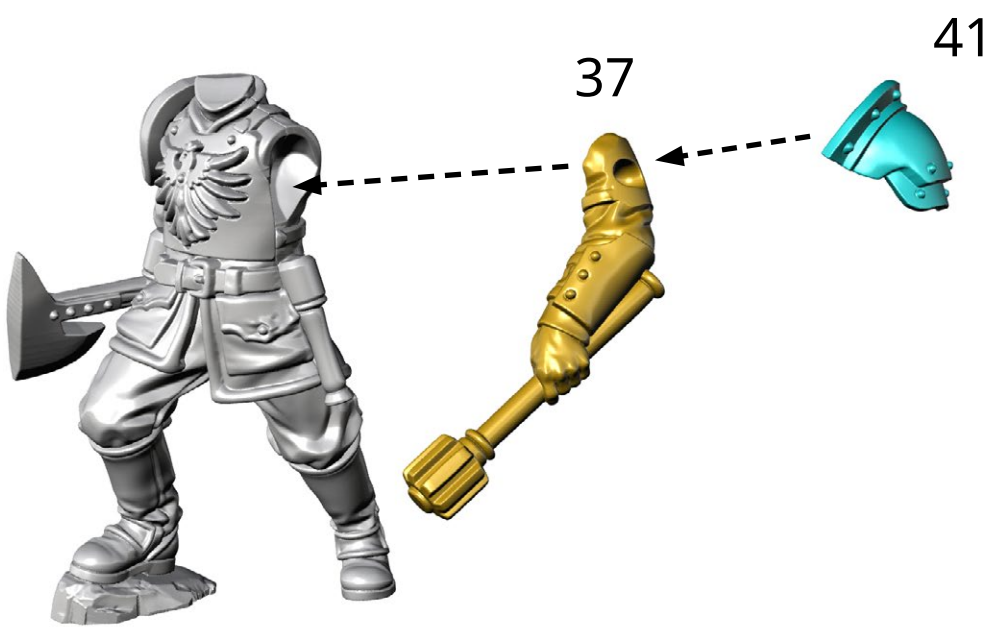
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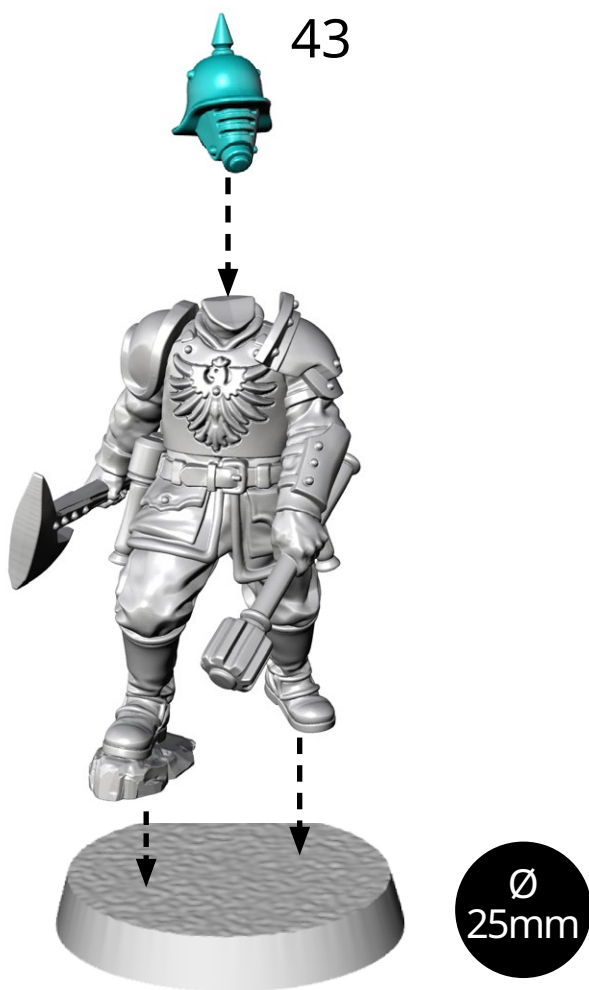
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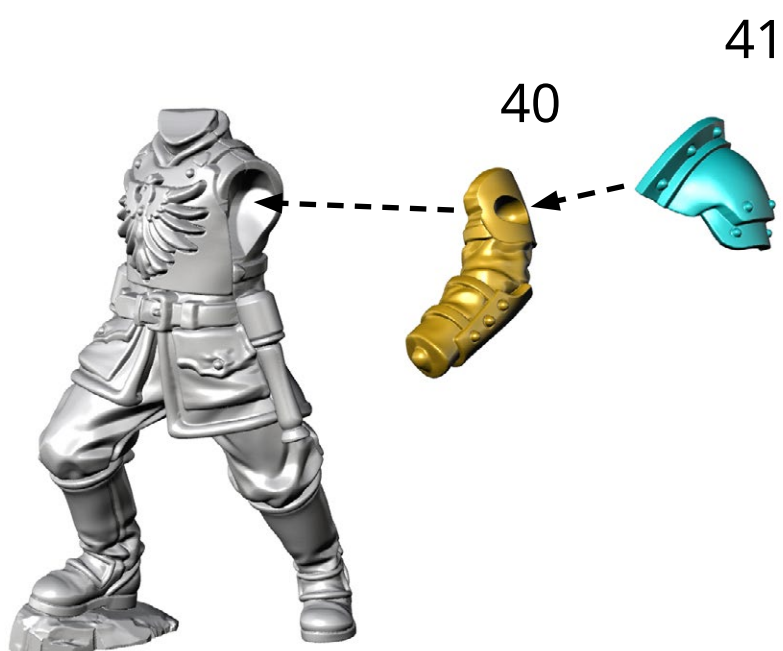
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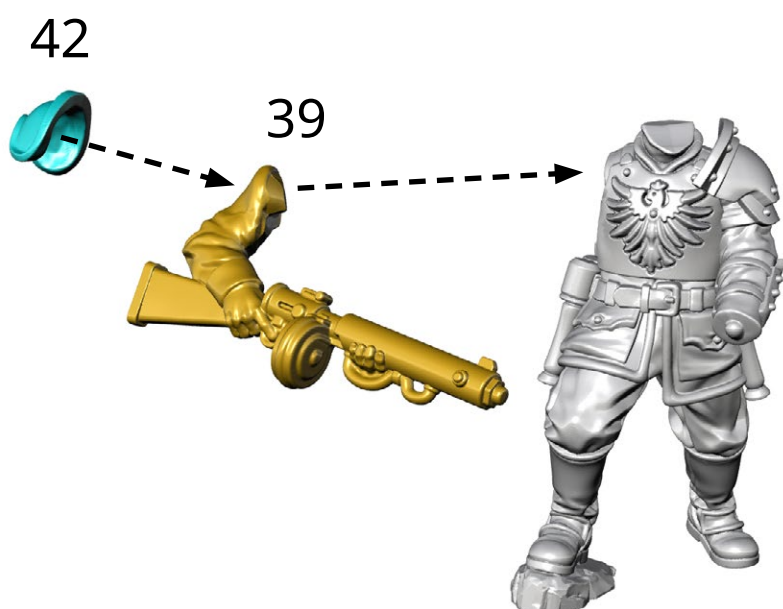
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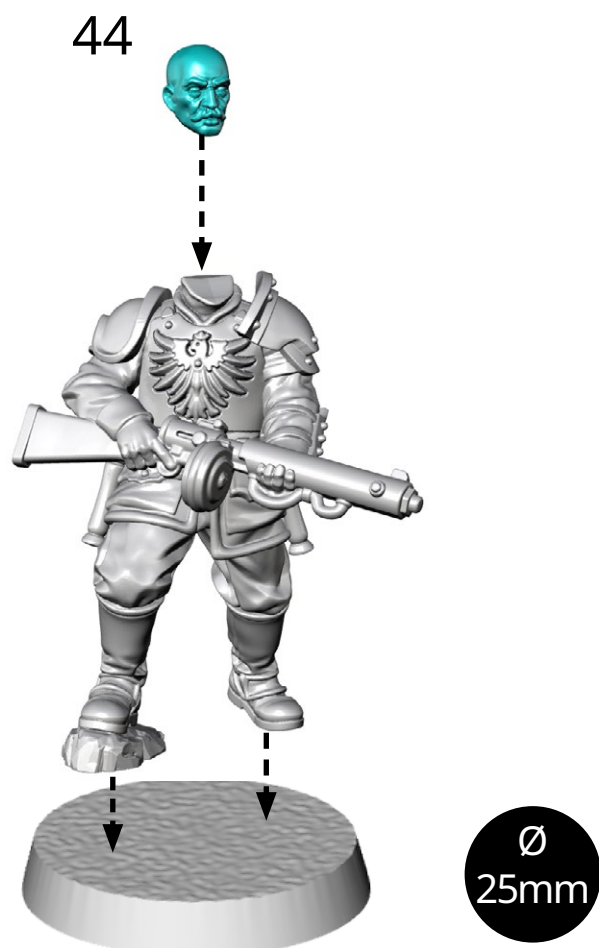
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5A



6A



STOSSTRUPPEN 2



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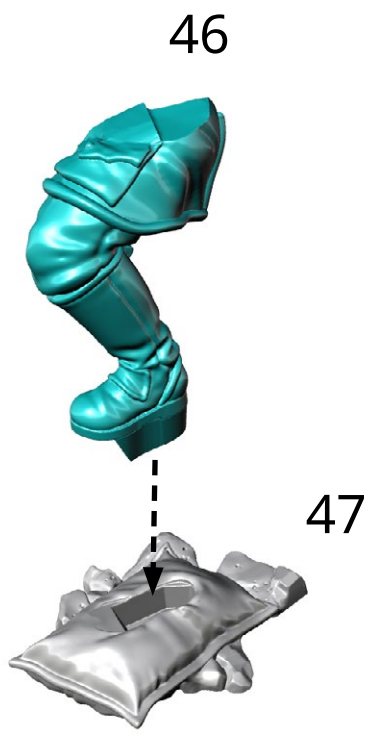
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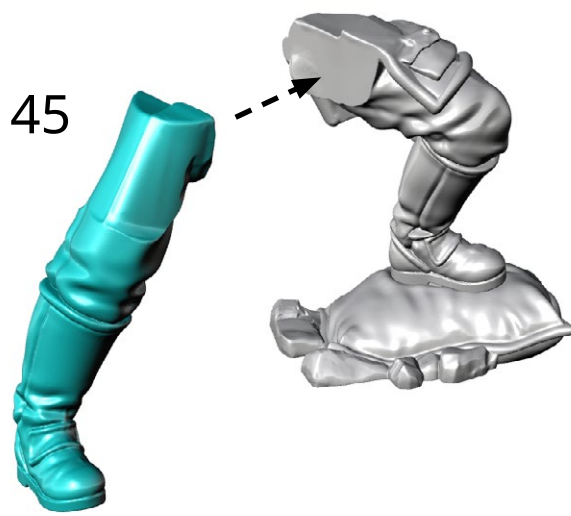
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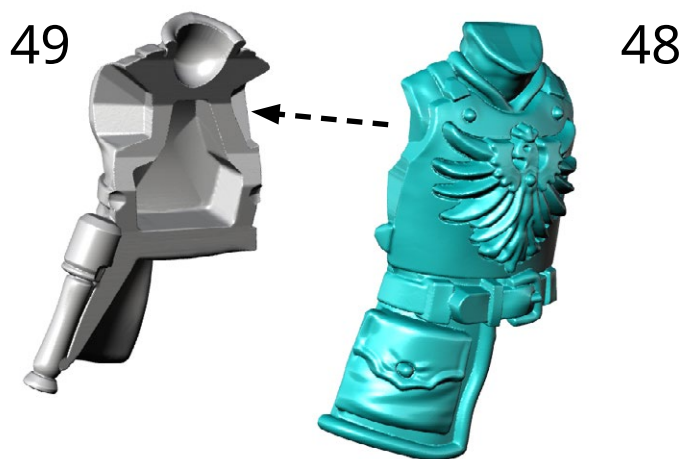
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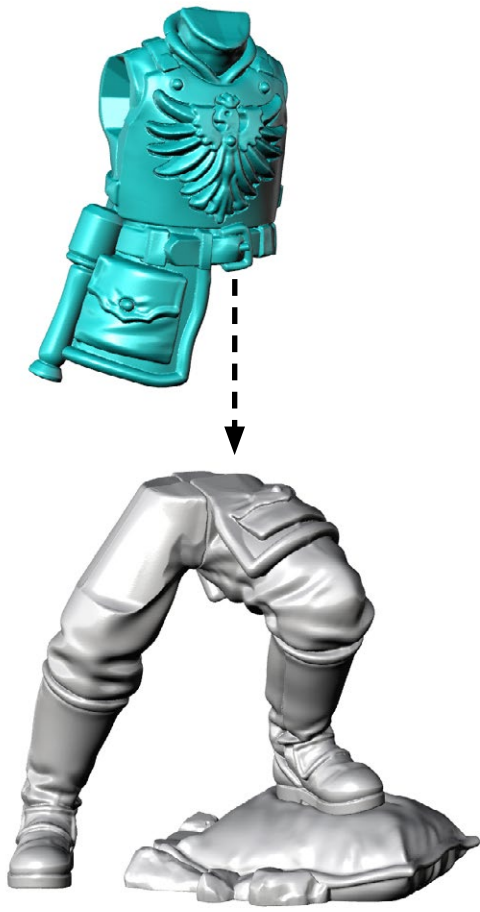
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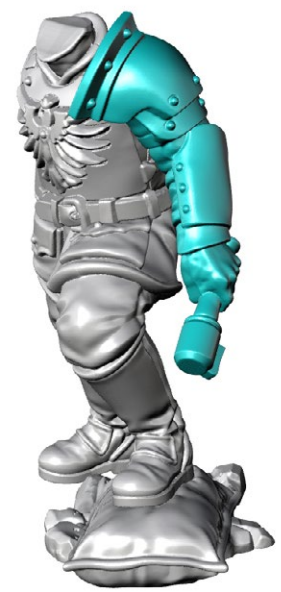
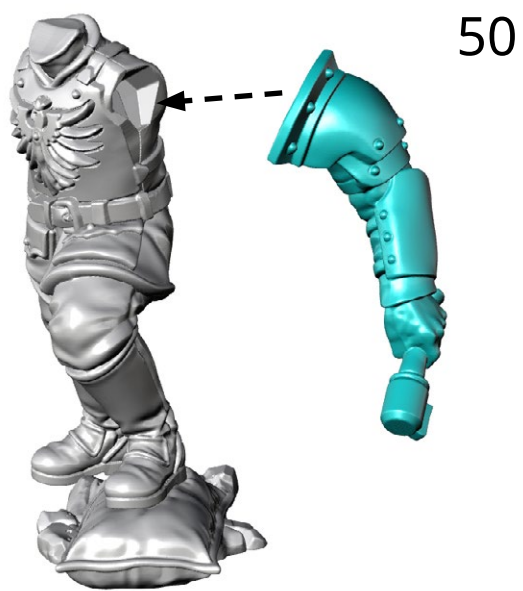
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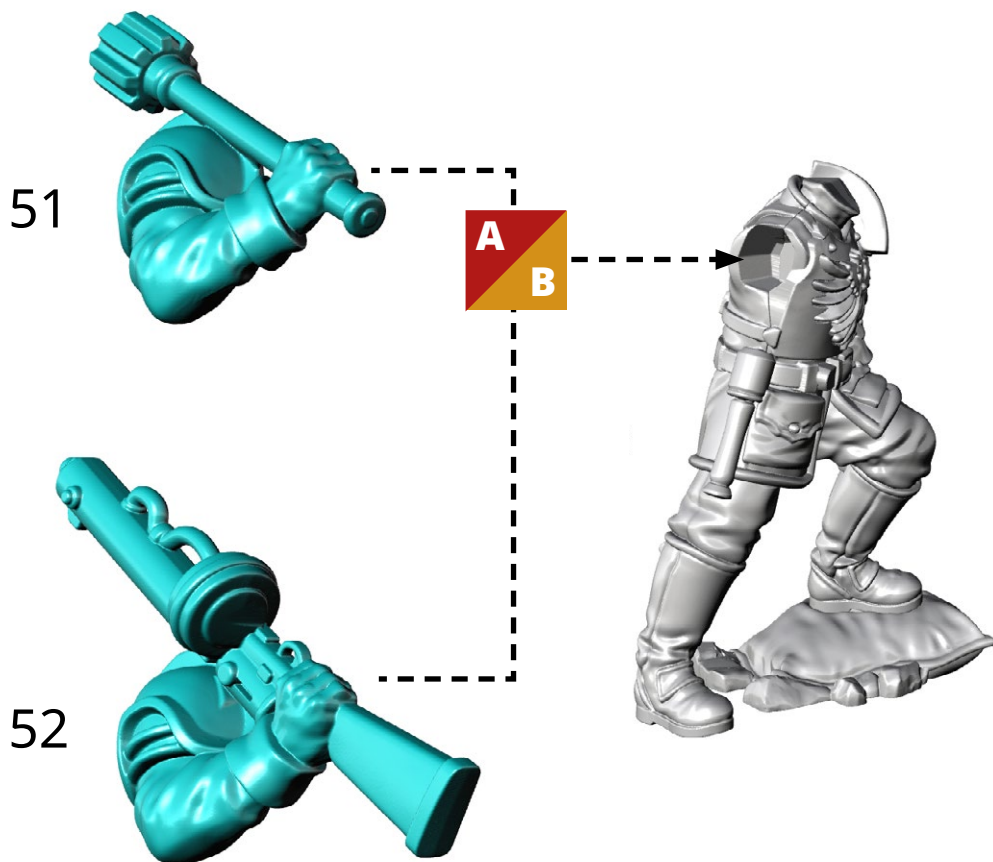
4



5



6



6A



6B



7



8



8A



8B

Ø
25mm



STOSSTRUPPEN 3



A

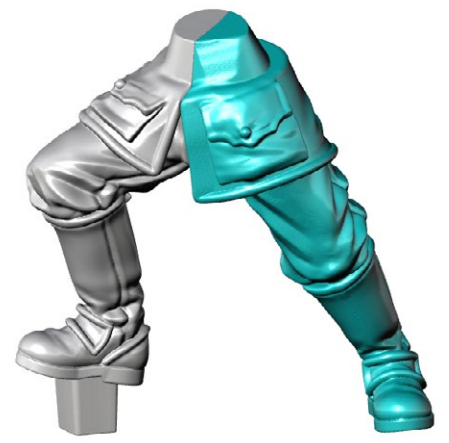
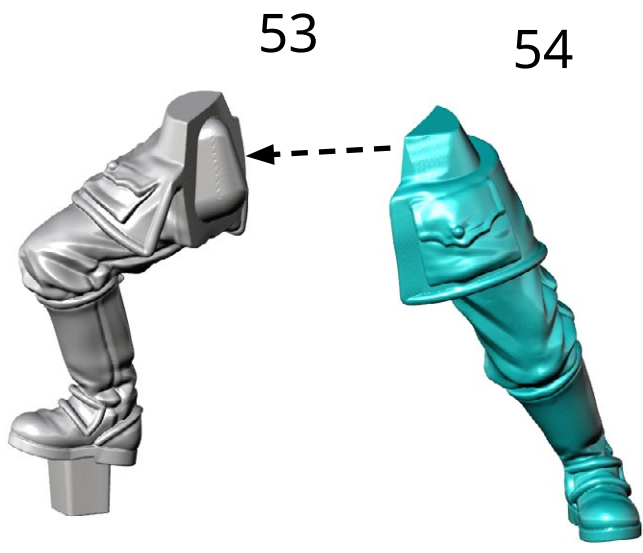
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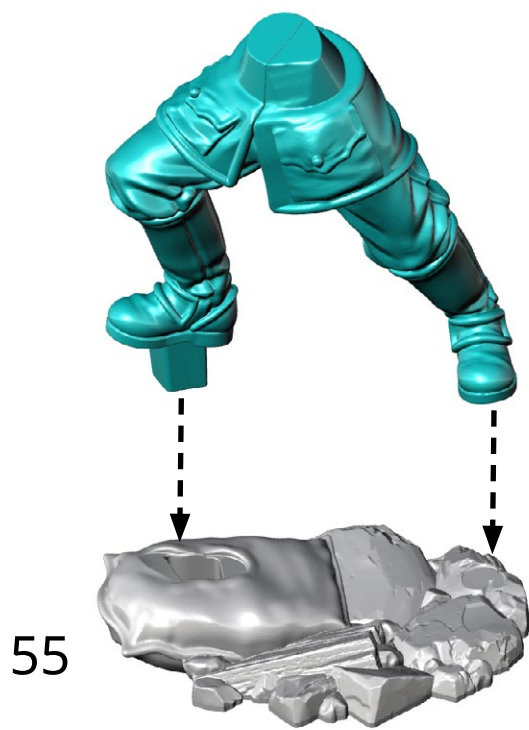
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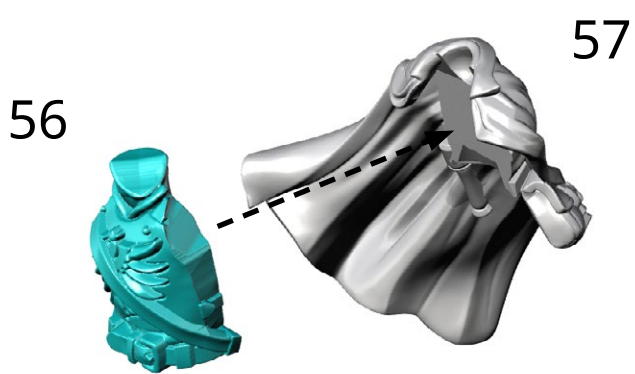
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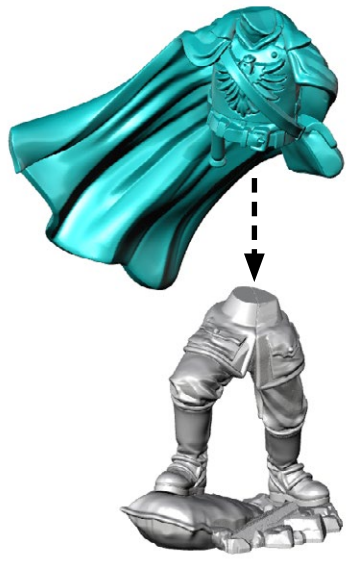
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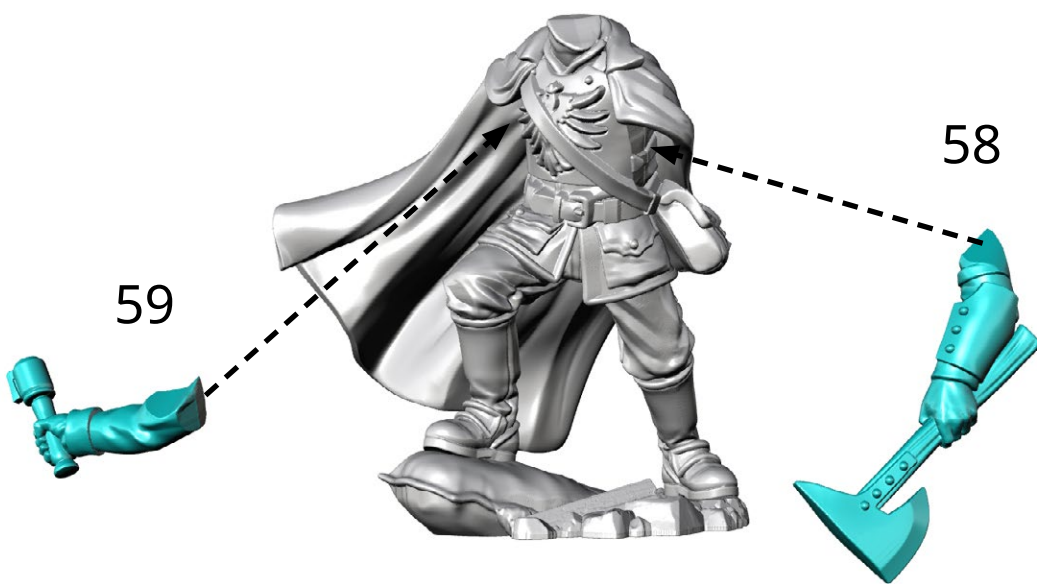
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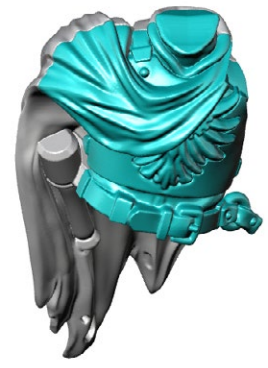
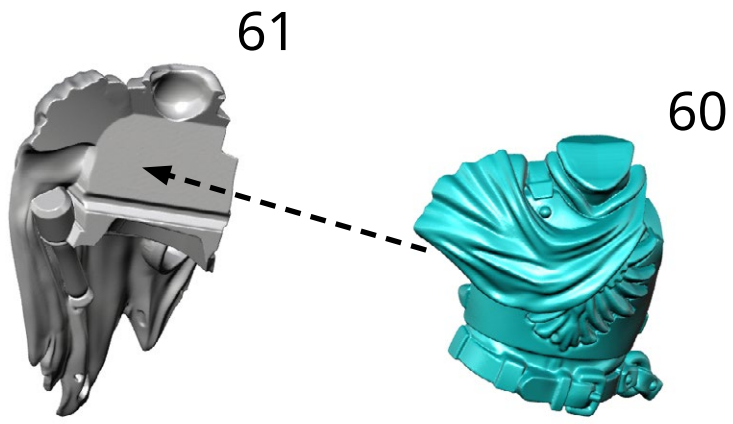
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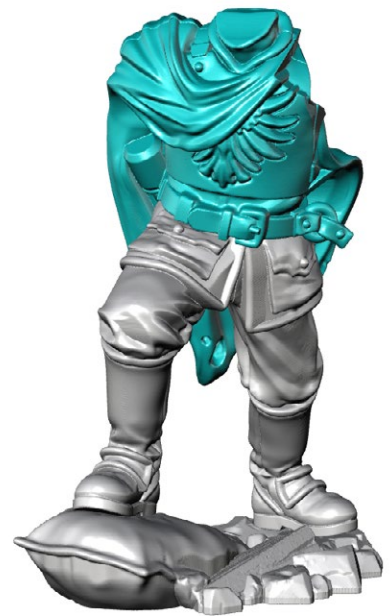
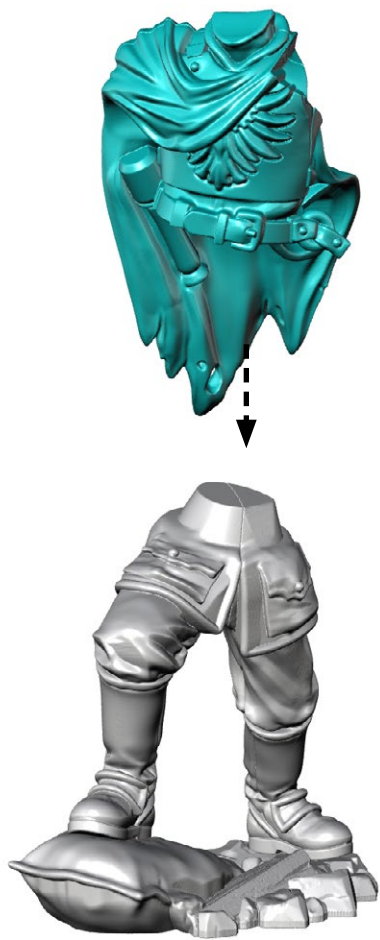
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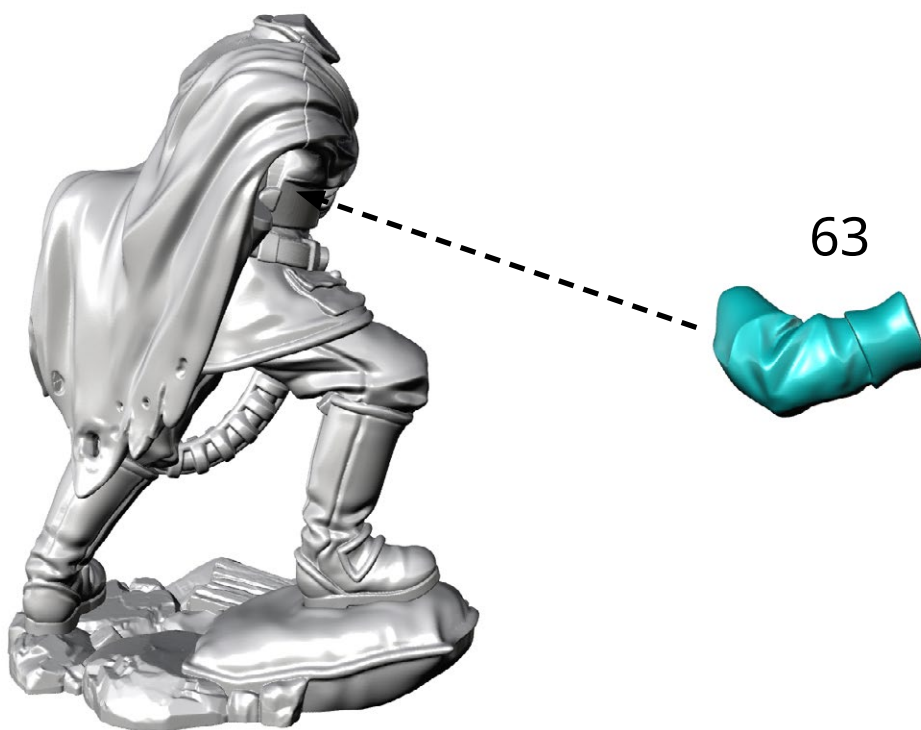
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4B



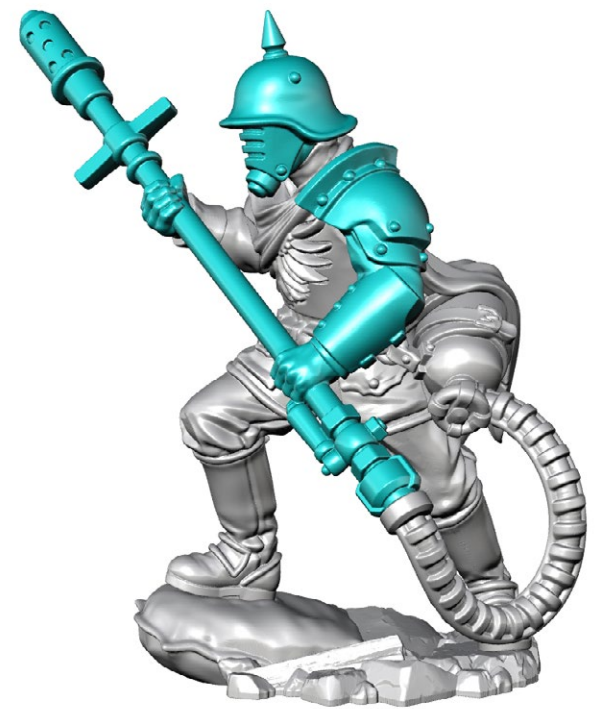
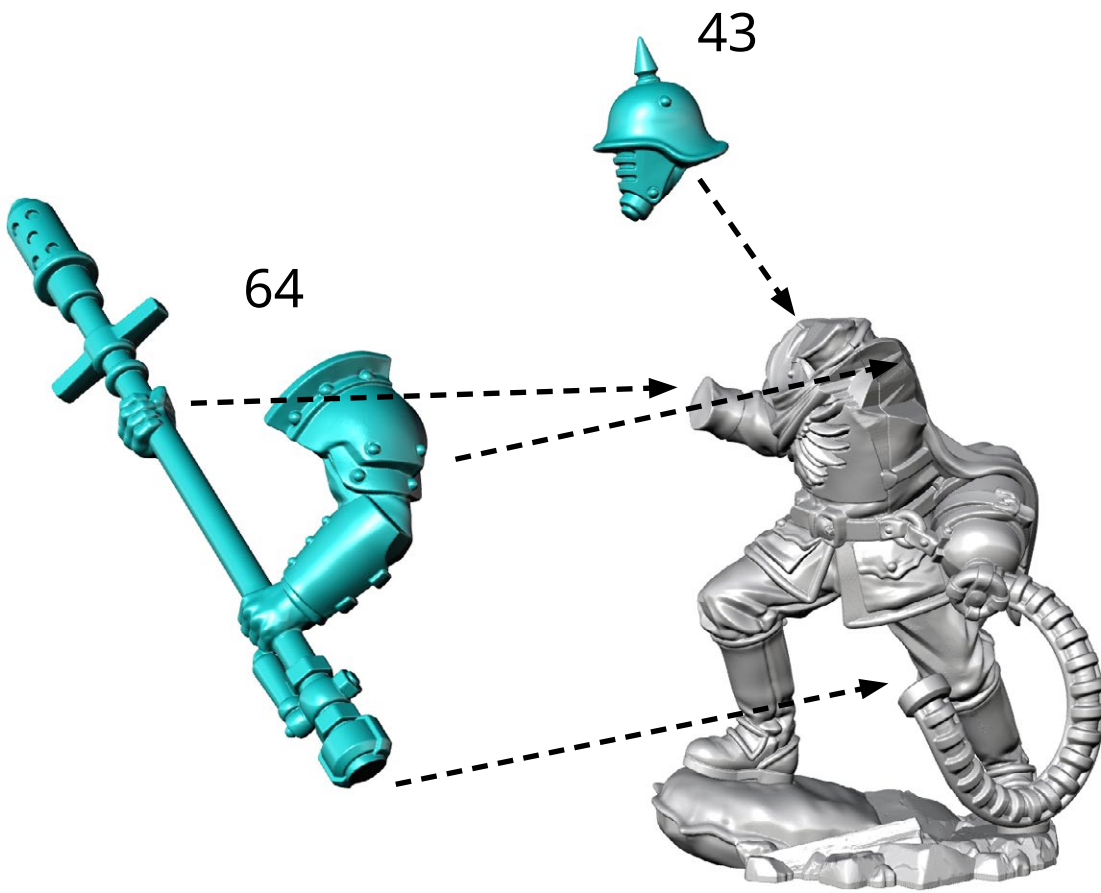
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6B



7B



8B



YEOMEN 1



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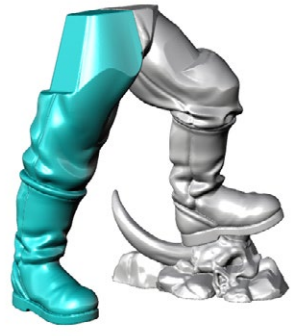
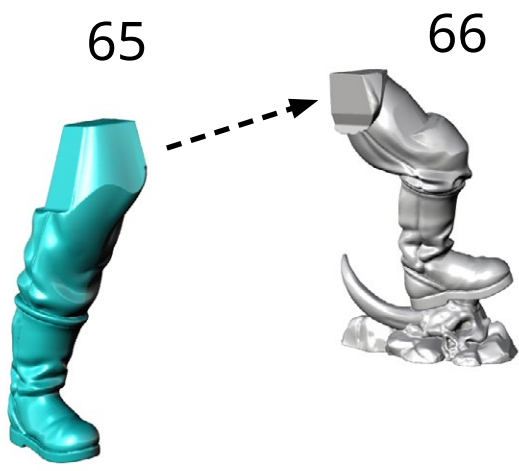
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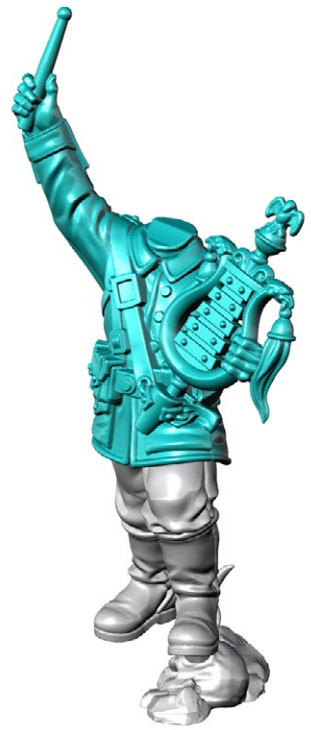
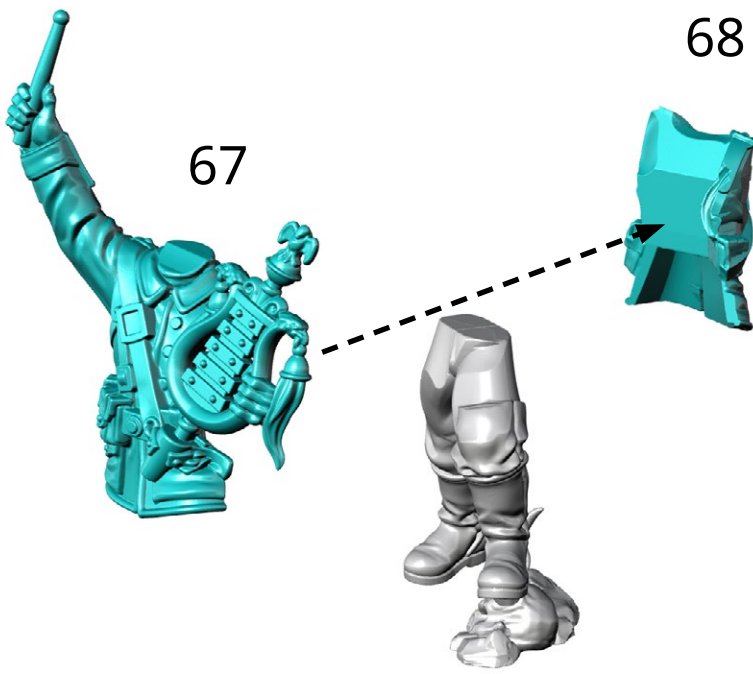
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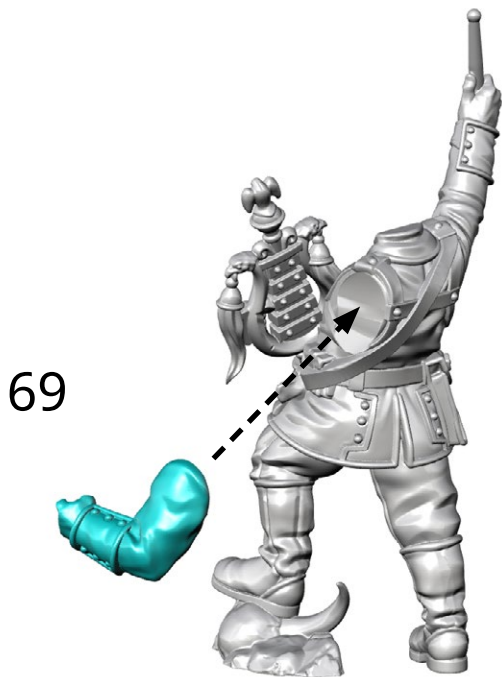
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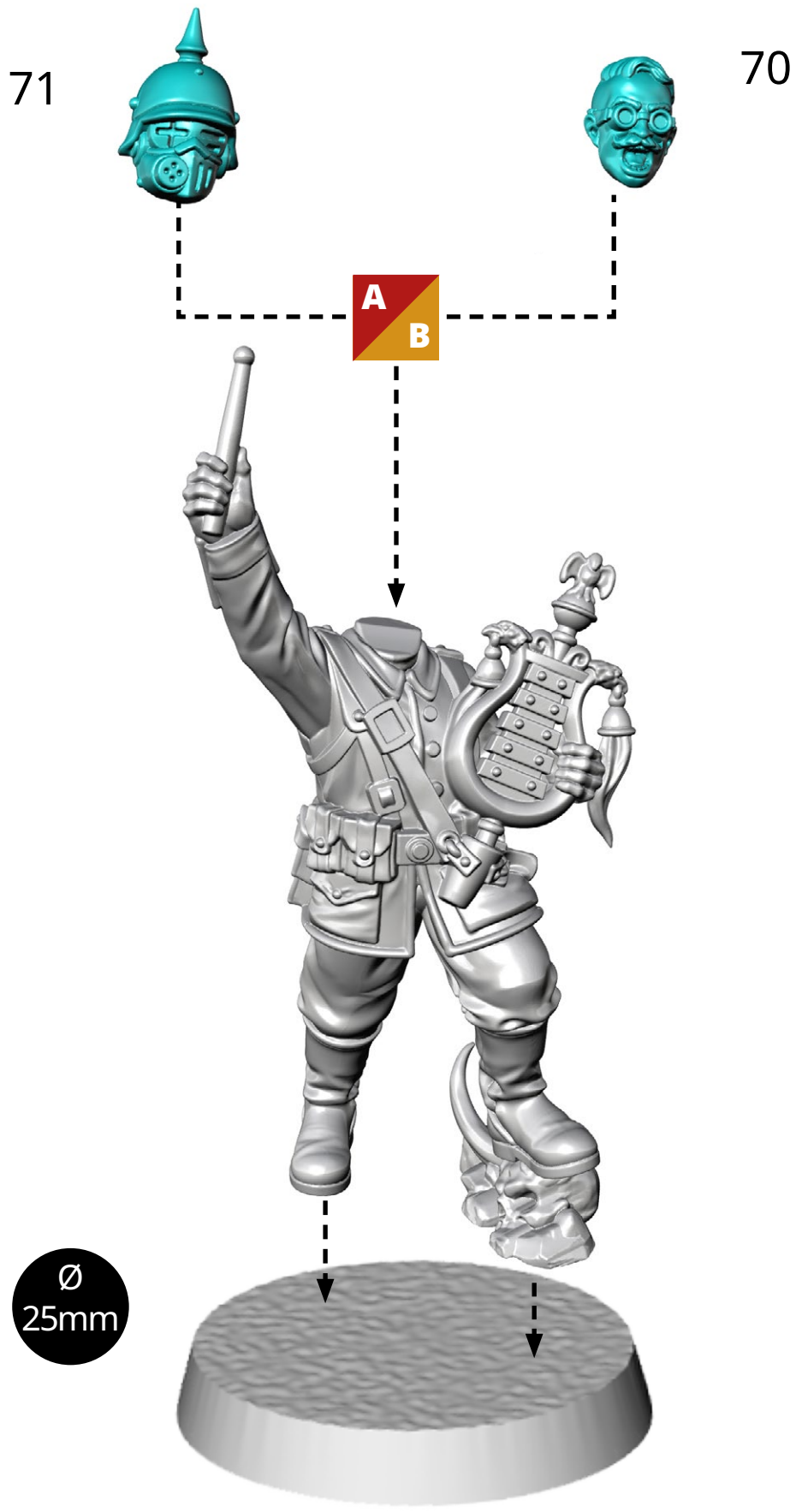
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3



4



4A



4B



YEOMEN 2



A

OPTION A

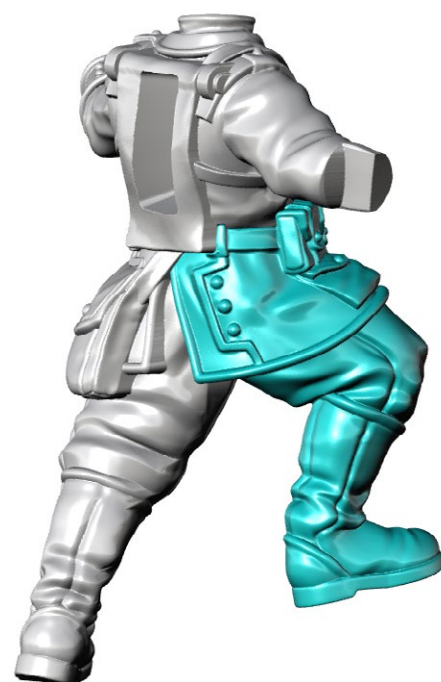
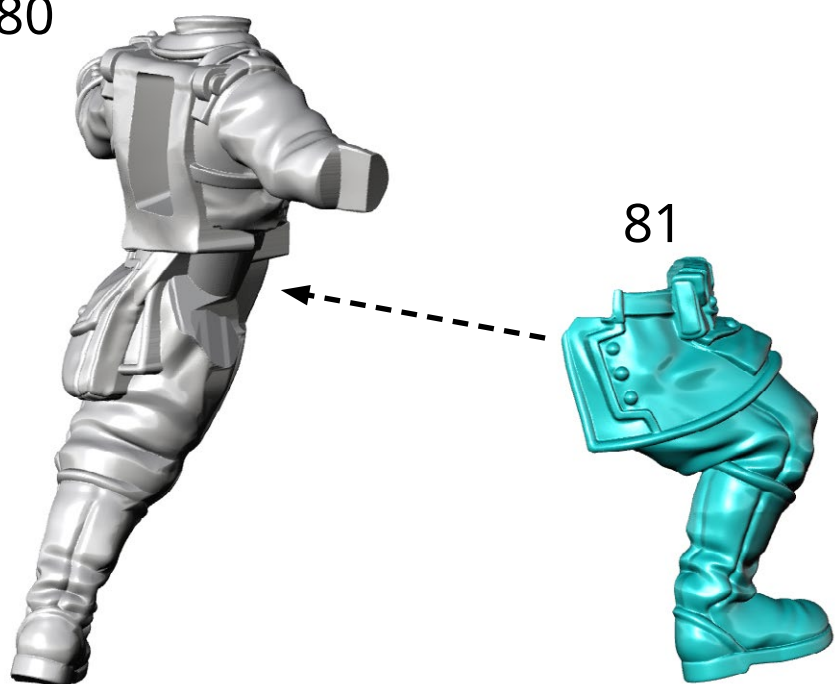


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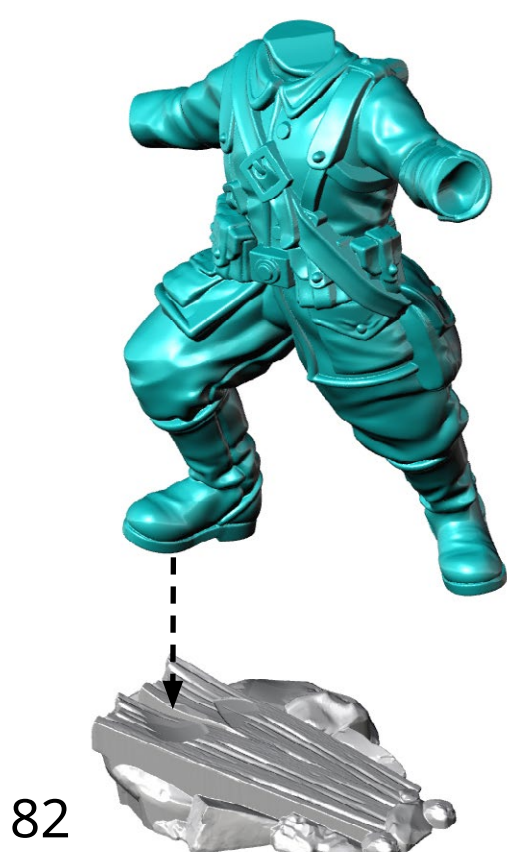
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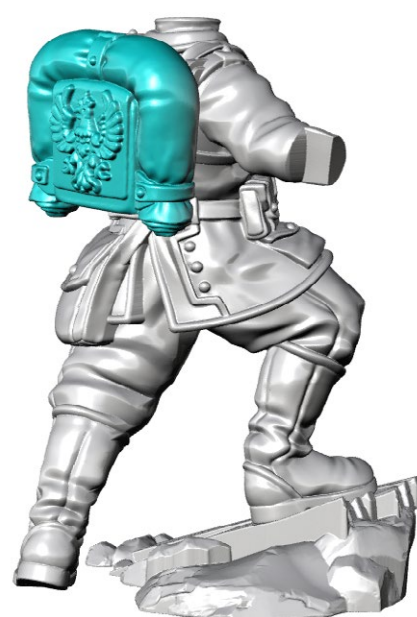
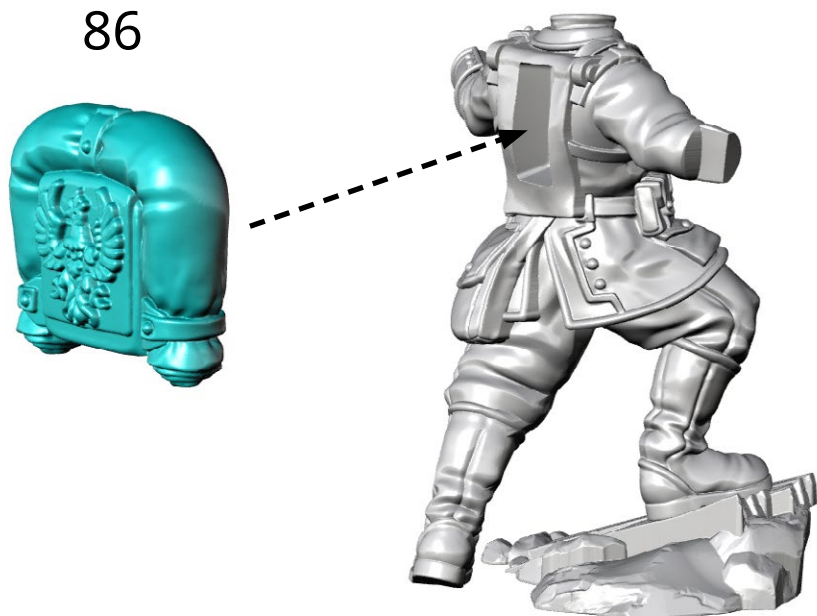


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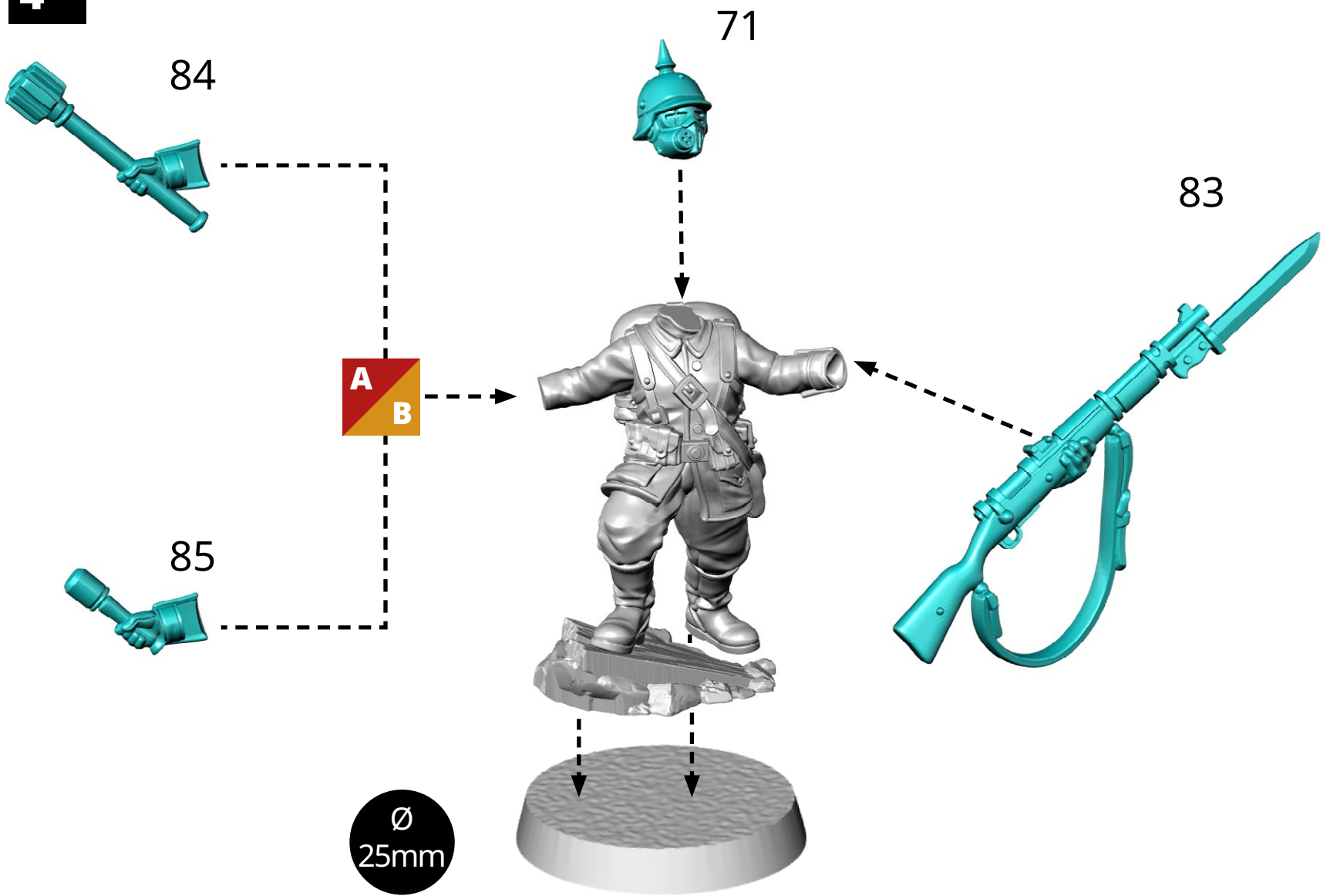


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86



4



4A



4B

YEOMEN 3



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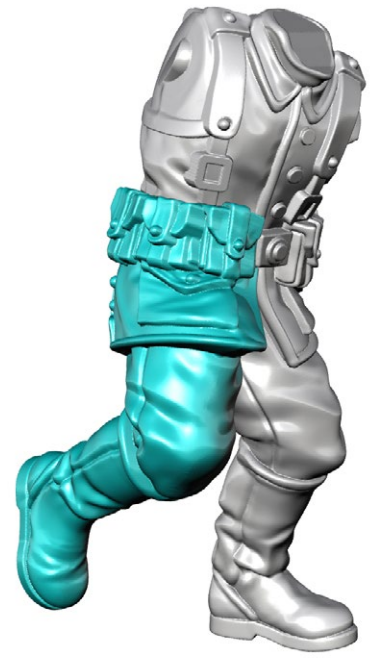
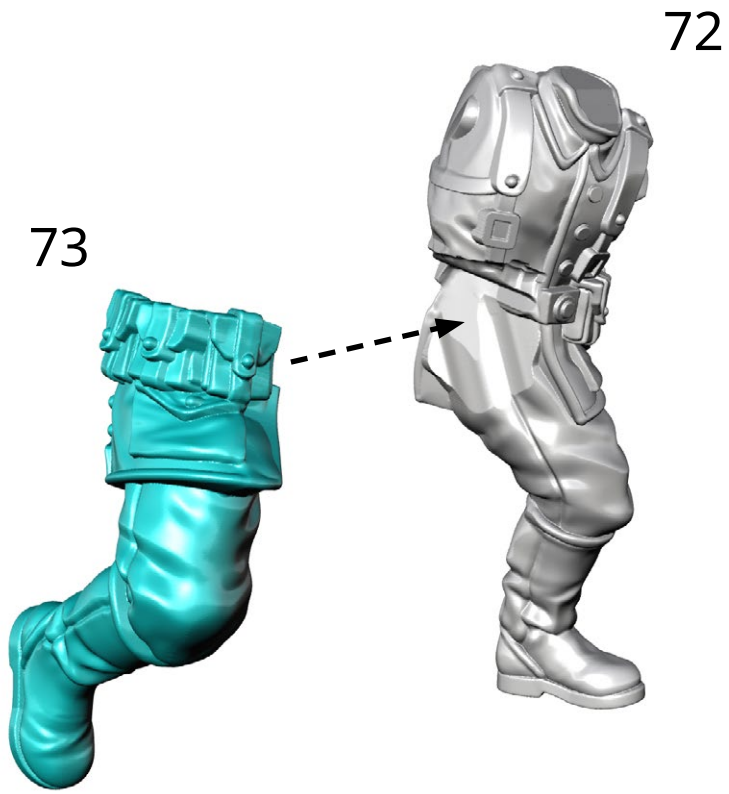
OPTION A



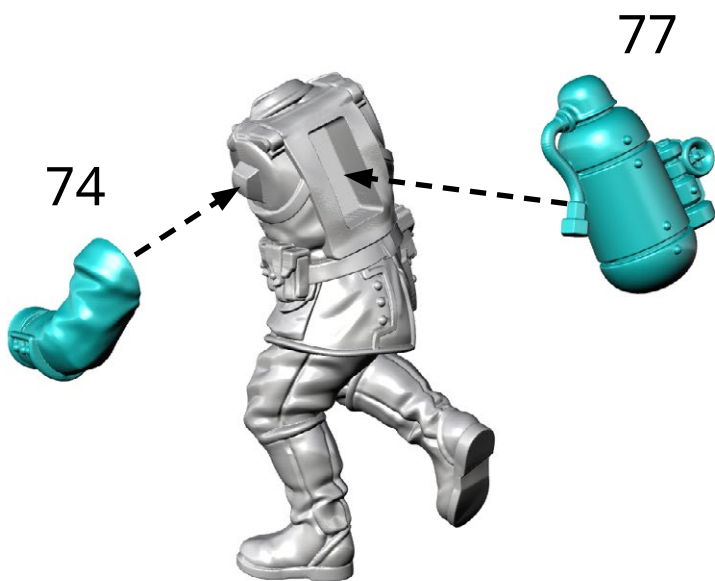
B

OPTION B

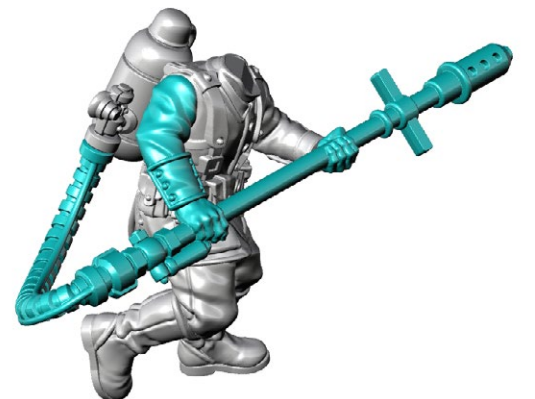
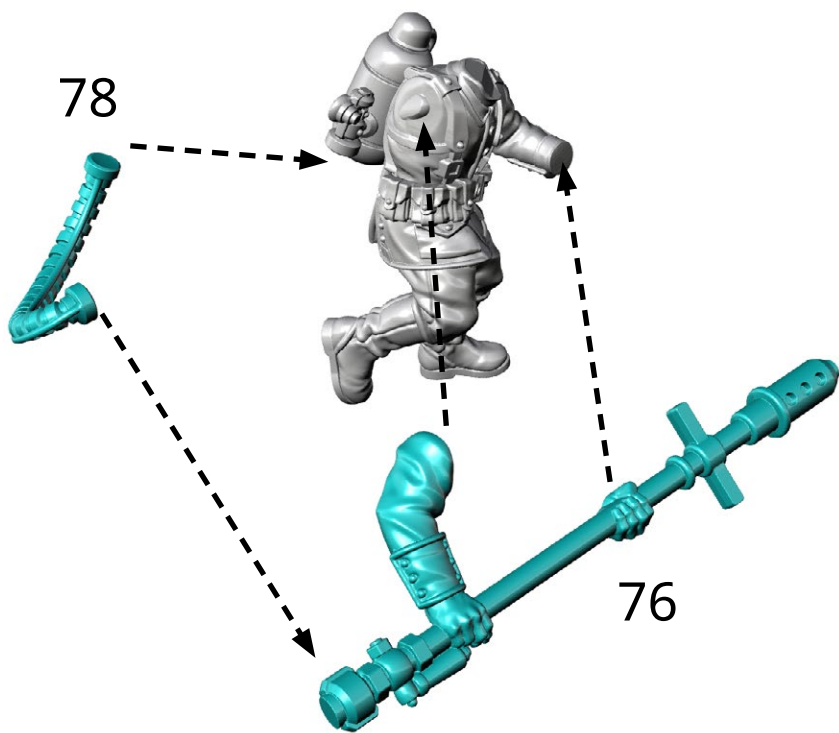
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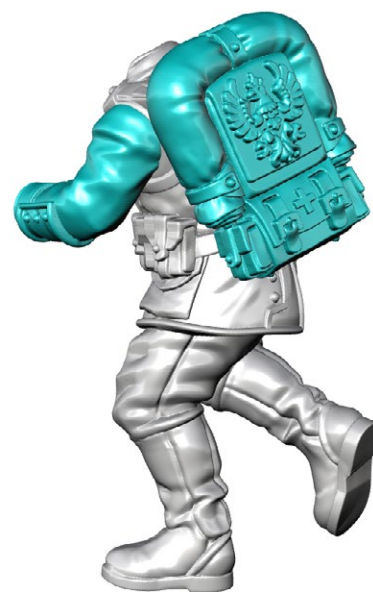
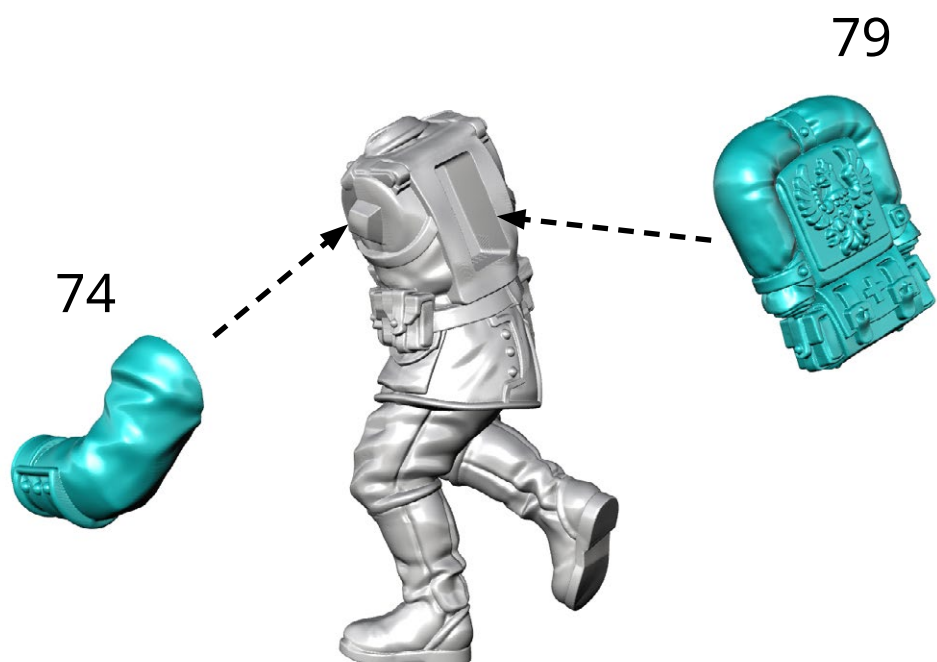
2A



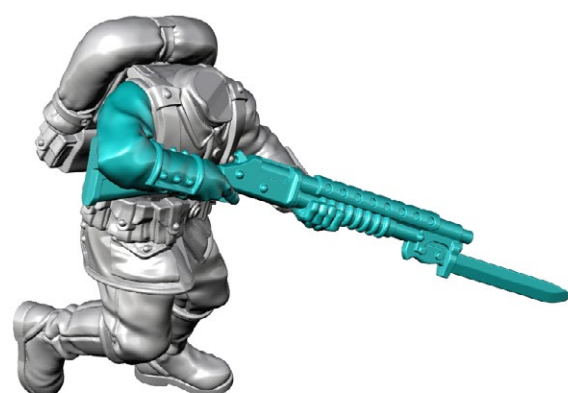
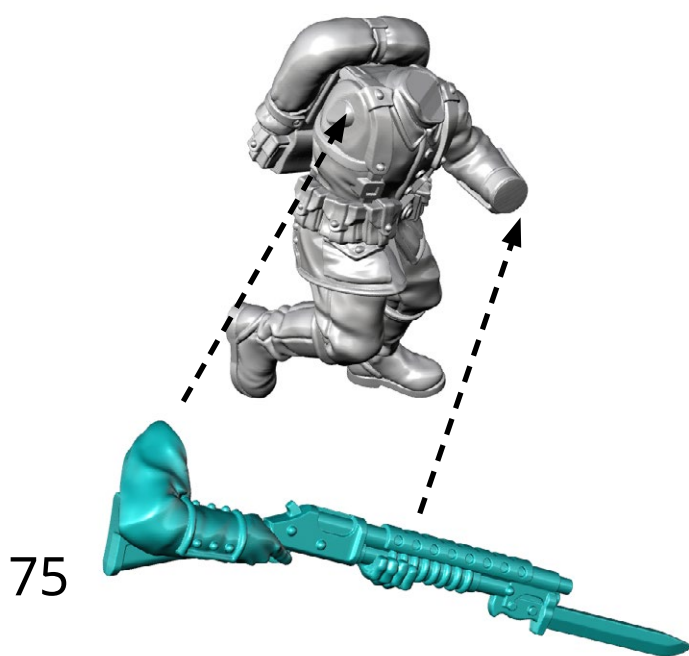
3A



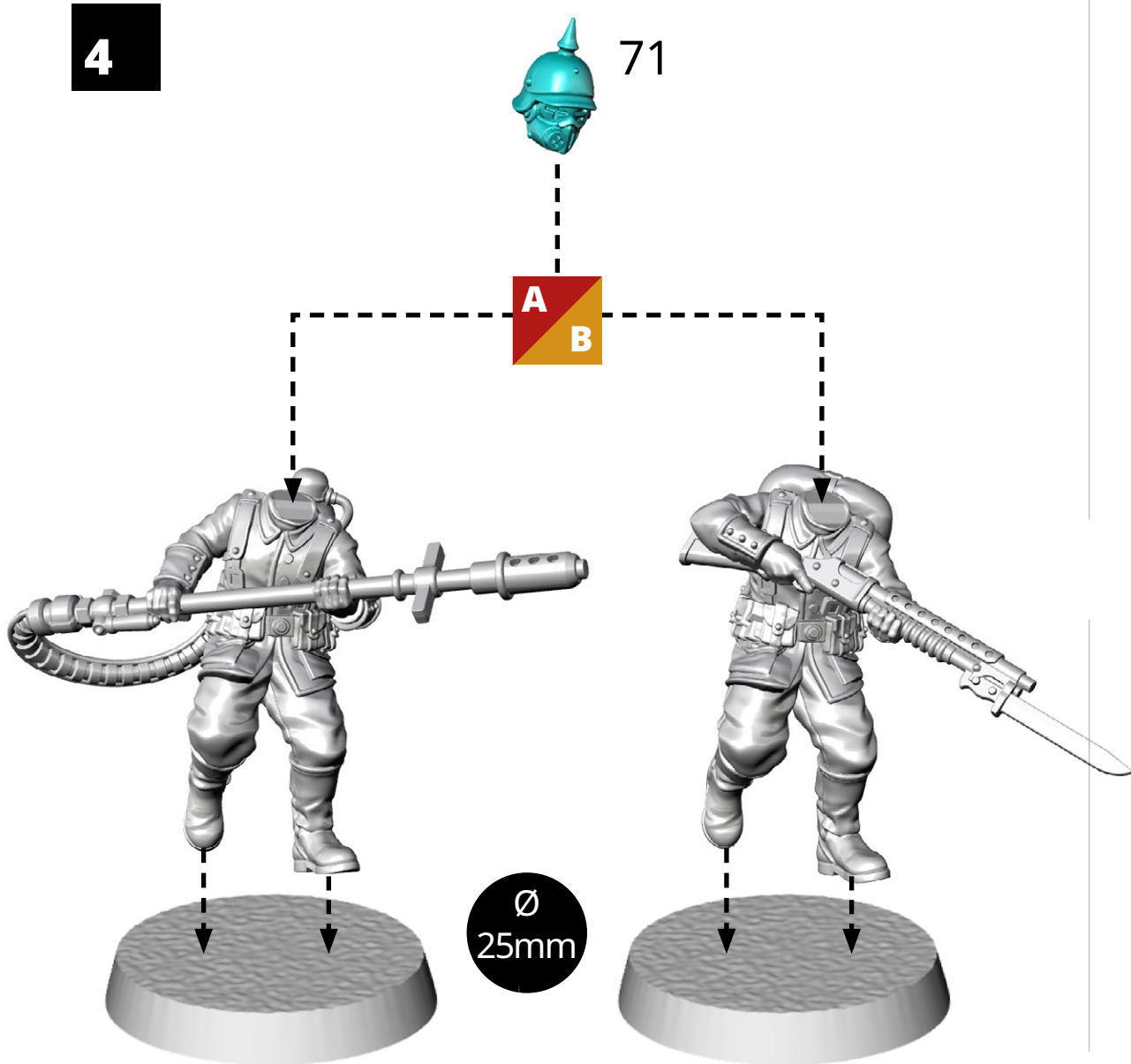
2B



3B



4



4A



4B



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