

THE IX AGE

FANTASY BATTLES



Vermin Swarm

Army Book (Core Rules)

2nd Edition, version 2021.2 alpha 2 hotfix 1 – July 7, 2021

| | | | |
|-----------------------|----|------------------|----|
| Army Specific Rules | 2 | Characters | 8 |
| Army Model Rules | 2 | Character Mounts | 13 |
| Hereditary Spell | 5 | Core | 15 |
| Special Items | 6 | Special | 17 |
| Army Organisation | 7 | Tunnel Gunners | 20 |
| Quick Reference Sheet | 24 | Bread and Games | 22 |
| Changelog | 27 | | |



The 9th Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are considered part of the Core Rules of T9A and should be available for use in any game. All rules and feedback can be found and given at: the-ninth-age.com. Refer to the Rulebook for instructions on How to Read Unit Entries. Recent changes are marked in [blue](#), and listed at the end of this document. Copyright Creative Commons license: the-ninth-age.com/license.html. Edited with \LaTeX .

Army Specific Rules

Tunnel Markers

Each Vermin Swarm army gains one Tunnel Marker and can gain additional Tunnel Markers by including certain units in the Army List. At the start of step 7 of the Pre-Game Sequence (Spell Selection), for each of your army's Tunnel Markers, mark a point inside your half of the Battlefield with a Tunnel Marker. A player can only use up to 4 Tunnel Markers.

Tunnel Reserve

Certain units have the ability to either enter or start the game in Tunnel Reserve. Units in Tunnel Reserve follow the rules for Ambush, with the following differences:

- Instead of entering the Battlefield from a Board Edge, the owner chooses a friendly Tunnel Marker. Place the unit within 3" of the centre of this marker. No model can be placed with its centre farther away from the centre of the chosen marker than its March Rate. If this is not possible for any friendly marker on the Battlefield, the unit cannot enter the Battlefield during this Player Turn. Roll again in the next friendly Player Turn.
- A unit that enters the Battlefield from Tunnel Reserve cannot perform any Advance Moves, March Moves, or Reforms in the same Movement Phase. The unit counts as having performed a March Move **during the Player Turn it arrives on the Battlefield** for the purpose of shooting.
- A unit that enters the Battlefield from Tunnel Reserve in Game Turn 5 or 6 loses Scoring.
- A unit that enters Tunnel Reserve and does not return to the Battlefield before the end of the game counts as destroyed.

Army Model Rules

Universal Rules

Borne into Battle (X)

The model **must** be deployed in, and can only join, a unit that includes at least one model from one of the unit entries stated in brackets (X). The model can never voluntarily leave its unit.

Callous

Health Point losses of the model that are caused by friendly models are ignored for Panic (including units destroyed due to attacks from friendly models) **and for Combat Score purposes**. The model may use Shooting Attacks against enemy units Engaged in Combat, with the following rules and restrictions:

- The enemy unit is Engaged only with friendly models that are of Standard Height and/or Infantry.
- Friendly units Engaged in this Combat are ignored for Cover purposes (but not for drawing Line of Sight).
- Roll to hit as normal against the intended target. Each hit **from attacks without Area Attack must** then be randomised to determine which unit is hit by rolling a D6 for each hit. On a roll of 4+, unless specifically stated otherwise, the intended target is hit; otherwise, the friendly unit Engaged with the intended target is hit. If there is more than one friendly unit, randomise which one is hit.
- **In case of Area Attacks, the initial hit is not randomised. Determine the number of hits caused by the Area Attack based on the attack's initial target. Then randomise each hit as specified above.**

Eagle Standard

While a **non-Fleeing** unit with one or more models with Eagle Standard is within 18" of its General, the unit gains **Rally Around the Flag** with a range of 6". Any Discipline Tests taken by units while within range of **this instance of Rally Around the Flag from one or more Eagle Standards** are subject to Minimised Roll.

Life is Cheap

When calculating Combat Score, halve the number of Health Point losses of models with Life is Cheap, rounding fractions up. This does not include Combat Score bonuses from Overkill.

Valorous Discretion

Single model units of Standard Height with Valorous Discretion treat all enemy units as units with Terror.

Without Number

If this option is taken for any model in the army, then **all** models in the army that can take it **must** take it. When the model is removed as a casualty, place it in a Reinforcement Pool next to the Battlefield. At any time, you may remove 40 models from this Reinforcement Pool and place one of the following Summoned units in Tunnel Reserve:

- 25 Vermin Legionaries with a **Champion**, a **Musician**, a **Standard Bearer** with **Eagle Standard**, and **Without Number**. The unit loses Scoring. The unit may take [Shield and Spears](#).
- 40 Vermin Slaves with a **Musician** and **Without Number**.

Attack Attributes

Cohort Coordination

While the model's unit is [Steadfast](#) and does not suffer from [Disrupted Ranks](#), the model gains two instances of **Fight in Extra Rank** ~~while its unit is Steadfast and does not suffer from Disrupted Ranks~~. Check if the [unit is Steadfast](#) conditions are met and apply the effects at the start of each Initiative Step.

Lightning Attacks – Close Combat, Shooting

The attacks become **Magical Attacks**, their Strength is **set** to D6, and their Armour Penetration is **set** to 2. If the target's unit is in contact with Water Terrain, failed to-wound rolls **must** be rerolled. Roll only once for the Strength value of all simultaneous hits with Lightning Attacks from a single unit and apply the result to all hits.

Mishap (X)

The model suffers a Mishap when it rolls a natural '1' for the type of roll described in brackets (X). If X is "Misfire", the model suffers a Mishap instead of suffering effects from Misfire. A roll resulting in a Mishap can never be rerolled and an attack resulting in a Mishap is always lost. When suffering a Mishap, the model's unit suffers D6 hits with Strength 2 and Armour Penetration 0. If the Trial and Terror shooting mode was used, the Strength of these hits is **set** to 6 and their Armour Penetration is **set** to 4.

Trial and Terror

The Trial and [Terror](#) section in a weapon's profile describes an alternative shooting mode. If one model uses the Trial and Terror shooting mode, then all models in its unit **must** use it. [The effects last until the end of the phase](#).

Special Attacks

Cult of Errahman

Whenever a natural '1' is rolled to hit for a Close Combat Attack allocated towards a model with Cult of Errahman, the model part inflicts 1 hit with Toxic Attacks against the attacking model's unit in the same Initiative Step, before any casualties are removed.

R&F models with Cult of Errahman cannot be joined by models without Cult of Errahman.

Armoury

Jezail – Shooting Weapon

0–18 Models/Army.

Range 36", Shots 1, Str 5, AP 3, **Accurate, Mishap (To-hit roll), Unwieldy.**

The bearer loses Quick to Fire if it had it (and cannot gain it in any way).

Trial and Terror: The weapon's range is **set** to 24" and it gains **Multiple Wounds (2)** and **Reload!**.

Rotary Gun – Shooting Weapon

0–12 Models/Army.

Range 18", Shots D6, Str 4, AP 2, **Mishap (Roll for number of Shots).**

Trial and Terror: The weapon's range is **set** to 12", its Shots are **set** to D6×2, and it gains **Reload!**.

Canister Launcher – Artillery Weapon

0–9 Models/Army.

Catapult (2×2). Range 24", **Mishap (Misfire), Toxic Attacks.** The total number of simultaneous hits from a unit with this weapon cannot exceed the number of models in the target unit.

Trial and Terror: The weapon's range is **set** to 18". Replace Catapult (2×2) with **Catapult (3×3)**.

Deepfire Thrower – Artillery Weapon

0–9 Models/Army.

Famethrower. Range 18", Shots 1, Str 3, AP 0, **Flaming Attacks, Mishap (Misfire).** The bearer gains **Flammable.** The total number of simultaneous hits from a unit with this weapon cannot exceed the number of models in the target unit.

Trial and Terror: The weapon's range is **set** to 12" and its Strength is **set** to 4.

Hereditary Spell

| Casting Value | Range | Type | Duration | Effect |
|----------------------------------|------------------------------------|--------|----------|---|
| H | The Awakened Swarm | | | |
| <5+> {7+} | <36"> {18"} | Ground | Instant | Summon a unit of <1> {3} Rat Swarms (profile below), with its Centre on the targeted point. |

Rat Swarms

Height Standard
Type Beast
Base 40×40 mm

| Global | Adv | Mar | Dis | Model Rules | |
|-----------|------------|----------|----------|---|----------|
| | 12" | | 5 | Endless Tide , Fearless, Insignificant, Light Troops | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 0 | 1 | 0 | |
| Offensive | Att | Off | Str | AP | Agi |
| Rat Swarm | | 0 | 2 | 1 | 4 |

—Model Rules—

Endless Tide: Universal Rule.

~~The model's unit~~ Rat Swarms cannot declare any Charges, and other units cannot declare any Charges against Rat Swarms. Rat Swarms ~~ignore~~ and other units ~~and units ignore Rat Swarms~~ ignore each other regarding the Unit Spacing rule for all movement ~~and can touch and move onto and through one another during any movement, including when Summoning units~~ (note that this includes Ambush ~~and that this means that the unit can be placed in base contact with other units when Summoned~~). Rat Swarm models never block Line of Sight (remember that this also affects Cover as they can never contribute to Hard Cover).

At the start of each Magic Phase, Raise X Health Points in each Rat Swarms unit, where X is equal to the number of Health Points in the unit. This can Raise Health Points above the unit's starting size, up to a maximum of 27 Health Points. ~~When Raising Health Points, Rat Swarms and other units ignore the Unit Spacing rule towards each other, and their Unit Boundaries may overlap one another.~~

When a unit of Rat Swarms ~~touch~~ comes into contact with another unit, Impassable Terrain, or the Board Edge, the Rat Swarms unit is immediately removed as a casualty. If the unit was removed as a casualty due to ~~touching~~ contact with one or more other units, one of the units, chosen by the owner of the Rat Swarms unit, suffers 3 hits for each removed Rat Swarm model. These hits are resolved with Strength 2 and Armour Penetration 1.

Special Items

Weapon Enchantments

Secrets of the Doom Blade 180 pts

Standard Height models only.

Enchantment: Hand Weapon.

While using this weapon, the wielder gains +1 Attack Value. Attacks made with this weapon gain **Multiple Wounds (D6)**, become **Divine Attacks** and **Magical Attacks**, and their Strength and Armour Penetration are **set** to 10. When a natural '1' is rolled to hit with an attack made with this weapon, the wielder suffers 1 hit with **Lightning Attacks**.

Swarm Master 25 pts

Enchantment: Close Combat Weapon.

While using this weapon, the wielder gains **Grind Attacks (X)**, where X is the number of Full Ranks in the wielder's unit. These Grind Attacks are resolved with Strength 3, Armour Penetration 1, and **Magical Attacks**.

Rodentium Bullets 20 pts

Enchantment: Pistol.

The weapon gains +2 Shots and attacks made with it become **Divine Attacks** and **Magical Attacks**.

Armour Enchantments

Plague-Hermit's Blessing 50 pts

Models with Cult of Errahman only.

Enchantment: Light Armour.

The wearer gains **Fortitude (5+)**. Successful to-hit rolls with Close Combat Attacks against the wearer **must** be rerolled.

Banner Enchantments

Banner of the Last Storm 75 pts

Cannot be taken by models that count towards Core.

Parts of Terrain Features (including Open Terrain) that are within 18" of the bearer's model are Dangerous Terrain (2) for models making a Flying Movement.

Sacred Aquila 50 pts

The bearer and R&F models in the bearer's unit gain **Battle Focus**. Additionally, for each natural to-hit roll of '1' with a Close Combat Attack made by the bearer's unit, the bearer's unit suffers 1 hit with the Close Combat Attack's Strength, Armour Penetration, and Attack Attributes, **before any casualties are removed. This is considered a Special Attack.**

Bell of the Deep Roads 25 pts

Ambush rolls of the bearer's unit may be rerolled. **This overrides the restriction of Special Items not working while their bearer is off the board.** If the unit passes an Ambush roll, all subsequent failed Ambush rolls for Tunnel Reserve during this Player Turn may be rerolled. Any unit that passes its Ambush roll due to this reroll **must** enter the Battlefield from the same Tunnel Marker as the bearer's unit. If this is not possible, the unit cannot enter the Battlefield during this Player Turn. Roll again in the next friendly Player Turn.

Artefacts

Crown of Hubris 65 pts

Dominant. Wizards only.

Once per friendly Magic Phase, immediately before performing a Casting Attempt, the bearer or another Wizard in the bearer's unit may gain a +2 Casting Modifier for a single Casting Attempt. If the Casting Attempt fails, each Wizard in the bearer's unit suffers 1 hit with **Lightning Attacks** and the Crown of Hubris cannot be used in the following Game Turn.

Storm Rocket 65 pts

Vermin Senators and Skorchit Alchemists only.

One use only. When this Artefact is used, it is a Shooting Weapon with Aim (2+) and the following profile: Range 24", Shots 1, Str 5, AP 2, **Area Attack (3x3)**, **Magical Attacks**. On a natural to-hit roll of '1', the wielder suffers 1 hit with **Lightning Attacks**.

Orb of Ateus 60 pts

Vermin Senators and Rakachit Technocrats only.

Once per Shooting Phase, the bearer may discard 2 Veil Tokens from its owner's Veil Token pool and nominate a unit within 6" that has not fired yet during this Shooting Phase. Weapons with Trial and Terror in this unit gain +1 to wound and **Magical Attacks**, and the number of hits from each Mishaps is increased by 3. The effects last until the end of the phase.

Orator's Toga 40 pts

Standard Height models only.

The bearer gains **Stand Behind** and cannot issue Duels.

Map of the Deeps 35 pts

Vermin Senators and Stygian Overseers only.

At the end of each friendly Shooting Phase, the bearer may move a single friendly Tunnel Marker within 24" up to 6" in any direction.

Tome of the Ratking 35 pts

The bearer can cast *The Awakened Swarm* (Hereditary Spell) as a Bound Spell with Power Level (4/8). If this Bound Spell is cast with 3 Magic Dice, the Boosted version of the spell is cast.

Tarina's Lyre 30 pts

Vermin Senators and Fetthis Fleshmasters only.

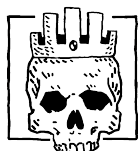
Stomp Attacks made by enemy units within 6" of the bearer suffer a -2 to-wound modifier.

Battered Laurel Wreaths 25 pts

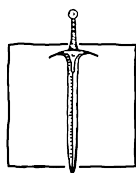
Vermin Senators only.

When an enemy model issues a Duel that the bearer could accept, and if the bearer's unit does have the option of upgrading a model to a Champion but does not contain a Champion, then the bearer may upgrade a single non-Command Group R&F model in its unit to a Champion. This Champion must accept the Duel that was just issued. If that Champion has not been removed as a casualty when the Duel ends, it is degraded to a non-Command Group R&F model.

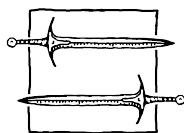
Army Organisation



Characters
Max. 35%



Core
Min. 25%



Special
No limit



Tunnel Gunners
Max. 30%



Bread and Games
Max. 20%

Characters (Max. 35%)



Ruinous Dictator

500 pts

single model

One of a Kind

Height Gigantic

Type Infantry

Base 75×75 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|------------------|-----|-----|-----|---|------------|---------|
| | 7" | 14" | 6 | Callous, Fearless, Stubborn, Supernal, Unlimited Power! , Wizard Adept | | |
| Defensive | HP | Def | Res | Arm | | |
| | 7 | 4 | 5 | 2 | Aegis (5+) | |
| Offensive | Att | Off | Str | AP | Agi | |
| Ruinous Dictator | 4 | 4 | 5 | 4 | 8 | Halberd |

Model Rules

Unlimited Power!: Universal Rule.

The model must be the General. While within range of the model's Commanding Presence, other friendly units gain **Unstable** and cannot voluntarily choose Flee as a Charge Reaction.

Magic Options



Occultism

Options

Must choose a Mortal Origin (one choice only):

I am the Senate

free

Lord of the Legions

free

Pontifex Maximus

25

Must choose a Patron Deity (one choice only):

Avatar of Udius

free

Avatar of Acratos

20

Avatar of Favana

20

Optional Model Rules (Mortal Origin)

I am the Senate: Universal Rule.

When friendly units within range of the model's Commanding Presence (including the model itself) lose Health Points due to Unstable, the number of lost Health Points is reduced by the unit's number of Full Ranks, to a maximum of 3.

Lord of the Legions: Universal Rule.

The model gains Great Weapon and Paired Weapons.

Pontifex Maximus: Universal Rule.

The model knows *The Awakened Swarm* (Hereditary Spell) in addition to its other spells. In addition, the model gains a +1 Casting Modifier for the first Casting Attempt in each Magic Phase.

Optional Model Rules (Patron Deity)

Avatar of Acratos: Universal Rule.

The model gains **Lightning Reflexes** and adds +2 to its side's Combat Score in combats which it is Engaged in when Combat Scores are calculated.

Avatar of Favana: Universal Rule.

The model gains **Multiple Wounds (D3)** and **Swiftstride**.

Avatar of Udius: Universal Rule.

The model gains **Fortitude (4+)**. The model loses Aegis (5+).



Vermin Senator

115 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

| Global | Adv | Mar | Dis | Model Rules | |
|----------------|-----|-----|-----|---|--------------|
| | 5" | 10" | 7 | Callous, Valorous Discretion, Vox Populi | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 3 | 3 | 0 | Light Armour |
| Offensive | Att | Off | Str | AP | Agi |
| Vermin Senator | 2 | 3 | 3 | 0 | 4 |

—Model Rules—

Vox Populi: Universal Rule.

The range of the model's Commanding Presence is **set** to 18" when measured to units with one or more models with Eagle Standard.

—Options—

Special Items pts-
up to 200

—Mount Options—

Praetorian Palanquin pts-
40




Bloodfur Legate

120 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

 A mount marked with (B&G) counts towards Bread and Games. The mount and its rider also count towards Characters.

| Global | Adv | Mar | Dis | Model Rules | |
|-----------------|-----|-----|-----|--|--------------|
| | 5" | 10" | 6 | Callous, Decimation , Valorous Discretion | |
| Defensive | HP | Def | Res | Arm | |
| | 3 | 4 | 4 | 0 | Heavy Armour |
| Offensive | Att | Off | Str | AP | Agi |
| Bloodfur Legate | 4 | 5 | 4 | 1 | 6 |

—Options—

| | |
|--|-----------|
| Battle Standard Bearer with Eagle Standard | 50 |
| Special Items | up to 200 |
| If Battle Standard Bearer | up to 100 |
| Shield | 5 |
| Pistol (3+) | 5 |
| One choice only: | |
| Spear | 5 |
| Halberd | 10 |
| Paired Weapons | 10 |

—Mount Options—

| | |
|---|-----|
| Praetorian Palanquin | 50 |
| Praetorian Brute | 75 |
| Triumphal Platform (B&G) (General only) | 340 |

—Optional Model Rules—

Decimation: Universal Rule.

When the model's unit fails a Discipline Test after any rerolls, you may apply the following rules:

1. Roll a D6.
2. Add the result to the initial dice rolled for the Discipline Test as an (additional) instance of Minimised Roll, **ignoring all dice that were discarded from any other instances of Minimised Roll.**
3. The model's unit suffers a number of hits equal to the discarded **die**D6 from this instance of Minimised Roll that wound automatically with no saves of any kind allowed.



House Prefect

115 pts

single model

Height Standard
Type Infantry
Base 20×20 mm



Units with an upgrade marked with [TG] also count towards Tunnel Gunners.

| Global | Adv | Mar | Dis | Model Rules | |
|---------------|-----|-----|-----|------------------------------|--------------|
| | 5" | 10" | 5 | Callous, Valorous Discretion | |
| Defensive | HP | Def | Res | Arm | |
| | 2 | 2 | 3 | 0 | Light Armour |
| Offensive | Att | Off | Str | AP | Agi |
| House Prefect | 2 | 2 | 3 | 0 | 4 |

Options

pts-

Must choose (one choice only):

| | |
|----------------------------------|------|
| Fetthis Fleshmaster* | free |
| Skorchit Alchemist* | 10 |
| Rakachit Technocrat* [TG] | 20 |
| Stygian Overseer* | 20 |

*Each option is 0–2 Models/Army.

Special Items

up to 75

Must choose (one choice only):

| | |
|-------------------------------------|------|
| Pistol (3+) | free |
| Jezail (3+) [†] | 10 |
| Canister Launcher (3+) [‡] | 25 |
| Rotary Gun (3+) [†] | 25 |
| Deepfire Thrower [‡] | 35 |

[†]Rakachit Technocrat only

[‡]Skorchit Alchemist only

Mount Options

pts-

| | |
|---|----|
| Praetorian Palanquin (Fetthis Fleshmaster only) | 35 |
|---|----|

Optional Model Rules

Fetthis Fleshmaster: Universal Rule.

The model gains Heavy Armour and Shield. Charge Range rolls in the Charge Phase of units consisting entirely of Giant Rats, Fetthis Brutes, Arena Beasts, and models on Praetorian Palanquin within 12" are subject to Maximised Roll.

Rakachit Technocrat: Universal Rule.

The model gains **Engineer** (3+) that can also be used on Experimental Weapon Teams, affecting all Experimental Weapon Team models in the chosen unit.

Skorchit Alchemist: Universal Rule.

One use only. May be activated at the start of any Round of Combat. Standard Height R&F models in the model's unit gain **+2 Agility** and **+2 Offensive Skill** **Lightning Reflexes** until the end of the Player Turn. The unit suffers D6 hits that wound automatically with no saves of any kind allowed. **These hits are considered Special Attacks.**

Stygian Overseer: Universal Rule.

The model gains Heavy Armour and Great Weapon. **During** At the start of any friendly Shooting Phase, a single model with Stygian Overseer may detonate a single Tunnel Marker within 24" of it. If so, all units within 6" of the Tunnel Marker suffer 2D6 hits with Strength 4 and Armour Penetration 1. Then remove the Tunnel Marker.



Swarm Priest

115 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

| Global | Adv | Mar | Dis | Model Rules | |
|--------------|-----|-----|-----|---|-----|
| | 5" | 10" | 5 | Callous, Valorous Discretion, Wizard Apprentice | |
| Defensive | HP | Def | Res | Arm | |
| | 2 | 2 | 3 | 0 | |
| Offensive | Att | Off | Str | AP | Agi |
| Swarm Priest | 1 | 2 | 3 | 0 | 4 |

— Magic Options —

Wizard Adept

pts-

75



Occultism



Thaumaturgy

— Options —

pts-

Must choose (one choice only):

Caelysian Pantheon free

Cult of Errahman 5

Holy Triumvirate 20

Special Items up to 100

Light Armour 5

— Mount Options —

pts-

Sacred Platform 240

— Optional Model Rules —

Caelysian Pantheon: Universal Rule.

The model's Path access is replaced with:



Thaumaturgy



Witchcraft

Holy Triumvirate: Universal Rule.

If there are at least 3 models with Holy Triumvirate on your Army List, and **they all of them** have either Caelysian Pantheon or **they all have** Cult of Errahman, these models can all select spells as follows:

- Wizard Apprentices select from the Learned Spells 1, 2, 3, and 4 of their chosen Path and the Hereditary Spell.
- Wizard Adepts select from the Learned Spells 1, 2, 3, 4, 5, and 6 of their chosen Path and the Hereditary Spell.



Duskblade Assassin

145 pts

single model

0–3 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|--------------------|-----|-----|-----|---|-------------|---|
| | 5" | 10" | 5 | Callous, Dark Doorways , Disdain for Plebs , Not a Leader, Sic Semper Tyrannis , Valorous Discretion | | |
| Defensive | HP | Def | Res | Arm | | |
| | 2 | 5 | 3 | 0 | Distracting | |
| Offensive | Att | Off | Str | AP | Agi | |
| Duskblade Assassin | 2 | 5 | 4 | 3 | 8 | Divine Attacks, Multiple Wounds (2, against Character), Paired Weapons, Throwing Weapons (2+) |

Model Rules

Dark Doorways: Universal Rule.

The model cannot be deployed normally. Instead, immediately before step 2 of the Deployment Phase Sequence (after determining who deploys first), if you have one or more Duskblade Assassins in your army, mark up to 3 units of Vermin Velites, Vermin Legionaries, Blackfur Veterans, Shadowfur Stalkers, or Ignifier Grenadiers on your Army List. Once per game, at the start of any Player Turn, the owner must deploy all of their Duskblade Assassins. For each Duskblade Assassin, choose a marked non-Fleeing unit and remove a R&F model from the chosen unit's first rank as a casualty. Deploy the Duskblade Assassins inside those units in the position of the removed models.

Disdain for Plebs: Universal Rule.

The model cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel.

Sic Semper Tyrannis: Universal Rule.

While the model's unit is in base contact with one or more enemy Characters, the model gains +1 Attack Value for each other Duskblade Assassin in the same unit.

Character Mounts



Praetorian Palanquin

Height **Large**
Type **Infantry**
Base **40×40 mm**

0–3 Mounts/Army

Praetorian Palanquin and Praetorian Brute share the same 0–3 Mounts/Army limitation.

| Global | Adv | Mar | Dis | Model Rules | | |
|----------------------|-----------|------------|----------|-------------|----------|-----------|
| | 6" | 12" | C | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | C | 5 | C | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Praetorian Palanquin | 3 | 2 | 5 | 2 | 4 | Harnessed |



Praetorian Brute

Height **Large**
Type **Infantry**
Base **50×50 mm**

0–3 Mounts/Army

Praetorian Palanquin and Praetorian Brute share the same 0–3 Mounts/Army limitation.

| Global | Adv | Mar | Dis | Model Rules | | |
|------------------|-----------|------------|----------|-------------|----------|-----------|
| | 6" | 12" | C | | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | C | 5 | C+1 | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Praetorian Brute | 3 | 3 | 6 | 3 | 4 | Harnessed |



Triumphal Platform

Height **Gigantic**
Type **Construct**
Base **80×80 mm**

The mount and its rider count towards Characters. The mount also counts towards Bread and Games.

| Global | Adv | Mar | Dis | Model Rules | | |
|----------------------|-----------|------------|----------|---|-----------------------------|--------------------|
| | 5" | 10" | C | Borne into Battle (Blackfur Veterans, Fetthis Brutes, Vermin Legionaries), War Platform | | |
| Defensive | HP | Def | Res | Arm | | |
| | 8 | 1 | 5 | 4 | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Praetorian Brute (3) | 3 | 3 | 6 | 3 | 4 | Harnessed, Halberd |
| Chassis | | | 5 | 2 | Impact Hits (D6), Inanimate | |



Sacred Platform

Height Gigantic
 Type Construct
 Base 60×100 mm
 0–2 Mounts/Army

| Global | Adv | Mar | Dis | Model Rules | | |
|-------------|-----|-----|-----|--------------|------------|--|
| | 5" | 10" | C | War Platform | | |
| Defensive | HP | Def | Res | Arm | | |
| | 7 | 1 | 5 | 2 | Aegis (5+) | |
| Offensive | Att | Off | Str | AP | Agi | |
| Acolyte (8) | 1 | 2 | 3 | 0 | 3 | Great Weapon |
| Chassis | | | 5 | 2 | | Harnessed, Impact Hits (D3), Inanimate |

— Options — pts —

Must choose (one choice only):

- Whispering Bell** (models with Caelysian Pantheon only) (0–1 Models/Army) free
- Pestilent Pulpit** (models with Cult of Errahman only) (0–1 Models/Army) 160

— Optional Model Rules —

Pestilent Pulpit: Universal Rule.

The model can cast *Pentagram of Pain* (Occultism) as a Bound Spell with Power Level (4/8).

The model gains **Borne into Battle (Plague Disciples)**.

Friendly units within 6" of the model gain **Poison Attacks** with the following exceptions:

- Only models with Cult of Errahman are affected.
- Close Combat Attacks that already were Poison Attacks from another source will automatically wound on successful to-hit rolls of 5+ instead of 6+.

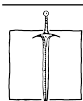
Whispering Bell: Universal Rule.

The model can cast *Speaking in Tongues* (Thaumaturgy) as a Bound Spell with Power Level (4/8).

The model gains **Borne into Battle (Blackfur Veterans, Vermin Legionaries), Channel (1), and Musician**.

The range of the model's March to the Beat, and to enemy units that are required to take a March Test due to the model's unit, are both extended to 18". Friendly units within 12" of the Sacred Platform gain **Aegis (6+)**.

Core (Min. 25%)



Vermin Velites

125 pts + 4 pts/extra model

15–25 models



0–3 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|---------------|-----|-----|-----|---------------------------------|--------------|-------------------------------------|
| | 5" | 10" | 5 | Callous, Life is Cheap, Scoring | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 2 | 2 | 0 | Light Armour | |
| Offensive | Att | Off | Str | AP | Agi | |
| Vermin Velite | 1 | 3 | 3 | 0 | 4 | Cohort Coordination, Paired Weapons |

— Model Rules —

Sling: Shooting Weapon.

Range 18", Shots 1, Str 3, AP 0. The attack gains +1 Strength when shooting from Short Range.

— Options —

Must choose (one choice only):

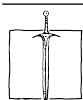
Throwing Weapons (4+) free

Sling (4+) 2/model

— Command Group Options —

Champion 10

Musician 10



Vermin Legionaries

175 pts + 5 pts/extra model

25–60 models



Height Standard
Type Infantry
Base 20×20 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|------------------|-----|-----|-----|---------------------------------|--------------|---------------------|
| | 5" | 10" | 5 | Callous, Life is Cheap, Scoring | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 2 | 2 | 0 | Light Armour | |
| Offensive | Att | Off | Str | AP | Agi | |
| Vermin Legionary | 1 | 3 | 3 | 0 | 4 | Cohort Coordination |

— Options —

Without Number* 1/model

*Armies with a Vermin Senator only

Must choose (one choice only):

Shield and Spear free

Shield 1/model

— Command Group Options —

Champion 10

Musician 10

Standard Bearer with Eagle Standard 25

Banner Enchantment no limit



Blackfur Veterans

255 pts + 10 pts/extra model

25–50 models



Height Standard
Type Infantry
Base 20×20 mm



Units with an upgrade marked with [Sp] count towards Special instead of Core.

| Global | Adv | Mar | Dis | Model Rules | | |
|------------------|-----|-----|-----|--|----------------------|------------------------------|
| | 5" | 10" | 6 | Avrasi Formations , Callous, Life is Cheap, Scoring | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 3 | 2 | 0 | Heavy Armour, Shield | |
| Offensive | Att | Off | Str | AP | Agi | |
| Blackfur Veteran | 1 | 4 | 3 | 0 | 5 | Cohort Coordination, Halberd |

Model Rules

Avrasi Formations: Universal Rule.

The model's unit gains the following rules based on its unit's Formation:

- **Testudo:** While the unit has exactly 5 files, it gains Soft Cover, and its Charge Range rolls in the Charge Phase are subject to Minimised Roll.
- **Phalanx:** While the unit has exactly 8 files, it doubles its number of Full Ranks for the purpose of Cohort Coordination, and its Flee Distance rolls are subject to Minimised Roll.

Options

Bloodfur Praetorians [Sp]

(0–1 Units/Army)

1/model

Command Group Options

| | |
|-------------------------------------|----------|
| Champion | 10 |
| Musician | 10 |
| Standard Bearer with Eagle Standard | 25 |
| Banner Enchantment | no limit |

Optional Model Rules

Bloodfur Praetorians: Universal Rule.

The model gains **Bodyguard (Vermin Senator that is the General)** and Great Weapon, and loses Halberd.



Vermin Slaves

135 pts + 3 pts/extra model

30–80 models

Height Standard
Type Infantry
Base 20×20 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|--------------|-----|-----|-----|---------------------------------------|-----|--|
| | 5" | 10" | 3 | Callous, Insignificant, Life is Cheap | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 1 | 2 | 0 | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Vermin Slave | 1 | 1 | 3 | 0 | 4 | |

Options

Tunnelling Tools

Without Number*

*Armies with a Vermin Senator only

15
2/model

Command Group Options

Musician 10

Optional Model Rules

Tunnelling Tools: Universal Rule.

The unit adds a single Tunnel Marker to the army.

Special (No limit)



Shadowfur Stalkers

130 pts + 8 pts/extra model

10-20 models

0-3 Units/Army

Height Standard
Type Infantry
Base 20x20 mm

| Global | Adv | Mar | Dis | Model Rules | |
|-------------------|-----|-----|-----|--|-----------------|
| | 5" | 10" | 5 | Callous, Life is Cheap, Light Troops, Sicarran Smugglers , Skirmisher | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 3 | 2 | 0 | Hard Target (1) |
| Offensive | Att | Off | Str | AP | Agi |
| Shadowfur Stalker | 1 | 3 | 3 | 0 | 5 |

Poison Attacks*, Paired Weapons
*Close Combat Attacks only

— Model Rules —

Sicarran Smugglers: Universal Rule.

The unit may start the game in Tunnel Reserve. Ambush rolls of units consisting entirely of models with Sicarran Smugglers may be rerolled. **This overrides the restriction of rules and abilities not working while their bearer is off the board.**

— Options —

Must choose (one choice only):

Throwing Weapons (4+) free
Pistol (4+) (0-2 Units/Army) 3/model

— Command Group Options —

Champion 10
Musician 10



Plague Disciples

215 pts + 9 pts/extra model

20-40 models



Height Standard
Type Infantry
Base 20x20 mm

| Global | Adv | Mar | Dis | Model Rules | |
|-----------------|-----|-----|-----|--|-----|
| | 5" | 10" | 5 | Bodyguard (Sacred Platform), Callous, Fear no Evil , Life is Cheap, Scoring | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 2 | 3 | 0 | |
| Offensive | Att | Off | Str | AP | Agi |
| Plague Disciple | 2 | 2 | 3 | 0 | 3 |

Cult of Errahman

— Model Rules —

Fear no Evil: Universal Rule.

The model gains **Fearless** while in the same unit as a Swarm Priest.

— Options —

Must choose (one choice only):

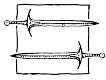
Great Weapon free
Bloodpox Blades 1/model

— Command Group Options —

Champion 10
Musician 10
Standard Bearer 10
Banner Enchantment no limit

— Optional Model Rules —

Bloodpox Blades: Close Combat Weapon. Paired Weapons. Attacks made with Bloodpox Blades gain **Poison Attacks**.



Giant Rats

80 pts + 4 pts/extra model

10-30 models 0-4 Units/Army

Height Standard
Type Beast
Base 20×20 mm

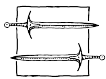
| Global | Adv | Mar | Dis | Model Rules | | |
|-----------|-----|-----|-----|---------------------------------------|-----|-----------------------------|
| | 7" | 14" | 5 | Callous, Insignificant, Life is Cheap | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 2 | 2 | 0 | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Giant Rat | 1 | 2 | 3 | 1 | 5 | Devastating Charge (+1 Att) |

Options

Dire Rats (0-X* Units/Army,
0-15 Models/Unit) 3/model
*Where X is the number of Fetthis Fleshmasters on the
Army List.

Optional Model Rules

Dire Rats: Universal Rule.
The model gains +1 Strength, +1 Armour Penetra-
tion, and +1 Resilience, and its base size is changed
to 25×50 mm. The model loses Insignificant.



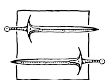
Fetthis Brutes

310 pts + 45 pts/extra model

6-15 models 0-30 Models/Army

Height Large
Type Infantry
Base 40×40 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|---------------|-----|-----|-----|------------------|-----|---------------------|
| | 6" | 12" | 5 | Callous, Scoring | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 3 | 5 | 0 | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Fetthis Brute | 2 | 2 | 5 | 2 | 4 | Fight in Extra Rank |



Murmillo Brutes

300 pts + 60 pts/extra model

4-6 models 0-3 Units/Army

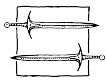
Height Large
Type Infantry
Base 50×50 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|----------------|-----|-----|-----|------------------|--------------|---------------|
| | 6" | 12" | 6 | Callous, Scoring | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 4 | 5 | 0 | Heavy Armour | |
| Offensive | Att | Off | Str | AP | Agi | |
| Murmillo Brute | 3 | 3 | 5 | 2 | 4 | Quick to Fire |



Units with an upgrade marked with [TG] also count towards Tunnel Gunners.

| Options | pts | Command Group Options | pts |
|---------------------------------------|----------|--|----------|
| Must choose (one choice only): | | Champion | 10 |
| Halberd and Shield | free | Musician | 10 |
| Jezail (4+) and Shield [TG] | 10/model | Standard Bearer with Eagle Standard | 25 |
| Deepfire Thrower [TG] | 15/model | Banner Enchantment | no limit |
| Rotary Gun (4+) [TG] | 20/model | | |
| Canister Launcher (4+) [TG] | 25/model | | |



Legionary Drill Team

100 pts

single model

0–2 Units/Army

Height Standard

Type Infantry

Base 40×40 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|----------------------|-----|-----|-----|---|-----|--------------------|
| | 5" | 10" | 5 | Back to the Burrows , Borne into Battle (Vermin Legionaries, Vermin Velites), Callous, Life is Cheap, War Platform | | |
| Defensive | HP | Def | Res | Arm | | |
| | 4 | 2 | 3 | 3 | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Legionary Drill Team | | | 6 | 3 | 4 | Grind Attacks (D3) |

Model Rules

Back to the Burrows: Universal Rule.

Once per game, at the end of the owner's Movement Phase, the model's unit may be removed from the Battlefield and placed in Tunnel Reserve. Before the unit is removed, it loses Scoring until it returns to the Battlefield. This can only be done if the model's unit is not Engaged or Shaken and has 50 or fewer Health Points.

Tunnel Gunners (Max. 30%)



Ignifier Grenadiers

150 pts + 13 pts/extra model

8-15 models

0-3 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|--------------------|-----|-----|-----|--|--|------------------------|
| | 5" | 10" | 6 | Callous, Life is Cheap, Light Troops, Skirmisher | | |
| Defensive | HP | Def | Res | Arm | | |
| | 1 | 3 | 3 | 0 | Flammable, Hard Target (1), Heavy Armour | |
| Offensive | Att | Off | Str | AP | Agi | |
| Ignifier Grenadier | 1 | 4 | 3 | 0 | 4 | Deepfire Grenades (5+) |

— Model Rules —

Deepfire Grenades: Shooting Weapon.

Range 8", Shots 2, Str 6, AP 2, **Accurate, Flaming Attacks, Quick to Fire, Volley Fire.**



Experimental Weapon Teams

140 pts + 45 pts/extra model

3-6 models

0-3 Units/Army

Height Standard
Type Infantry
Base 25×50 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|------------------|-----|-----|-----|------------------------|--------------|---------------|
| | 5" | 10" | 5 | Callous, Life is Cheap | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 2 | 2 | 0 | Heavy Armour | |
| Offensive | Att | Off | Str | AP | Agi | |
| Exp. Weapon Team | 2 | 2 | 3 | 0 | 4 | Quick to Fire |

— Options — pts —

Must choose (one choice only):

| | |
|------------------------|----------|
| Jezail (4+) and Shield | free |
| Canister Launcher (4+) | 15/model |
| Deepfire Thrower | 15/model |
| Rotary Gun (4+) | 15/model |



Doomspark Device

180 pts

single model

0–3 Units/Army

Height Large
Type Construct
Base 50×100 mm

| Global | Adv | Mar | Dis | Model Rules | |
|-----------------------|---|-----|-----|----------------------|-----|
| | 6" | 10" | 6 | Callous, Swiftstride | |
| Defensive | HP | Def | Res | Arm | |
| | 4 | 2 | 5 | 3 | |
| Offensive | Att | Off | Str | AP | Agi |
| Rakachit Engineer (3) | 1 | 2 | 3 | 0 | 4 |
| Chassis | D6 Chain Lightning , Grind Attacks (D6), Inanimate, Darkstone Generator | | | | |

Model Rules

Chain Lightning: Special Attack.

The model's Grind Attacks are resolved as **Lightning Attacks**. Roll for Agility of this model when determining the Initiative Order. [Roll once and apply the result to all Doomspark Devices in the unit.](#)

Darkstone Generator: Shooting Weapon.

[Range 6"](#), Shots D6, **Lightning Attacks, Mishap (Roll for number of Shots), Reload!**

When used, the weapon targets and automatically hits **all** units within [6" of the model's unitRange](#) (including units not inside the Front Arc/Line of Sight, and units Engaged in Combat) except the shooting unit itself ([remember that models that are Engaged in Combat cannot perform Shooting Attacks](#)). Roll once for the number of shots and apply this value to all targeted units, then roll for the Strength of the hits for each targeted unit individually. These shots are not randomised using the rules for Callous.

Trial and Terror: The attack gains +1 Strength and +1 Armour Penetration.



Vermin Artillery

190 pts

single model

0–4 Units/Army

Height Large
Type Construct
Base 75 mm round

| Global | Adv | Mar | Dis | Model Rules | |
|-----------|--------------|-----|-----|----------------------|-----|
| | 5" | 5" | 5 | Callous, War Machine | |
| Defensive | HP | Def | Res | Arm | |
| | 4 | 1 | 4 | 0 | |
| Offensive | Att | Off | Str | AP | Agi |
| Crew | 3 | 3 | 3 | 0 | 4 |
| | Move or Fire | | | | |

Options

pts-

Must choose (one choice only):

Skorchit Ordnance (4+)* free

Rakachit Mauss Cannon (4+)* 20

*Each option is 0–2 Models/Army.

Optional Model Rules

Rakachit Mauss Cannon: Artillery Weapon.

Cannon. Range 48", Shots 1, Str 5 [7], AP 2 [4], **Area Attack (1×5), Mishap (Misfire), [Multiple Wounds (D3)]**. [The model gains Flammable.](#)

Trial and Terror: The weapon's range is **set** to 24", and it gains **Accurate** and **[Multiple Wounds (D6)]**. The weapon suffers Mishap on to-hit rolls of '1' and '2'.

Skorchit Ordnance: Artillery Weapon.

Catapult (4×4). Range 12–48", Shots 1, Str 4, AP 0, **Flaming Attacks, Mishap (Misfire)**.

[The model gains Flammable.](#)

Trial and Terror: The weapon's range is **set** to 12–30". Replace Catapult (4×4) with **Catapult (6×6)**.

Bread and Games (Max. 20%)



Stygian Earthbreaker

290 pts

single model

0-2 Units/Army

Height Large

Type Construct

Base 50×100 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|----------------------|-----|-----|-----|--|-----|---|
| | 6" | 6" | 6 | Callous, Earthbreaker Drill , Strider, Stubborn, Underground Arrival | | |
| Defensive | HP | Def | Res | Arm | | |
| | 5 | 1 | 5 | 3 | | |
| Offensive | Att | Off | Str | AP | Agi | |
| Stygian Earthbreaker | | | 6 | 4 | 2 | Devastating Charge (Fear), Grind Attacks (2D3), Impact Hits (2D3) |

Model Rules

Earthbreaker Drill: Universal Rule.

The model can only perform its Grind Attacks against units Engaged with its Front Facing. The model gains +3 Armour against:

- Shooting Attacks from enemy models Located in the model's Front Arc.
- Melee Attacks from units Engaged with the model's Front Facing.

Underground Arrival: Universal Rule.

The model adds one Tunnel Marker to the army. In addition, the model may choose to start the game in Tunnel Reserve. Once per game, at the end of the owner's Movement Phase, the model's unit may be removed from the Battlefield and placed in the Tunnel Reserve. This cannot be done if the model is Engaged or Shaken.



Dreadmill Chariots

125 pts + 105 pts/extra model

1-3 models

0-2 Units/Army

Height Large

Type Construct

Base 50×75 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|------------------|-----|-----|-----|---|-----------|--|
| | 5" | 5" | 6 | Callous, Light Troops, Swiftstride, Unstable Engines | | |
| Defensive | HP | Def | Res | Arm | | |
| | 3 | 2 | 4 | 3 | Flammable | |
| Offensive | Att | Off | Str | AP | Agi | |
| Dreadmill Driver | 1 | 2 | 3 | 0 | 4 | |
| Chassis | | | 5 | 2 | 4 | Grind Attacks (1), Impact Hits (D6+1), Inanimate |

Model Rules

Unstable Engines: Universal Rule.

Units consisting entirely of models with Unstable Engines:

- Gain +D6" to their Charge Range rolls in the Charge Phase. Also add this D6 to the Failed Charge distance.
- Immediately after choosing to perform a March Move, gain +D6" March Rate.

The effects last until the end of the phase.

Immediately before a model is removed as a casualty from the unit, the model inflicts D6 hits with Strength 4, Armour Penetration 0 and Flaming Attacks against all units (including the model's unit) within 6" of the model. Roll once for the number of hits inflicted against each unit. These hits are considered Special Attacks.



Arena Beast

300 pts

single model

0–3 Units/Army

Height Gigantic
Type Beast
Base 50×100 mm

| Global | Adv | Mar | Dis | Model Rules | | |
|-------------|------------|------------|----------|-------------------|----------------|-----------|
| | 6" | 12" | 6 | Callous, Fearless | | |
| Defensive | HP | Def | Res | Arm | | |
| | 6 | 3 | 5 | 2 | Fortitude (5+) | |
| Offensive | Att | Off | Str | AP | Agi | |
| Arena Beast | 3D3 | 3 | 7 | 3 | 3 | Harnessed |
| Pitmaster | 2 | 3 | 4 | 1 | 4 | Halberd |

—Options—

Underworld Beast

—pts—
free

—Optional Model Rules—

Underworld Beast: Universal Rule.

The model gains **Random Movement (3D6")** and +3 Attack Value. It loses Harnessed and the Pitmaster model part, and its base size is changed to 60×100 mm.

Quick Reference Sheet

| | | | | | | | | | | | | |
|-------------------|-----|-----|-----|---|-----|---|-----|---|-----|---|--|---|
| Rat Swarms | Adv | 12" | Mar | - | Dis | 5 | | | | | | Endless Tide, Fearless, Insignificant, Light Troops |
| Standard, Beast | HP | 3 | Def | 0 | Res | 1 | Arm | 0 | | | | |
| Rat Swarm | Att | - | Off | 0 | Str | 2 | AP | 1 | Agi | 4 | | |

Characters

| | | | | | | | | | | | | |
|---------------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|--|---|
| Ruinous Dictator | Adv | 7" | Mar | 14" | Dis | 6 | | | | | | Callous, Fearless, Stubborn, Supernal, Unlimited Power!, Wizard Adept |
| Gigantic, Infantry | HP | 7 | Def | 4 | Res | 5 | Arm | 2 | | | | Aegis (5+) |
| Ruinous Dictator | Att | 4 | Off | 4 | Str | 5 | AP | 4 | Agi | 8 | | Halberd |
| Vermin Senator | Adv | 5" | Mar | 10" | Dis | 7 | | | | | | Callous, Valorous Discretion, Vox Populi |
| Standard, Infantry | HP | 3 | Def | 3 | Res | 3 | Arm | 0 | | | | Light Armour |
| Vermin Senator | Att | 2 | Off | 3 | Str | 3 | AP | 0 | Agi | 4 | | Pistol (5+) |
| Bloodfur Legate | Adv | 5" | Mar | 10" | Dis | 6 | | | | | | Callous, Decimation, Valorous Discretion |
| Standard, Infantry | HP | 3 | Def | 4 | Res | 4 | Arm | 0 | | | | Heavy Armour |
| Bloodfur Legate | Att | 4 | Off | 5 | Str | 4 | AP | 1 | Agi | 6 | | |
| House Prefect | Adv | 5" | Mar | 10" | Dis | 5 | | | | | | Callous, Valorous Discretion |
| Standard, Infantry | HP | 2 | Def | 2 | Res | 3 | Arm | 0 | | | | Light Armour |
| House Prefect | Att | 2 | Off | 2 | Str | 3 | AP | 0 | Agi | 4 | | |
| Swarm Priest | Adv | 5" | Mar | 10" | Dis | 5 | | | | | | Callous, Valorous Discretion, Wizard Apprentice |
| Standard, Infantry | HP | 2 | Def | 2 | Res | 3 | Arm | 0 | | | | |
| Swarm Priest | Att | 1 | Off | 2 | Str | 3 | AP | 0 | Agi | 4 | | |
| Duskblade Assassin | Adv | 5" | Mar | 10" | Dis | 5 | | | | | | Callous, Dark Doorways, Disdain for Plebs, Not a Leader, Sic Semper Tyrannis, Valorous Discretion |
| Standard, Infantry | HP | 2 | Def | 5 | Res | 3 | Arm | 0 | | | | Distracting |
| Duskblade Assassin | Att | 2 | Off | 5 | Str | 4 | AP | 3 | Agi | 8 | | Divine Attacks, Multiple Wounds (2, against Character), Paired Weapons, Throwing Weapons (2+) |

Character Mounts

| | | | | | | | | | | | | |
|-----------------------------|-----|----|-----|-----|-----|---|-----|-----|-----|---|--|---|
| Praetorian Palanquin | Adv | 6" | Mar | 12" | Dis | C | | | | | | |
| Large, Infantry | HP | 3 | Def | C | Res | 5 | Arm | C | | | | |
| Praetorian Palanquin | Att | 3 | Off | 2 | Str | 5 | AP | 2 | Agi | 4 | | Harnessed |
| Praetorian Brute | Adv | 6" | Mar | 12" | Dis | C | | | | | | |
| Large, Infantry | HP | 3 | Def | C | Res | 5 | Arm | C+1 | | | | |
| Praetorian Brute | Att | 3 | Off | 3 | Str | 6 | AP | 3 | Agi | 4 | | Harnessed |
| Triumphal Platform | Adv | 5" | Mar | 10" | Dis | C | | | | | | Borne into Battle (Blackfur Veterans, Fetthis Brutes, Vermin Legionaries), War Platform |
| Gigantic, Construct | HP | 8 | Def | 1 | Res | 5 | Arm | 4 | | | | |
| Praetorian Brute (3) | Att | 3 | Off | 3 | Str | 6 | AP | 3 | Agi | 4 | | Harnessed, Halberd |
| Chassis | Att | - | Off | - | Str | 5 | AP | 2 | Agi | - | | Impact Hits (D6), Inanimate |
| Sacred Platform | Adv | 5" | Mar | 10" | Dis | C | | | | | | War Platform |
| Gigantic, Construct | HP | 7 | Def | 1 | Res | 5 | Arm | 2 | | | | Aegis (5+) |
| Acolyte (8) | Att | 1 | Off | 2 | Str | 3 | AP | 0 | Agi | 3 | | Great Weapon |
| Chassis | Att | - | Off | - | Str | 5 | AP | 2 | Agi | - | | Harnessed, Impact Hits (D3), Inanimate |

Core

| | | | | | | | | | | | | |
|---------------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|--|--|
| Vermin Velites | Adv | 5" | Mar | 10" | Dis | 5 | | | | | | Callous, Life is Cheap, Scoring |
| Standard, Infantry | HP | 1 | Def | 2 | Res | 2 | Arm | 0 | | | | Light Armour |
| Vermin Velite | Att | 1 | Off | 3 | Str | 3 | AP | 0 | Agi | 4 | | Cohort Coordination, Paired Weapons |
| Vermin Legionaries | Adv | 5" | Mar | 10" | Dis | 5 | | | | | | Callous, Life is Cheap, Scoring |
| Standard, Infantry | HP | 1 | Def | 2 | Res | 2 | Arm | 0 | | | | Light Armour |
| Vermin Legionary | Att | 1 | Off | 3 | Str | 3 | AP | 0 | Agi | 4 | | Cohort Coordination |
| Blackfur Veterans | Adv | 5" | Mar | 10" | Dis | 6 | | | | | | Avrasi Formations, Callous, Life is Cheap, Scoring |
| Standard, Infantry | HP | 1 | Def | 3 | Res | 2 | Arm | 0 | | | | Heavy Armour, Shield |
| Blackfur Veteran | Att | 1 | Off | 4 | Str | 3 | AP | 0 | Agi | 5 | | Cohort Coordination, Halberd |

| | | | | | | | | | | |
|----------------------|-----|----|-----|-----|-----|---|-----|---|-----|---------------------------------------|
| Vermin Slaves | Adv | 5" | Mar | 10" | Dis | 3 | | | | Callous, Insignificant, Life is Cheap |
| Standard, Infantry | HP | 1 | Def | 1 | Res | 2 | Arm | 0 | | |
| Vermin Slave | Att | 1 | Off | 1 | Str | 3 | AP | 0 | Agi | 4 |

Special

| | | | | | | | | | | |
|-----------------------------|-----|----|-----|-----|-----|---|-----|---|-----|---|
| Shadowfur Stalkers | Adv | 5" | Mar | 10" | Dis | 5 | | | | Callous, Life is Cheap, Light Troops, Sicarran Smugglers, Skirmisher |
| Standard, Infantry | HP | 1 | Def | 3 | Res | 2 | Arm | 0 | | Hard Target (1) |
| Shadowfur Stalker | Att | 1 | Off | 3 | Str | 3 | AP | 0 | Agi | 5 |
| Plague Disciples | Adv | 5" | Mar | 10" | Dis | 5 | | | | Bodyguard (Sacred Platform), Callous, Fear no Evil, Life is Cheap, Scoring |
| Standard, Infantry | HP | 1 | Def | 2 | Res | 3 | Arm | 0 | | |
| Plague Disciple | Att | 2 | Off | 2 | Str | 3 | AP | 0 | Agi | 3 |
| Giant Rats | Adv | 7" | Mar | 14" | Dis | 5 | | | | Callous, Insignificant, Life is Cheap |
| Standard, Beast | HP | 1 | Def | 2 | Res | 2 | Arm | 0 | | |
| Giant Rat | Att | 1 | Off | 2 | Str | 3 | AP | 1 | Agi | 5 |
| Fetthis Brutes | Adv | 6" | Mar | 12" | Dis | 5 | | | | Callous, Scoring |
| Large, Infantry | HP | 3 | Def | 3 | Res | 5 | Arm | 0 | | |
| Fetthis Brute | Att | 2 | Off | 2 | Str | 5 | AP | 2 | Agi | 4 |
| Murmillo Brutes | Adv | 6" | Mar | 12" | Dis | 6 | | | | Callous, Scoring |
| Large, Infantry | HP | 3 | Def | 4 | Res | 5 | Arm | 0 | | Heavy Armour |
| Murmillo Brute | Att | 3 | Off | 3 | Str | 5 | AP | 2 | Agi | 4 |
| Legionary Drill Team | Adv | 5" | Mar | 10" | Dis | 5 | | | | Back to the Burrows, Borne into Battle (Vermin Legionaries, Vermin Velites), Callous, Life is Cheap, War Platform |
| Standard, Infantry | HP | 4 | Def | 2 | Res | 3 | Arm | 3 | | |
| Legionary Drill Team | Att | - | Off | - | Str | 6 | AP | 3 | Agi | 4 |

Tunnel Gunners

| | | | | | | | | | | |
|----------------------------|-----|----|-----|-----|-----|---|-----|---|-----|--|
| Ignifier Grenadiers | Adv | 5" | Mar | 10" | Dis | 6 | | | | Callous, Life is Cheap, Light Troops, Skirmisher |
| Standard, Infantry | HP | 1 | Def | 3 | Res | 3 | Arm | 0 | | Flammable, Hard Target (1), Heavy Armour |
| Ignifier Grenadier | Att | 1 | Off | 4 | Str | 3 | AP | 0 | Agi | 4 |
| Exp. Weapon Teams | Adv | 5" | Mar | 10" | Dis | 5 | | | | Callous, Life is Cheap |
| Standard, Infantry | HP | 3 | Def | 2 | Res | 2 | Arm | 0 | | Heavy Armour |
| Exp. Weapon Team | Att | 2 | Off | 2 | Str | 3 | AP | 0 | Agi | 4 |
| Doomspark Device | Adv | 6" | Mar | 10" | Dis | 6 | | | | Callous, Swiftstride |
| Large, Construct | HP | 4 | Def | 2 | Res | 5 | Arm | 3 | | |
| Rakachit Engineer (3) | Att | 1 | Off | 2 | Str | 3 | AP | 0 | Agi | 4 |
| Chassis | Att | - | Off | - | Str | - | AP | | Agi | D6 |
| Vermin Artillery | Adv | 5" | Mar | 5" | Dis | 5 | | | | Callous, War Machine |
| Large, Construct | HP | 4 | Def | 1 | Res | 4 | Arm | 0 | | |
| Crew | Att | 3 | Off | 3 | Str | 3 | AP | 0 | Agi | 4 |

Bread and Games

| | | | | | | | | | | |
|-----------------------------|-----|-----|-----|-----|-----|---|-----|---|-----|---|
| Stygian Earthbreaker | Adv | 6" | Mar | 6" | Dis | 6 | | | | Callous, Earthbreaker Drill, Strider, Stubborn, Underground Arrival |
| Large, Construct | HP | 5 | Def | 1 | Res | 5 | Arm | 3 | | |
| Stygian Earthbreaker | Att | - | Off | - | Str | 6 | AP | 4 | Agi | 2 |
| Dreadmill Chariots | Adv | 5" | Mar | 5" | Dis | 6 | | | | Callous, Light Troops, Swiftstride, Unstable Engines |
| Large, Construct | HP | 3 | Def | 2 | Res | 4 | Arm | 3 | | Flammable |
| Dreadmill Driver | Att | 1 | Off | 2 | Str | 3 | AP | 0 | Agi | 4 |
| Chassis | Att | - | Off | - | Str | 5 | AP | 2 | Agi | 4 |
| Arena Beast | Adv | 6" | Mar | 12" | Dis | 6 | | | | Callous, Fearless |
| Gigantic, Beast | HP | 6 | Def | 3 | Res | 5 | Arm | 2 | | Fortitude (5+) |
| Arena Beast | Att | 3D3 | Off | 3 | Str | 7 | AP | 3 | Agi | 3 |
| Pitmaster | Att | 2 | Off | 3 | Str | 4 | AP | 1 | Agi | 4 |

Shooting Weapons

| Name | Artillery | Range | Str | AP | Shots | Rules |
|----------------------------|----------------|--------|-------|-------|-------|--|
| Jezail | - | 36" | 5 | 3 | 1 | Accurate Mishap (To-hit roll) Unwieldy |
| Rotary Gun | - | 18" | 4 | 2 | D6 | Mishap (Roll for number of Shots) |
| Canister Launcher | Catapult (2×2) | 24" | 3 | 10 | 1 | Mishap (Misfire) Toxic Attacks |
| Deepfire Thrower | Flamethrower | 18" | 3 | 0 | 1 | Flaming Attacks Mishap (Misfire) |
| Rodentium Bullets (Pistol) | - | 12" | 4 | 2 | 3 | Divine Attacks Magical Attacks Quick to Fire |
| Storm Rocket | - | 24" | 5 | 2 | 1 | Area Attack (3×3) Magical Attacks One use only |
| Sling | - | 18" | 3 | 0 | 1 | +1 Strength from Short Range |
| Deepfire Grenades | - | 8" | 6 | 2 | 2 | Accurate Flaming Attacks Quick to Fire Volley Fire |
| Darkstone Generator | - | 6" | D6 | 2 | D6 | Lightning Attacks Mishap (Roll for number of Shots) Reload! Auto hits all units within 6" |
| Rakachit Mauss Cannon | Cannon | 48" | 5 [7] | 2 [4] | 1 | Area Attack (1×5) Mishap (Misfire) [Multiple Wounds (D3)] |
| Skorchit Ordnance | Catapult (4×4) | 12–48" | 4 | 0 | 1 | Flaming Attacks Mishap (Misfire) |

Aim Table

| Name | Aim | Shooting Model |
|-----------------------|-----|---|
| Storm Rocket | 2+ | Characters |
| Throwing Weapons | 2+ | Duskblade Assassin |
| | 4+ | Vermin Velite, Shadowfur Stalker |
| Pistol | 3+ | Bloodfur Legate , House Prefect |
| | 4+ | Shadowfur Stalker |
| Jezail | 3+ | House Prefect |
| | 4+ | Murmillo Brute, Exp. Weapon Team |
| Canister Launcher | 3+ | House Prefect |
| | 4+ | Murmillo Brute, Exp. Weapon Team |
| Rotary Gun | 3+ | House Prefect |
| | 4+ | Murmillo Brute, Exp. Weapon Team |
| Sling | 4+ | Vermin Velite |
| Rakachit Mauss Cannon | 4+ | Vermin Artillery |
| Skorchit Ordnance | 4+ | Vermin Artillery |
| Deepfire Grenades | 5+ | Ignifier Grenadier |

Trial and Terror

| Shooting Weapon | Trial and Terror |
|-----------------------|--|
| Jezail | Range 24", Multiple Wounds (2), Reload! |
| Rotary Gun | Range 12", Shots D6×2, Reload! |
| Canister Launcher | Range 18", Catapult (3×3) |
| Deepfire Thrower | Range 12", Str 4 |
| Darkstone Generator | +1 Str and +1 AP |
| Rakachit Mauss Cannon | Range 24", Accurate, Multiple Wounds (D6), Mishap on '1' and '2' |
| Skorchit Ordnance | Range 12–30", Catapult (6×6) |

Changelog

2021 alpha 2 hotfix 1

- Cohort Coordination, reworded
- Bell off the Deep Roads and Sicarran Smuglers, bug fix (it had no effect)
- Tunnel Reserve, clarification
- Endless Tide, clarifications

2021 alpha 2

Design Changes

- Praetorian Brute upgrade removed from the Praetorian Palanquin and replaced with a new mount entry
- Halberd removed from Praetorian Brutes and replaced with +1 St/+1 AP
- Sacred Aquila happens before casualties and is considered a Special Attack
- Eagle Standard only works if the unit is non Fleeing and gives only one Minimised Roll for multiple Eagle Standards
- Trial and Terror, clarification that the effects last until the end of the phase
- Endless Tide, clarification that they can be touched by other units during any movements, including Charges
- Orb of Ateus, you cannot nominate a unit that has already fired in this Shooting Phase
- Battered Laurel Wreaths, the unit has to have the option of having a Champion normally, and the created Champion gets automatically downgraded at the end of the Duel
- Cohort Coordination, doesn't work if the unit suffers from Disrupted Ranks
- Flammable moved from Cannon to Skorchit Ordnance (was a typo)
- Without Number, the created Legionaries may have Shield and Spear
- Stygian Overseer, detonation happens at the start of the phase
- Callous, removal of the reference of Combat Score and clarification of what happens with Area Attacks
- Avrasi Formation, reworked
- Skorchit Alchemist, +2 Agi and +2 Off replaced with Lightning Reflexes, hits are Special Attacks
- Storm Rocket, the wielder suffers a hit when rolling '1' to hit
- Doomspark Device, now is a single model
- Darkstone Generator, reminder that it cannot be used when the unit is Engaged in Combat
- Decimation, clarification
- Dreadmill Chariot, Grind Attack Agility is 4

Balance Changes

- Vermin Slaves, Without Number 1/model ↗ 2/model
- Ignifier Grenadiers:
 - Base cost 165 ↘ 150
 - Additional models 15 ↘ 13
- Storm Rocket 40 ↗ 65
- Doomspark Device, Base cost 160 ↗ 180