



Synod of Strategic Prophecy

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The Valley of the Word serves as both the headquarters and spiritual home of the Synod of Strategic Prophecy. Its location remains one of the most closely guarded secrets in all of Christendom – a hidden temple nestled deep within a remote European gorge, where the very stones help to amplify the echo of God's words.

The floor of the valley itself forms the cloister of the temple, covered with arrays of dishes, antennae, radio telescopes and listening posts, all straining towards the heavens. The cryptic messages received are processed through great difference engines, designed by the Synod's Ordained Engineers, then translated, analysed and studied by scholar monks from the many monasteries, each specialising in their own area of divine interpretation.

At the very heart of the valley stands the Gate of God, a colossal steeped tower that serves as the conduit for receiving the Holy Words yet remains incomplete.

Each year it rises higher, its maze-like network of antennae, loudspeakers and receptors emitting a hymn of every language ever spoken.



The Observers emerge from their cells only for the most critical missions, when the Synod elders have received divine guidance. Whether reinforcing a collapsing front or eliminating heretic assassins who have infiltrated the heartlands of Christendom, in times of need the Synod Elders even send out whole Retinues with their

Warriors to ensure whatever Prophecy was uncovered.

In recent years the War Cardinal has voiced criticism of the Synod, likening their tower to the hubristic act of Babel. To strengthen their Position in Clergy, the Synod Elders have begun sending out whole Retinues of Warriors to make a visible and felt impact at the front lines of the Conflict.





Synod of Strategic Prophecy

Warband Creation

You have 700 ⚔ to recruit a Synod Warband for a campaign (> see Starting a Warband). The Synod of Strategic Prophecy are Faithful.

When you create a Synod Warband choose one of three Frequencies. Some Models have different Abilities depending on what Frequencies your Synod Warband is currently aligned with.

Freq 1
Debuff

Freq 2
Mobility

Freq 3
Killing

Special Rules

The following special rules apply to the Synods Warbands (including any Synods Variant Warbands):

- ✦ **Strategic Prophesizing:** Before the start of each turn, shuffle your Prophecy Deck and draw the number of Prophecy Cards shown below. Secretly choose which cards to play this turn and return the rest to the deck.

When a played Prophecy Card resolves and your prediction was correct, gain one Prophecy DICE.

Games Played	Prophecy Cards
1-2	Draw 4 play 2
3-5	Draw 5 play 3
6-9	Draw 7 play 4
10+	Draw 8 play 5



✦ Prophecy Cards:

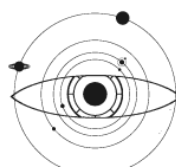
Each Prophecy Card contains a statement. When playing a card, you choose its orientation to predict whether the statement will be **[True]** or **[False]**
-- the side closer to the battlefield --
-- is your prediction --

(>Some restrictions might apply see these and the list of Predictions in this table)

✦ Prophecy Dice

When you gain a Prophecy DICE, roll a D6 immediately and set it aside face up. Before any model makes a Success Roll, you may expend it to replace one DICE with its exact result. If the roll belongs to an enemy model, that model must be within 12" of a Synod model.

(Injury rolls are not Success rolls | If a roll is rerolled with the Eye of God Ability any added Prophecy Dice is retained through the reroll)



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Armoury Tables

The Synod of Strategic Prophecy can have the following Battlekit. Battlekit with a bullet point [•] is unique to Synod, and its rules can be found in the Synods Battlekit section after the Armoury. (▶ see Battlekit in the Trench Crusade Digital Rulebook).

Ranged Weapons

•Receptor Staff	Limit: 1	2 ☼
Automatic Pistol	Limit: 3	20 ☼
Automatic Rifle	Bayonet Lug, Limit: 1	40 ☼
Automatic Shotgun	Bayonet Lug, Shield Combo, Limit 2	12 ☼
Bolt-Action Rifle	Bayonet Lug	10 ☼
Flamethrower	Limit: 3	30 ☼
Grenade Launcher	Limit: 2	30 ☼
Machine Gun	Limit: 1	50 ☼
•Compact Machine Gun	Shield Combo, Limit: 1	40 ☼
•Panzerschreck	Limit: 2	2 ☼
Pistol		5 ☼
Semi-Automatic Rifle	Bayonet Lug	12 ☼
Shotgun	Bayonet Lug, Shield Combo	10 ☼
Sniper Rifle	Limit: 3	35 ☼
Submachine Gun	Bayonet Lug, Shield Combo, Limit: 2	30 ☼

Melee Weapons

Bayonet	Shield Combo	2 ☼
Great Hammer/Maul		10 ☼
Great Sword/Axe		12 ☼
•Angel Shard Spear	ELITE only, Limit: 1	25 ☼
Polearm	Shield Combo	7 ☼
Sword		4 ☼
Trench Club		3 ☼
Trench Knife		1 ☼

Grenades

Frag Grenade		7 ☼
Incendiary Grenades		10 ☼

Shields

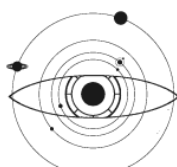
Trench Shield		10 ☼
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Armour

Reinforced Armour	ELITE and Heavy Infantry only	40 ☼
Standard Armour		15 ☼

Equipment

•Oculus Helmet	Headgear	2 ☼
•Twice Blessed Bullets	Limit: 2	10 ☼
Binoculars	ELITE only	10 ☼
Combat Helmet	Headgear	25 ☼
Field Shrine		2 ☼
Gas Mask		5 ☼
Medi-kit		5 ☼
Mountaineer Kit	Limit: 4	3 ☼
Musical Instrument	Limit: 1	15 ☼
Shovel		5 ☼
Troop Flag		1 ☼



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Hour Faction Battlekit

The following Battlekit items are unique to the Trench Pilgrims Warband. Rules for all other items are in the standard Battlekit section (► see Battlekit in the Trench Crusade Digital Rulebook).

Twice Blessed Bullets| 5 ☉ limit: 2

"Manufactured and in the Workshops of the Valley of the Word these Munitions are sanctified in small Shrines at the Base of the Gate of God"

Type	Range	Keywords
Equipment		AMMUNITION (Negate CRITICAL Keyword)

✧ **Sanctified:** A Success Result of a 10+ is converted to a Critical Success but cannot benefit from the Critical Keyword or the Bull's Eye Rule.

Angel Shard Spear| 25 ☉| Limit: 1

Relics made from Shards found at Angel Sightings

Type	Range	Keywords
2-Handed	Melee	+1 INJURY DICE

✧ **Cast Down the Fallen:** This weapon has the IGNORE ARMOUR Keyword if the target is Down.

Compact Machine Gun| 40 ☉| Limit: 2

A Heavy Short range suppression gun

Type	Range	Keywords
2-Handed	16"	AUTOMATIC (3), HEAVY, SHOTGUN, SHIELD COMBO

Ark of the Signal| 5 ☉| Limit: 1

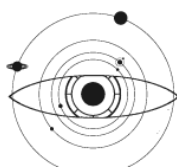
Type	Range	Keywords
2-Handed	Special	DEPLOYABLE, HEAVY, HELD

An **Ark of the Signal** is represented by a terrain piece that is about **1" high** and which is mounted on a **25mm base**. It is *Impassable terrain*.

- ✧ **Place Ark ACTION:** Deploy the Ark of the Signal anywhere within 1" of the model.
- ✧ **Pick up Ark ACTION:** While being within 1" of an Ark of the Signal make a Success roll on a Success or Critical Success pick it up.
- ✧ **Destroying an Ark of the Signal:** A player can choose the Ark of the Signal as the target for a Melee Attack of any type. If the attack is a success or a Critical Success, the Ark of the Signal is removed from the battlefield.

The following **Frequencies** apply to any Enemies within 8" of a deployed Ark of the Signal:

- ✧ **Freq 1:** Enemy models within 1" of a SYNOD model cannot take the Stand-Up ACTION.
- ✧ **Freq 2:** The Synod player may reroll any roll of a 1 by any model within 8" of the Ark (*friendly or enemy*). This rerolled result stands.
- ✧ **Freq 3:** Add +1 INJURY MODIFIER to Injury Rolls made against enemy models within 8" of the Ark.





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Oculus Helmet| 2 ☉| Elite and Observer Initiative only

The valley is home to all manner of workshops and foundries which produce the armaments of the Observers. The most important of these is the Calefactory where the wondrous Oculus helmets are created out of pure Orichalcum, each one a unique masterpiece of engineering and craftsmanship.

Type	Range	Keywords
Helmet		

✧ **Eye of God:** You can re-roll failed Success Rolls and Risky Success Rolls for a Model with this Helmet. If you do so and any of the rolled dice show a 1, then the roll is treated as a Failure, the Model is taken Down, and their Activation immediately ends.

Increases the Models base size to 32mm if it was 25 mm before

Receptor Staff| 2 ☉| Prophetic Tactician only

A simple Metall Rod blessed and thus able to amplify the Voice of God that even heretics may witness it's glory.

Type	Range	Keywords
1-Handed	Melee	CLEAVE 2

✧ **Prophetic Imperative:** When laying out your Prediction Cards at the start of the Turn point at one and say it is blessed. When it resolves if you were correct gain 2 Prophecy DICE, but if you are wrong the Enemy gets a Prophecy DICE.

Panzerschreck| 2 ☉| Limit: 2

These shoulder-fired weapons launch a rocket with an explosive warhead. They are a recent invention, and thus expensive and difficult to manufacture.

Type	Range	Keywords
Special	24"	IGNORE ARMOUR, RELOAD

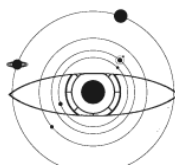
✧ **Disposable Rocket:** If a model that has been hit by a Panzerschreck is not taken Out of Action by the Injury Roll, it is blown D6" in a straight line directly away from the attacking model. This can trigger Opportunity attacks.
(You can only use this Weapon once per Battle.)

Prophetic Revelation| 1 ☉|

It is difficult to readjust all the equipment. Thus, a new Frequency can only be received with great consideration and effort.

Type	Range	Keywords
Event		CONSUMABLE

✧ **Prophetic Revelation:** Change the Frequency you chose when creating this Warband in the Quartermaster Phase.



Elite Warband Entries: The Attuned

0-1 Prophetic Tactician— Cost: 80 🏰

A Synod Warband must include 1 Prophetic Tactician

Beneath the central tower, deep within the Valley of the Words bedrock, dwell the Prophetic Tacticians, the most precious assets of the Synod. These gifted children are surgically, genetically, and chemically altered to make them perfectly suited to their role. They are equipped with strange and esoteric equipment that allows them to hear the word of God.

For reasons the Synod elders still cannot begin to explain, some Tacticians undergo Corporal Mitosis during their service. From the flesh of the host -most often the torso or abdomen- a second body slowly buds and grows. When the new body reaches the size of the original, the two separate. Though they act autonomously, they seem to house the same soul. One cannot survive without the other, but neither can truly die alone.

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

Battlekit A Prophetic Tactician can have any Battlekit that is not a Grenade from the Synod Armoury Tables.

Abilities

- ❖ **Corporal Mitosis:** A Prophetic Tactician is deployed as two identical models treated as a single model. They share BLOOD MARKERS, Activation/Down states, and ACTIONS. Each ACTION except Move, Dash, and Charge may only be taken once per Activation across both models.
- ❖ **Sharing Gods Voice ACTION:** Take a Success Roll. On a Success or Critical Success, select one enemy model within 12" and in Line of Sight. That model is taken Down.

The following Frequencies can apply to a Prophetic Tactician:

- ❖ **Freq 1:** Add -1 DICE to all Action Rolls made by enemy models within 6" of a Prophetic Tactician
- ❖ **Freq 2 ACTION:** Take a Success Roll at +1 DICE. On a Success or Critical Success, you may move each enemy model within 12" up to 3". This does not trigger Opportunity Attacks and models may be moved within 1" of each other.
- ❖ **Freq 3 ACTION:** Take a Success Roll targeting one enemy model within 12" and in Line of Sight. On a Success or Critical Success, double the number of BLOOD MARKERS next to that model. If the target has no BLOOD MARKERS, place 1 BLOOD MARKER next to it instead.

Keywords SYNOD, ELITE, LEADER, WEAK, TOUGH

WEAK Keyword: 1-Handed Weapons carried by this model are treated as 2-Handed. 2-Handed Weapons carried by this model gain the HEAVY Keyword. This model cannot be equipped with Battlekit that has the HEAVY Keyword.
(note: getting strong negates both keywords)





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0-1 Synod Observer— Cost: 80 ☉

This order of warrior monks lives in absolute solitude, honing their minds and bodies to become living weapons of the Hand of God. Once a soldier joins the order, they rarely leave the Temple of the Word, the sole exception being when they are summoned to the battlefield, where their unique abilities can decisively shift the balance in favour of the Faithful. The slightest disturbance in their prayers or training could sever their connection to the Lord of all Creation. Thus, the days and nights of the Observers are spent in secluded, cloistered cells, when not practicing their rigorous martial and mental disciplines.

Movement	Ranged	Melee	Armour	Base
8"/Infantry	N/A	+2 DICE	0	32 mm

Battlekit A Synod Observer is always equipped with an Oculus Helmet and can have any Battlekit from the Synod Armoury Tables.

Abilities

- ✦ **Lightning Speed:** Any two-Handed Melee weapon the Observer carries has the **CLEAVE 2** and **CUMBERSOME** Keywords
- ✦ **Temporal Fugue:** Add **-1 DICE** to rolls for Ranged Attacks and Melee Attacks that target an Observer.
- ✦ **Divine Command:** Take a Risky Success Roll, if the Result is a Success or Critical Success, pick 1 model (*friend or foe within 20" and in Los*) that has not been Activated this Turn. Your Models Activation then ends, and the other model's Activation immediately begins.

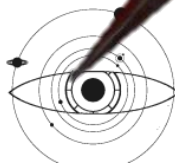
Keywords **SYNOD, ELITE**

Oculus Helmet

The valley is home to all manner of workshops and foundries which produce the armaments of the Observers. The most important of these is the Calefactory where the wondrous Oculus helmets are created out of pure Orichalcum, each one a unique masterpiece of engineering and craftsmanship.

Type	Range	Keywords
2-Handed	Special	

✦ **Eye of God:** You can re-roll failed Success Rolls and Risky Success Rolls for a Model with this Helmet. If you do so and any of the rolled dice show a 1, then the roll is treated as a Failure, the Model is taken Down, and their Activation immediately ends.





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0-1 Ark Bearer— Cost: 100 ☉

The tower is circled day and night by processions of the Arks of the Signal. The bearers of these arks, which are fashioned after the Ark of the Covenant and integrated with sophisticated radio arrays, are permanently connected to them with synaptic cables and chemical tubes. They labour ceaselessly to locate the optimal position of the ark they bear on each given day so that the Synod can capture the most elusive words of God, beyond the reach of the main arrays of the tower.

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

Battlekit An Ark Bearer is always equipped with Ark of the Signal can have any Battlekit from the Synods Armoury Tables.

Abilities ✦ **Ark Bearer:** An Ark Bearer can carry an Ark of the Signal in 1-Hand

Keywords **SYNOD, ELITE, STRONG, TOUGH**

Ark of the Signal

Arks, fashioned after the Ark of the Covenant and integrated with sophisticated radio arrays.

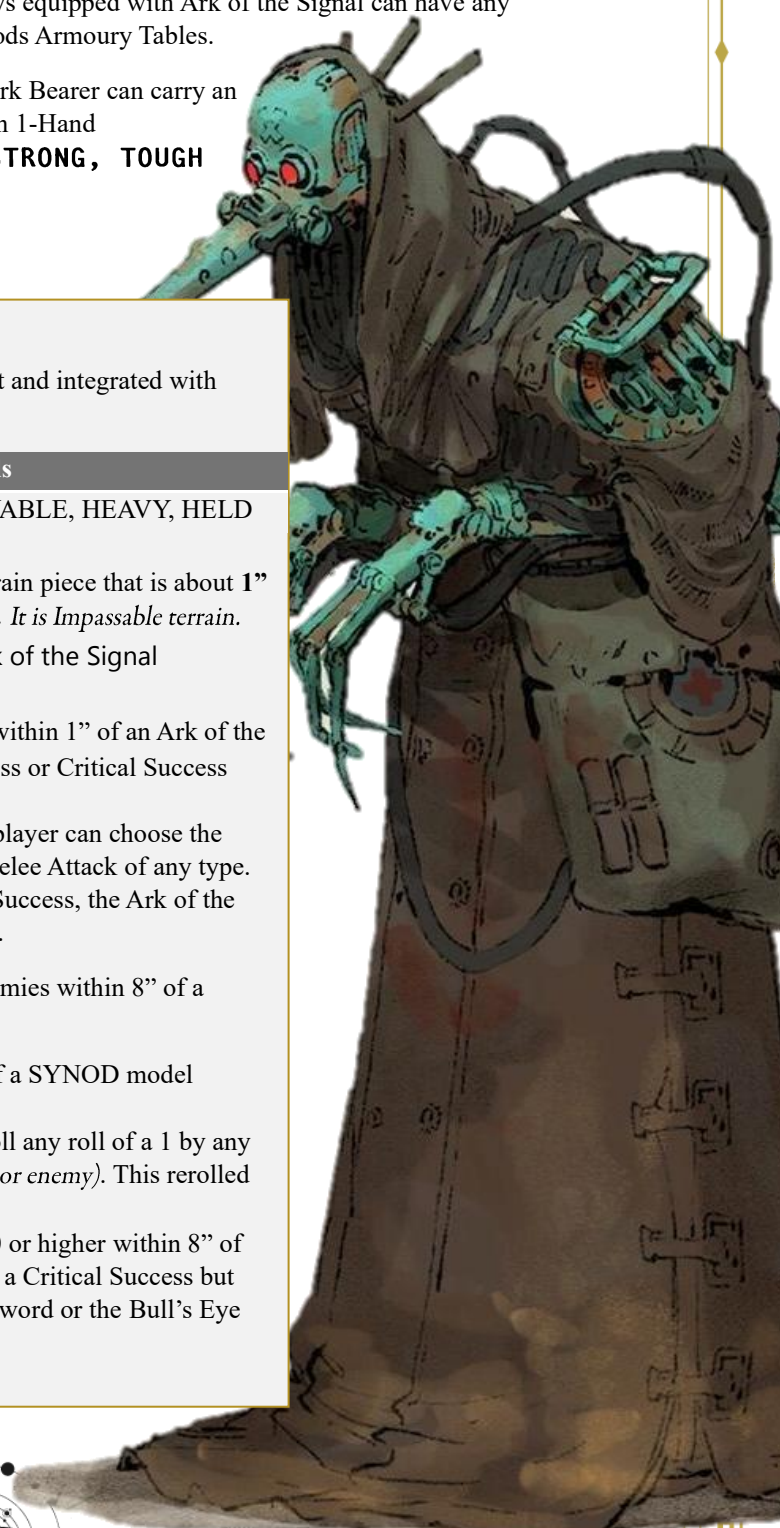
Type	Range	Keywords
2-Handed	Special	DEPLOYABLE, HEAVY, HELD

An **Ark of the Signal** is represented by a terrain piece that is about **1" high** and which is mounted on a **25mm base**. It is *Impassable terrain*.

- ✦ **Place Ark ACTION:** Deploy the Ark of the Signal anywhere within 1" of the model.
- ✦ **Pick up Ark ACTION:** While being within 1" of an Ark of the Signal make a Success roll on a Success or Critical Success pick it up.
- ✦ **Destroying an Ark of the Signal:** A player can choose the Ark of the Signal as the target for a Melee Attack of any type. If the attack is a success or a Critical Success, the Ark of the Signal is removed from the battlefield.

The following **Frequencies** apply to any Enemies within 8" of a deployed Ark of the Signal:

- ✦ **Freq 1:** Enemy models within 1" of a SYNOD model cannot take the Stand-Up ACTION.
- ✦ **Freq 2:** The Synod player may reroll any roll of a 1 by any model within 8" of the Ark (*friendly or enemy*). This rerolled result stands.
- ✦ **Freq 3:** Any Success Result of a 10 or higher within 8" of the Ark of the Signal is converted to a Critical Success but cannot benefit from the Critical Keyword or the Bull's Eye Rule





Troop Warband Entries: Servants of the Signal

Serf/Receptors – Cost: 20 ☉

Any soul that enters the Valley of the Word without divine sanction pays the price of lifelong servitude. Disposable servants and labourer.

To better capture the Divine Frequencies that the Temple strains to receive, select servants have their brains partially replaced with receivers attuned to the Word of God.

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

Battlekit A Serf/Receptor can have any Battlekit from the Synod Armoury Tables.

Abilities ✦ **Sacrificial Bodyguard:** When a SYNOD model within 1" is the target of a Ranged or Melee Attack, a Receptor can choose to intercept the hit. If it does, make an Injury Roll for the Receptor instead of the original target. A Down result is converted to an Out of Action result. This ability cannot be used against attacks with the BLAST Keyword.

When recruiting a **Serf**, you may permanently replace Sacrificial Bodyguard with **Frequency** abilities, making them a Receptor and gaining the ARTIFICIAL Keyword:

- ✦ **Freq 1:** While this model has not Activated this turn, add -1 DICE to Ranged Attack rolls targeting it and SYNOD models within 1".
- ✦ **Freq 2:** Receptors suffer an Out of Action result instead when they go down at any point. Add +1 DICE to Dash ACTIONS and Melee Attack ACTIONS made by this model.
- ✦ **Freq 3 ACTION:** Make a Success Roll. On a Success or Critical Success, remove this model from play and make an Injury Roll with +1 INJURY DICE for every model within 2".

Keywords SYNOD, WEAK

WEAK Keyword: 1-Handed Weapons carried by this model are treated as 2-Handed. 2-Handed Weapons carried by this model gain the HEAVY Keyword. This model cannot be equipped with Battlekit that has the HEAVY Keyword.

(note: getting strong negates both keywords)



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Observer Initiate – Cost: 45 ⬢

To be accepted into the ranks of the prestigious Observers, an aspirant must forge a direct and personal connection with God. Many promising Initiates seek that connection on the hectic battlefield, accompanying their idols into the fray. They cherish these final years of unfiltered existence, knowing that should they prove worthy, they will one day don the Oculus Helmet and with it, trade the noise of the living world for the all-encompassing Voice of the Divine.

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

Battlekit An Observer Initiate can have any Battlekit from the Synod Armoury Tables.

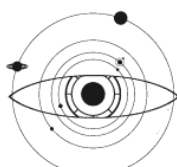
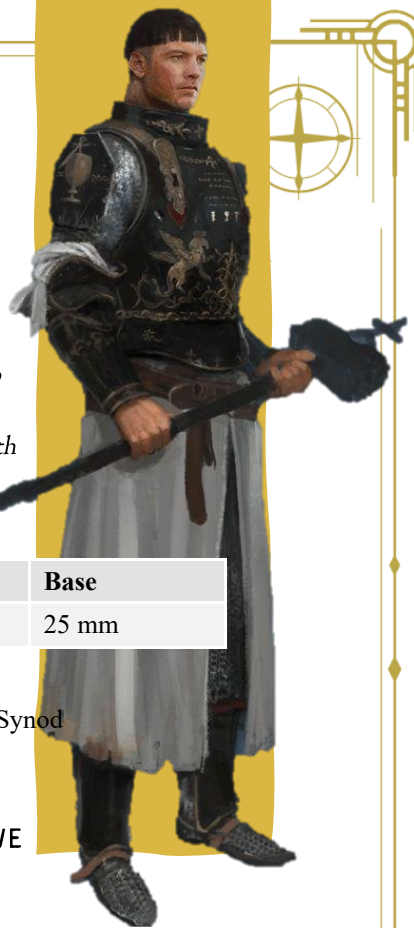
Abilities ❖ **Lightning Speed:** Any Two-Handed Melee weapon the Observer Initiate carries has the **CLEAVE 2** and **CUMBERSOME** Keywords
❖ **Aspirant's Journey:** [see below]

Keywords **SYNOD**

Aspirant's Journey

Each Battle this model kills at least one Enemy **ELITE** or accomplishes a **Glorious Deed** and survives the battle, you may set any **Promotion Dice** rolled for it to a 6. You may then purchase one upgrade from the list below for **10 ducats** (you may purchase each upgrade only once per model):

- ❖ **Temporal Fugue:** Add -1 DICE to rolls for Ranged Attacks and Melee Attacks that target an Observer.
- ❖ **Martial Prowess:** increase the Observer Initiates Melee Characteristic by 1 and their Movement to 8"
- ❖ **Divine Command: RISKY ACTION:** Take a Risky Success Roll, if the Result is a Success or Critical Success, pick 1 model (friend or foe within 20" and in Los) that has not been Activated this Turn. Your Models Activation then ends, and the other model's Activation immediately begins.



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0-1 Combat Medic – Cost: 65 ☉

Human bodies are fragile things when exposed to the raw power of the Divine. The Synod therefore maintains a cadre of Sisters of Saint Cosmas.

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 (► see Battlekit in the Trench Crusade Digital Rulebook). The Injury Modifier for the Armour is included in the model's Profile above. They can also have any Battlekit from the Synod 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 INJURY 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 SYNOD

0-4 Synod Engineer – Cost: 50 ☉

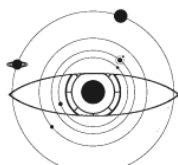
The Ordained Engineers of the Synod spend their lives in the workshops and foundries beneath the Valley of the Word, maintaining the vast arrays of the Gate of God. To them the recovery and maintenance of holy machinery is of a much higher Priority than protecting any living Soul.

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

Battlekit A Synod Engineer can have any Battlekit from the Synod Armoury Tables.

Abilities The following Frequencies can apply to a Synod Engineer:

- ✦ **Freq 1:** A Synod Engineer ignores the -1 DICE penalty for shooting at Long Range.
- ✦ **Freq 2:** Give this Synod Engineer and one other model in your Warband the FIRETEAM Keyword. The other model can only form a Fireteam with this Synod Engineer.
- ✦ **Freq 3:** Synod Engineers gain the INFILTRATOR and SKIRMISHER Keyword.





Keywords SYNOD

0-3 Sanctified Heavy Infantry— Cost: 95 ☉

Clad in heavy Orichalcum battle-plate they are given detailed prophecies before each battle. Visions of the Battle ahead aiding them in leading their shots to never hit their brethren even when they are closely entangled in melee combat. So, they wade through artillery bombardments laying down devastating suppressing fire on the enemy.

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

Battlekit A Sanctified Heavy Infantryman is always equipped with Reinforced Armour and can have any Battlekit from the Synod Armoury Tables.

Abilities ✦ **Prophetic Aim:** Discard 1 Prophecy Dice, this turn when targeting an enemy in Melee combat add +2 to the result when determining if you hit your ally or the Enemy

The following **Frequencies** can apply to a Sanctified Heavy Infantry:

- ✦ **Freq 1:** Add -1 INJURY DICE to Injuries caused by Weapons with the BLAST Keyword and gain the NEGATE FIRE Keywords.
- ✦ **Freq 2:** Add +2 DICE to Dash ACTIONS made by a Sanctified Heavy Infantryman, but their Weapons gain the RELOAD Keyword
- ✦ **Freq 3:** When a Melee Attack inflicts a Blood Marker on the target, push them 2" directly away. A Sanctified Heavy Infantryman's Ranged Weapons gain the ASSAULT Keyword.

Keywords SYNOD, NEGATE HEAVY



Synod of Strategic Prophecy

Special Rules
Armoury Table
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Elite Warband Entries

Prophetic Tactician
Synod Observer
Art Bearer



Troop Warband Entries

Serf/Receptor
Observer Initiate
Combat Medic
Synod Engineer
Heavy Infantry



Prophecy Cards

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Prophecy Cards

These are the Prophecies featured on the Prophecy Cards

#	Name	Upright	Restriction/Notes
1	Initiative	Synod activates first	If Synod decides, discard and draw a new Card
2	Vanguard	Enemy's first activation is an <i>Elite</i>	
3	Rearguard	Enemy's last activation is an <i>Elite</i>	
4	Skill	Enemy's first non-Attack Action succeeds	
5	Aim	Enemy's first Attack succeeds	
6	Risktaker	The first Enemy Model with at least one Risky Ability attempts 2 Risky Success Rolls this turn	
7	Gambler	The first Enemy Activation begins with a Risky <i>ACTION</i>	Note: a move Action is a non-Risky <i>ACTION</i>
8	First Blood	First model to lose Tough or go OOA is Enemy	
9	Mind Reader	Your Enemy calls (<i>True</i>) or (<i>False</i>).	
10	Chariot	The first Enemy model with the <i>STRONG</i> Keyword utilizes their entire Movement Characteristic	Note: on a standard Model that means either 6" or 12" with a successful Dash
11	Bravery	Synod will be the First team to Charge (<i>True</i>) or Retreat (<i>False</i>).	
12	Emperor	The enemy Leader ends their Activation touching an ally's base	



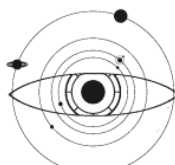
Prophecy Cards:

Each card in your Prophecy Deck contains two predictions. The orientation you choose when laying it down determines which prediction you are making; *one is readable when Upright, the other when Reversed*.

(Prophecies like the Initiative Prophecy can of course only be played when the enemy is the one making the Decision this Turn)

[Card-Front.Png Link](#)

[Card-Back.Png Link](#)



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Campaign Armoury and Patrons

Select a Patron for your Warband from this list. Your choice determines which skill you may select if you roll a Patron Skill result on any of the Skill Table.

WARRIOR SAINT

LEARNED SAINT

COUNCIL SAINT

- ✦ **Patron skill 1:** Reroll any 1's you roll, the reroll stands
- ✦ **Patron skill 2:** gain the Ignore Cumbersome Keyword and Strong
- ✦ **Patron skill 3 ACTION:** Make a Success Roll on a Success or Critical Success choose a model within 6" and make a Injury Roll against them with the Ignore Armour Keyword
- ✦ **Patron skill 4:** When an enemy comes within 1" of your Model by either charging you or being charged down them. This does neither give them a BLOOD MARKER nor end their Turn.
- ✦ **Patron skill 5:** Gain Access to a Model (it is limit: 1) from New Antioch or Trench Pilgrims. If it is an ELITE, it loses that Keyword but can gain it back through Promotion.
- ✦ **Patron skill 6:** At the start of a match after deployment place an Ark of the Signal on the Battlefield.

Armoury
Special Melee weapon?

Field Hospital
Ducat Golem

Equipment
choose 3 non-elite Models (who cost under 100 ducats) they may reroll their dash rolls

Praying Altar
at the start of the game place a field shrine while it is there at the start of every turn you may reroll any prophecy dice you have laying around once.

Tormentor Chains with a different name

Special not heavy short 6" line Flamethrower

High glory Cost
this Observer or initiate can equip ranged weapons even if they are not supposed to.

