A Turn in Trench Crusade is divided into 3 phases.

1. The Initiative Phase

Determine Initiative: The player with the lowest number of models currently on the battlefield, not counting models that are Down (roll-off in case of a tie) has Initiative and decides who Activates first.

Simultaneous Effects: The player with Initiative decides the resolution order of simultaneous effects for the whole Turn.

Start of Turn Tasks: After determining Initiative, carry out any effects that happen "at the start of the Turn".

2. The Activation Phase

Players Activate models alternatively, one at a time, starting with the player chosen by whomever has Initiative. Once a player has Activated all their models, the other player activates all their remaining models.

When a model is Activated, it can take any number of **ACTIONS** in any order but cannot repeat the same **ACTION** unless specified. Fully resolve each **ACTION** before taking another. A model's Activation ends when it runs out of possible **ACTIONS** to take, the player decides not to take any more **ACTIONS**, or an effect (such as failing a Risky Success Roll) forces the end of the Activation.

Common ACTIONS

Move, **Charge** or **Retreat**: A model can only take one of these three **ACTIONS** during its activation. They do not require a Success Roll.

- *Move:* The model can move up to its Movement Characteristic in inches in any direction along the battlefield or terrain. Can move through friendly models but not within 1" of enemies.

  Moving in Combat: If you start a Move **ACTION** within 1" of enemy models, you must always keep within 1" of those enemies and you cannot move within 1" of other enemies , unless you Retreat.

- *Charge:* Choose a target enemy in Line of Sight within 12" of the model. Move the model up to its Movement Characteristic +D6" along the most direct path to the target. If the model gets into base contact, it may continue the move while remaining in contact with the target, to get within 1" of any other enemies.

  Interposing Enemies: You cannot select a model to Charge if the path of the Charge would pass within 1" of another enemy.

  Alternate Charge Path: If the charge move would require the model to Climb, Jump or pass through Dangerous Terrain, the model can follow a different path, if it's the shortest path that avoids Climbing, Jumping or Difficult Terrain or if it allows a Diving Charge.

- *Retreat:* All enemies within 1" of the model who Retreats can take a Fight **ACTION** to make a Melee Attack against it. If the model doesn't go Down or Out of Action, it can move and must end the retreat more than 1" away from enemies .

Dash: Take a Risky Success Roll. On a Success or Critical Success, the model can move (see the Move **ACTION**). You can Dash in addition to a Move/Charge/Retreat.

Shoot: If the model is not within 1" of enemies, it makes a Ranged Attack with a Ranged Weapon it is equipped with. A model cannot Shoot and Charge/Fight in the same activation (in any order) unless it uses a Ranged Weapon with the **ASSAULT** keyword.

Fight: If the model is within 1" of enemies, it makes a Melee Attack with a 2-handed Melee Weapon or up to two 1-handed Melee Weapons it is equipped with.

Other: Take any **ACTIONS** granted by the model's abilities or Battlekit, or by the Scenario rules.

Success Rolls

When a model takes an **ACTION** requiring a Success Roll, roll 2D6:

Roll	Result
2-6	Failure. The **ACTION** has no effect. On a failed Risky Success Roll, the model's **ACTION** and Activation immediately end.
7-11	Success: Resolve the **ACTION**'s effect.
12+	Critical Success. Resolve the **ACTION**'s effect. Attacks and some abilities have additional effects on a Critical Success

+ DICE and -DICE

Count how many +**DICE** (bonuses) and -**DICE** (penalties) apply to the Success Roll. A roll can only be affected by either +**DICE** or -**DICE:** If both apply to the same roll, each opposite pair is discarded (e.g. a roll affected by +**1 DICE** and - **3 DICE** is a -**2 DICE** roll.)

To make a Success Roll with +/-**DICE** , roll D6 equal to 2 + the numerical value of the modifier, then the result of the roll is determined:

- by the 2 highest scores if the modifier is +**DICE**;
- by the 2 lowest scores if the modifier is -**DICE** .

+/- **INJURY DICE** work in the same way but only affect Injury Rolls.

Terrain

Open: Flat or open ground, obstacles up to 1" high, trenches up to 3" high and ladders count as Open Terrain. No modifiers apply.

Difficult: Every 1" moved across Difficult Terrain counts as 2".

Dangerous: Make a Risky Success Roll for a model that activates in or moves into Dangerous Terrain. On a Failure the model's activation ends and it suffers an Injury Roll.

Impassable: Models can't move into Impassable Terrain.

Cover: a model in contact with terrain at least ½" high, at least as wide as the model's base and which lies between it and another model so that the Line of Sight is partially blocked is in Cover.

Special Movement

Climbing: Make a Risky Success Roll before a model attempts to climb up or down a sheer surface. On a Failure the model cannot climb and its Activation ends.

Jumping Over a Gap: Make a Risky Success Roll for a model that jumps over a gap up to ½ its Movement Characteristic wide (add the height difference if jumping up) . On a Failure the model Falls on either side of the gap (opponent choosest). See injury rolls below.

Jumping Down: A model that Jumps Down a ledge doesn't count the vertical distance towards its Movement. If it Jumps Down 3" or more, it counts as Falling (see Injury Rolls below).

FLYING Models can move in any direction, ignoring terrain, but cannot end a move mid-air. They don't make Success Rolls for Climbing or Jumping and don't suffer Injury Rolls from Falling. They still suffer Injury Rolls if they end their movement in contact with Dangerous Terrain.

Ranged and Melee Attacks

To resolve a Ranged or Melee Attack follow this sequence.

1. Choose a weapon.
2. Pick an enemy model as the target of the Attack.
3. Check if the target is in Line of Sight.
4. Check if the target is in the Range of the chosen weapon.
   - Ranged Attacks: see the weapon's profile.
   - Melee Attacks: have a Range of 1".
5. Determine modifiers to the Success Roll (see below).
6. Take a Success Roll.
7. On a Success or Critical Success, make an Injury Roll.

> *Multiple Attacks:* If a weapon has **AUTOMATIC** or **CLEAVE**, repeat steps 2-7 for each attack the weapon makes. Any **BLOOD/BLESSING MARKER** spent applies only to the individual attack it is spent on.

Ranged Attack Modifiers

- **+/- DICE** for the attacker's Ranged Characteristic, Weapon used and any applicable Battlekit or abilities of the attacker or target.
- *Long Range:* **-1 DICE** if the target is beyond half of the weapon's maximum Range.
- *Cover:* **-1 DICE** if the target is in Cover.
- *Elevated Position:* **+1 DICE** if the attacker is on a surface that is 3" or more above the target's level (measured base-to-base).

> *Shooting Into Melee:* When picking an enemy model that is within 1" of one of your models as the target of a Ranged Attack, roll a D6: on a 1-3 you must target one of your own models, on a 4-6 you can target an enemy model. In either case, you choose the target.

Melee Attack Modifiers

- **+/- DICE** for the attacker's Ranged Characteristic, Weapon used and any applicable Battlekit or abilities of the attacker or target.
- *Defended Obstacle:* **-1 DICE** if the target is in Cover.
- *Off-Hand:* A model with two one-handed Melee Weapons attacks with one weapon at a time. **-1 DICE** for all attacks made with the weapon that is used last.
- *Fear:* **-1 DICE** if the target has **FEAR** and the attacker does not.
- *Block:* **-1 DICE** if the target has **BLOCK** .
- *Diving Charge:* **+1 DICE** if the attacker makes a Charge by Jumping Down 3" or more, landing within 1" of the target and passes a Risky Success Roll (no Injury Roll if successful).

Injury Rolls

If the Success Roll for an Attack is a Success or Critical Success, or if a model falls 3" or higher, roll 2D6 to see what happens to the target.

Roll	Result
1 or less	*No Effect:* The model is unharmed.
2-6	*Minor Hit:* Place **1 BLOOD MARKER** next to the model.
7-8	*Down:* Mark the model as Down and place **1 BLOOD MARKER** next to it (**2 BLOOD MARKERS** instead if the model was already Down when the injury roll is made). A model that goes Down within 1" of a ledge must pass a Success Roll. On a Failure it falls.
9+	*Out of Action:* Remove the model from play. The first time an Out of Action result is rolled for a **TOUGH** model, treat the result as Down instead.

Injury Roll Modifiers

- **DEADLY** attacks make injury rolls rolling 3D6 and adding their score instead of 2D6. Any other modifiers apply as normal.
- **+/- INJURY DICE** for the weapon used, and any applicable Battlekit or abilities of the attacker or target
- *Critical Success:* **+1 INJURY DICE** if the Success Roll is a Critical Success (**+2 INJURY DICE** instead if the weapon has **CRITICAL**).
- *Down:* **+1 INJURY DICE** for Melee Attacks against a Down model.
- *Falling:* **+1 INJURY DICE** for every full 3" a model fell.
- After rolling, apply any **+/- INJURY MODIFIERS** (e.g. from the target's Armour) to the total rolled.

> *Down:* While a model is Down, it is subject to the following rules:
> - It cannot move or be moved, except for falling.
> - It suffers a **-1 DICE** penalty to any Success Roll it takes.
> - Melee Attacks against the model have **+1 INJURY DICE.**
>
> If a model goes Down during its activation, the activation ends.
>
> A model who starts its activation Down automatically stands up is no longer Down. Any movement it takes this Turn is halved.

GAS, **FIRE** or **SHRAPNEL** attacks place 1 extra **BLOOD MARKER** next to the target, even if the Injury Roll result is No Effect.

BLOOD MARKERS and BLESSING MARKERS

A model can have up to **6 BLOOD MARKERS** and up to **6 BLESSING MARKERS** next to it. **BLOOD/BLESSING MARKERS** can be discarded to modify Success and Injury Rolls.

When a Success Roll is taken for a model, before rolling:

- the opponent can apply a **-1 DICE** modifier for each **BLOOD MARKER** next to that model they discard.
- the model's controller can apply a **+1 DICE** modifier for each **BLESSING MARKER** next to that model they discard.

When an Injury Roll is made against a model , before rolling:

- the opponent can apply a **+1 INJURY DICE** modifier for each **BLOOD MARKER** next to that model they discard.
- the model's controller can apply a **-1 INJURY DICE** modifier for each **BLESSING MARKER** next to that model they discard.
- *Bloodbath:* The opponent may discard **6 BLOOD MARKERS** next to that model (**3 BLOOD MARKERS** if the model is Down) to make an Injury Roll with 3D6 adding the results (or 4D6 if the attack has **DEADLY**). Modify the Injury Roll as usual and keep the 3 (or 4) best/worst scores as appropriate.

3. The Morale Phase

Morale Check: If at least half of the models in your Warband are either Down or Out of Action, you need to take a Morale Check. Take a Success Roll (**+1 DICE** if you have at least one **LEADER** model on the battlefield who is not Down). On a Failure, choose if your Warband flees and you lose the game, or the Warband is Shaken for the following Turn.

Shaken Warband: all Success Rolls made for models in a Shaken Warband are Risky. At the end of a Turn,, take a Morale Check (even if less than half of your models are Down or Out of Action). On a Failure, the Warband flees and you lose the game, otherwise it is no longer Shaken (it might become Shaken again if it fails another Morale Check.

End of Turn Tasks: After taking Morale Checks, carry out any effects that happen "at the end of the Turn". If this was the last Turn of the game, determine the score, otherwise start the Initiative Phase of the next Turn.