

# THE IX AGE

## FANTASY BATTLES



## Vermin Swarm

Army Book (Core Rules)

2<sup>nd</sup> Edition, version 2022 beta 2 – November 24, 2022

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The 9<sup>th</sup> 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](https://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](https://the-ninth-age.com/license.html). Edited with  $\LaTeX$ .

# Army Specific Rules

## Tunnel Markers

Each Vermin Swarm army gains two Tunnel Markers 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. These units gain **Special Ambush (Tunnel Marker)**.

# 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). The model may use Shooting Attacks against enemy units Engaged in Combat, with the following rules and restrictions:

- 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. Immediately after determining the number of hits, roll a D6 for each hit. On a roll of 4+, the hit is distributed onto a randomly chosen friendly unit Engaged with the original target. Otherwise, proceed as normal.

## Eagle Standard

While a non-Fleeing unit with one or more Eagle Standards is within range of a friendly model's Commanding Presence, the unit gains Rally Around the Flag, whose range is **always** 8". Discipline Tests taken by units while within range of one or more instances of Rally Around the Flag from a friendly Eagle Standard are subject to Minimised Roll.

## Holy Triumvirate

If there are at least 3 models with **Holy Triumvirate** on your Army List, and they all 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.

## 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.

## 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 the start of any phase, 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 Spear.
- 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 **Fight in Extra Rank**. Check if the conditions are met and apply the effects at the start of each Initiative Step.

### Mishap (X) – Shooting

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 **1 hit that wounds automatically with Armour Penetration 2**. If the **Trial and Terror** shooting mode was used, the model's unit suffers **2 hits that wound automatically with Armour Penetration 2** instead.

### Trial and Terror – Shooting

Immediately before performing a Shooting Attack with the weapon, the owner may choose to use the Trial and Terror shooting mode. If one model uses the Trial and Terror shooting mode, then all models in its unit **must** use it. If so, the Shooting Attack gains **+1 to wound**. The effects last until the end of the phase.

## Special Attacks

### Cult of Errahman

Whenever a natural '1' is rolled to hit for an enemy Close Combat Attack allocated towards a model with Cult of Errahman, the model part inflicts 1 hit with Toxic Attacks on 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

### Bloodpox Blades – Close Combat Weapon

Paired Weapons. Attacks made with Bloodpox Blades **become Poison Attacks**.

### Jezail – Shooting Weapon

0–18 Models/Army.

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

The model part gains **Aegis (4+)** that can only be used against wounds from Mishaps. The model part 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+1, Str 4, AP 2, **Mishap (Roll for number of Shots)**, **Trial and Terror**.

**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 (3×2)**. Range 18", **Mishap (Misfire)**, **Toxic Attacks**, **Trial and Terror**. 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.

**Flamethrower**. Range 18", Shots 1, Str 3, AP 0, **Flaming Attacks**, **Mishap (Misfire)**, **Trial and Terror**. The model 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
<b>H</b> <b>The Awakened Swarm</b> <5+> {7+}	<12"> {18"}	Ground	Instant	The range of this spell can be measured from the Caster or the centre of from any friendly Tunnel Marker on the Battlefield. Summon a Rat Swarm (profile below) on the targeted point.

## Rat Swarm

Height Standard  
Type Beast  
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules	
	<b>12"</b>	<b>12"</b>	<b>4</b>	Callous, <b>Endless Tide</b> , Insignificant, <b>Skirmisher</b>	
Defensive	HP	Def	Res	Arm	
	<b>3</b>	<b>0</b>	<b>1</b>	<b>0</b>	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
Rat Swarm		<b>0</b>	<b>2</b>	<b>1</b>	<b>3</b>

— Model Rules —

### **Endless Tide:** Universal Rule.

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

When the model touches another unit, the model is immediately removed as a casualty, and the other unit immediately suffers 3D6 hits with Strength 2 and Armour Penetration 1. If several units are touched simultaneously, the Active Player chooses which unit suffers the hits. If the model was removed due to another unit moving into contact with it, that unit suffers an additional D6 hits. When the model is removed as a casualty, it does not cause Panic Tests.

# Special Items

## Weapon Enchantments

### Secrets of the Doom Blade 160 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)** and become **Divine Attacks and Magical Attacks** and their Strength is **always** set to 10 and their Armour Penetration is **always** set to 3. At the end of each friendly Movement Phase, if the wielder is not Engaged in Combat, it suffers 1 hit with **Toxic Attacks**. The wielder may not take any other Special Items.

### Storm Rocket 60 pts

Vermin Senators and Skorchit Alchemists only.

Enchantment: Pistol.

Aim 2+. Range is **set** to 24". The weapon gains **Flaming Attacks, Volley Fire, and Mishap (Roll to Hit)**. If the weapon hits, it causes D6 hits whose Strength is **set** to 5 and whose Armour Penetration is **set** to 2.

### Swarm Master 20 pts

Infantry models only.

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, up to a maximum of 10. These Grind Attacks are resolved with Strength 3 and Armour Penetration 1, and **Magical Attacks**.

### Rodentium Bullets 15 pts

0-2 per Army.

Enchantment: Pistol.

The weapon's range is **set** to 18". The weapon gains +2 Shots, +1 Armour Penetration, and **Accurate, and Magical Attacks**.

## Armour Enchantments

### Plague-Hermit's Blessing 50 pts

Models on foot only.

Enchantment: Light Armour.

The wearer gains +1 Health Point and **Fortitude (5+)**. Successful to-hit rolls with Close Combat Attacks against the wearer **must** be rerolled.

## Banner Enchantments

### Sacred Aquila 55 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 Strength 3 and Armour Penetration 0 in the same Initiative Step. This is considered a Special Attack.

### Bell of the Deep Roads 40 pts

The bearer's unit may start the game in Tunnel Reserve. ~~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.~~

### Banner of the Last Storm 25 pts

~~Cannot be taken by models that count towards Core. Ranged Attacks distributed onto Standard Height R&F models in the bearer's unit suffer -1 to wound. One use only. May be activated at the start of any Player Turn. Ranged Attacks distributed onto Standard Height R&F models in other friendly units within 8" of the bearer's unit suffer -1 to wound until the end of the Player Turn. Afterwards, the Banner Enchantment is ignored for the rest of the game.~~

## Artefacts

### Crown of Hubris 70 pts

Dominant.

At the start of any friendly Magic Phase, immediately after Siphon the Veil, i.e. after converting Veil Tokens into Magic Dice, the bearer may choose to inflict 3 hits on its unit that wound automatically with no saves of any kind allowed. If so, the owner gains 3 additional Veil Tokens, equal to half the number of lost Health Points, rounding fractions up.

### Map of the Deeps 50 pts

Vermin Senators and Stygian Overseers only.

At the start of any friendly Shooting Phase, the bearer may detonate a single friendly 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.

### Orb of Ateus 50 pts

Vermin Senators and Rakachit Technocrats only.

Once per Shooting Phase, the bearer may discard 1 Veil Tokens from its owner's Veil Token pool and nominate a friendly 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 +6" range and Magical Attacks, and the number of hits from each Mishap is increased by 1. The effects last until the end of the phase.

### Orator's Toga 35 pts

0-2 per Army. Models on foot only.

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

### Tome of the Ratking 35 pts

The bearer can cast *The Awakened Swarm* (Hereditary Spell) as a Bound Spell with Power Level (4/8).

### Cowl of the Apostate 30 pts

Cannot be taken by Wizards.

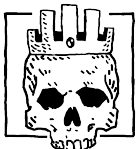
The model gains **Holy Triumvirate**, and for the purpose of this rule, it must select either **Caelysian Pantheon** or **Cult of Errahman** at the start of step 7 of the Pre-Game Sequence (Spell Selection).

### Tarina's Lyre 15 pts

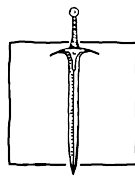
Vermin Senators and Fetthis Fleshmasters only.

Stomp Attacks made by enemy units within 8" of the bearer suffer a -2 to-wound modifier.

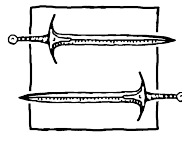
## Army Organisation



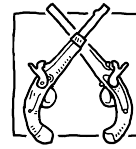
**Characters**  
Max. 40%



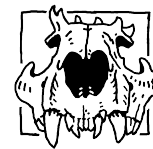
**Core**  
Min. 25%



**Special**  
No limit



**Tunnel Gunners**  
Max. 30%



**Bread and Games**  
Max. 25%

# Characters (Max. 40%)



## Ruinous Dictator

445 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, <b>Holy Triumvirate</b> , Stubborn, Supernal, <b>Unlimited Power!</b> , 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 **Fearless**. In addition, while Steadfast and not suffering from Disrupted Ranks, the units also gain **Unstable**. For the purpose of **Holy Triumvirate**, the model counts as having **Caelysian Pantheon**.

### Options

#### Must choose a Mortal Origin (one choice only):

**Lord of the Legions** free

**Pontifex Maximus** 20

**I am the Senate** 30

#### Must choose a Patron Deity (one choice only):

**Avatar of Udius** free

**Avatar of Acratos** 20

**Avatar of Favana** 25

### Magic Options



### Occultism

### 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 **always** selects its spells from all Learned Spells of its chosen Path.

### 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+, against non-Magical Melee Attacks)**.





## Vermin Senator

125 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Callous, <b>Vox Populi</b>	
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, if available, is set to 18" when measured to units with one or more models with Eagle Standard.

—Options—

Special Items up to 200 pts

—Mount Options—

Senatorial Litter 55 pts




## Bloodfur Legate

115 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	
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—

<b>Greater Eagle Standard</b>	50 pts
Special Items	up to 200
Shield	5
Pistol (3+)	5
One choice only:	
Spear	5
Halberd	10
Paired Weapons	10

—Mount Options—

Praetorian Brute	70 pts
Triumphal Platform (B&G)	310

—Optional Model Rules—

**Greater Eagle Standard:** Universal Rule.

The model gains **Standard Bearer** and **Eagle Standard**, with the following exceptions:

- The requirement for being within range of a friendly model's Commanding Presence is ignored.
- When calculating Combat Score, only a single model with Greater Eagle Standard per unit adds +1 to its side's Combat Score.



## House Prefect

80 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	
Defensive	HP	Def	Res	Arm	
	2	3	3	0	Heavy Armour, Shield, Light Armour
Offensive	Att	Off	Str	AP	Agi
House Prefect	2	4	3	0	4

### Options

pts-

**Must choose (one choice only):**

<b>Fetthis Fleshmaster*</b>	free
<b>Stygian Overseer*</b>	20
<b>Rakachit Technocrat* [TG]</b>	30
<b>Skorchit Alchemist*</b>	30

\*Each option is 0–2 Models/Army.

Special Items

up to 75

**Must choose (one choice only):**

Pistol (3+)	free
Jezail (3+)†	10
Rotary Gun (3+)†	20
Canister Launcher (3+)‡	30
Deepfire Thrower‡	40

†Rakachit Technocrat only

‡Skorchit Alchemist only

### Mount Options

pts-

Praetorian Brute (Fetthis Fleshmaster only)	55
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### 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 Brute 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.

**Standard Height R&F models in the model's unit gain Lightning Reflexes.**

**Stygian Overseer:** Universal Rule.

**Immediately after Siphon the Veil of each friendly Magic Phase, each Stygian Overseer may move a single friendly Tunnel Marker within 6" that is not in contact with any unit. Move this marker in a straight line up to 6", stopping immediately before moving into contact with any units. Each Tunnel Marker may only be moved once per Magic Phase.**



## Swarm Priest

105 pts

single model

Height Standard  
Type Infantry  
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Callous, 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 — pts—  
Wizard Adept 95

— Mount Options — pts—  
Sacred Platform 260



Occultism



Thaumaturgy

— Optional Model Rules —

**Caelysian Pantheon:** Universal Rule.

The model's Path access is replaced with:

— Options — pts—

**Must choose (one choice only):**

<b>Caelysian Pantheon</b>	free
Cult of Errahman and Bloodpox Blades	10
Holy Triumvirate	20
Special Items	up to 100
Light Armour	5



Thaumaturgy



Witchcraft



## Duskblade Assassin

125 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, <b>Dark Doorways</b> , <b>Disdain for Plebs</b> , <b>Hidden</b> , Not a Leader, <b>Sic Semper Tyrannis</b>	

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 during the Deployment Phase. Instead, at the start of any Player Turn, the owner may choose a friendly unit of Vermin Velites, Vermin Legionaries, Blackfur Veterans, Shadowfur Stalkers, or Ignifier Grenadiers that is not Fleeing, even if Engaged, and apply the following rules:

- Remove a R&F model from the chosen unit's first rank as a casualty. You cannot remove the last R&F model from a unit.
- Deploy the Duskblade Assassin in the position of the removed model.
- The Duskblade Assassin cannot voluntarily leave its unit during the Player Turn in which it was deployed.
- If the model is not deployed by the end of Game Turn 4, it counts as a casualty and cannot be deployed for the rest of the game.
- The model cannot be deployed in a Summoned unit.

**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



## Senatorial Litter

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

Global	Adv	Mar	Dis	Model Rules		
	<b>5"</b>	<b>10"</b>	<b>C</b>	<b>Tall, The Die is Cast</b>		
Defensive	HP	Def	Res	Arm		
	<b>4</b>	<b>C</b>	<b>4</b>	<b>C</b>	<b>Cannot be Stomped</b>	
Offensive	Att	Off	Str	AP	Agi	
Blackfur Veteran (4)	<b>1</b>	<b>4</b>	<b>4</b>	<b>1</b>	<b>5</b>	<b>Harnessed</b>

—Model Rules—

**The Die is Cast:** Universal Rule.

The model gains +1 Discipline, up to a maximum of 8, while within 12" of one or more enemy models.



## Praetorian Brute

Height **Large**  
Type **Infantry**  
Base **40×40 mm**  
0–3 Mounts/Army

Global	Adv	Mar	Dis	Model Rules		
	<b>6"</b>	<b>12"</b>	<b>C</b>			
Defensive	HP	Def	Res	Arm		
	<b>3</b>	<b>C</b>	<b>5</b>	<b>C+1</b>		
Offensive	Att	Off	Str	AP	Agi	
Praetorian Brute	<b>4</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>4</b>	<b>Harnessed</b>



## 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		
	<b>5"</b>	<b>10"</b>	<b>C+1</b>	<b>Attached, Exclusive</b> (Blackfur Veterans, Fetthis Brutes, Vermin Legionaries), War Platform		
Defensive	HP	Def	Res	Arm		
	<b>8</b>	<b>1</b>	<b>5</b>	<b>4</b>		
Offensive	Att	Off	Str	AP	Agi	
Praetorian Brute (3)	<b>4</b>	<b>3</b>	<b>5</b>	<b>2</b>	<b>4</b>	<b>Harnessed</b>
Chassis			<b>5</b>	<b>2</b>	<b>Impact Hits (D6), Inanimate</b>	



## Sacred Platform

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

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	Attached, Channel (1), 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)

— 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) 45

— Optional Model Rules —

**Pestilent Pulpit:** Universal Rule.

The model knows one additional Learned Spell, it gains **Exclusive (Plague Disciples)**, and the number of its Impact Hits is increased by D3.

The model's unit gains **Poison Attacks**. Close Combat Attacks that already were Poison Attacks from another source will automatically wound on successful **natural** to-hit rolls of 5+ instead of 6+.

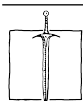
**Whispering Bell:** Universal Rule.

The model knows one additional Learned Spell, and the range of its non-Bound Spells is increased by 3".

The model gains **Exclusive (Blackfur Veterans, Vermin Legionaries)** and **Deafening Clamour 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". R&F models in friendly units within 12" of the Sacred Platform gain Aegis (6+); Gigantic models and Constructs are not affected.**

# Core (Min. 25%)



## Vermin Velites

130 pts + 5 pts/extra model

15-30 models



Height Standard  
Type Infantry  
Base 20x20 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

Options

Must choose (one choice only):

Sling (4+) free

Bow (4+) (0-30 Models/Army) 1/model

Optional Model Rules

Sling: Shooting Weapon.

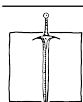
Range 18", Shots 1, Str 3, AP 0. The attack gains +1 Strength when shooting from Short Range.

Command Group Options

Champion 10

Musician 10

Standard Bearer with Eagle Standard 25



## Vermin Legionaries

175 pts + 6 pts/extra model

25-60 models



Height Standard  
Type Infantry  
Base 20x20 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, Shield	
Offensive	Att	Off	Str	AP	Agi	
Vermin Legionary	1	3	3	0	4	Cohort Coordination

Options

Spear free

Without Number\*=1/model

\*Armies with a Vermin Senator only

Must choose (one choice only):

Shield free

Shield and Spear free

Command Group Options

Champion 10

Musician 10

Standard Bearer with Eagle Standard 25

Banner Enchantment no limit



## Blackfur Veterans

225 pts + 13 pts/extra model

25-50 models 0-120 Models/Army



Height Standard  
Type Infantry  
Base 20x20 mm



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

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	<b>Avrasi Formations</b> , 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, Fight in Extra Rank, <b>Phalanx</b> , Halberd

—Model Rules—

**Avrasi Formations:** Universal Rule.

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

- **Testudo:** While the model's unit is in Close Formation, the model gains +1 Armour against Shooting Attacks. When the model's unit declares a Charge or performs a March Move, this rule is ignored until the start of the next friendly Player Turn.
- **Phalanx:** While the model's unit is in Line Formation, the model **must** reroll natural to-wound rolls of '1' with its Close Combat Attacks.

**Phalanx:** Attack Attribute – Close Combat.

While the model's unit is in Line Formation, the model **must** reroll natural to-wound rolls of '1' with its Close Combat Attacks.

—Options—

**Bloodfur Praetorians** [Sp]

(0-1 Units/Army)

free

—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. The model does not count towards the army's model cap of max. 120 Blackfur Veterans.



## Vermin Slaves

120 pts + 3 pts/extra model

30-80 models

Height Standard  
Type Infantry  
Base 20x20 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	3	Callous, <b>Cannon Fodder</b> , 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

—Model Rules—

**Cannon Fodder:** Universal Rule.

Shooting Attacks against enemy units in base contact with one or more models with Cannon Fodder gain +1 to hit.

—Options—

**Tunnelling Tools**

15

Without Number\*

1/model

\*Armies with a Vermin Senator only

—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 + 9 pts/extra model

10-15 models 0-30 Models/Army

Height Standard  
Type Infantry  
Base 20x20 mm

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

— 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 the model is off the board.

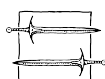
— Options —

### Must choose (one choice only):

Pistol (4+) (0-2 Units/Army) free  
Throwing Weapons (4+) 1/model

— Command Group Options —

Champion 10  
Musician 10



## Plague Disciples

225 pts + 10 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, <b>Fear no Evil</b> , 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.

While the model's unit is Steadfast and does not suffer from Disrupted Ranks, it gains **Unbreakable** and **Fearless**. In addition, while **joined by one or more Characters with Cult of Errahman**, Charge Moves and Pursuit Moves of the model's unit gain **Swiftstride**.

— Options —

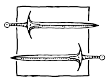
### Must choose (one choice only):

Bloodpox Blades free  
Great Weapon 1/model

— Command Group Options —

Champion 10  
Musician 10  
Standard Bearer 10  
Banner Enchantment no limit





## Giant Rats

90 pts + 5 pts/extra model

10-30 models 0-4 Units/Army

Height Standard  
Type Beast  
Base 20×20 mm



Units of 20 or more models count towards Core instead of Special.

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

pts-

Optional Model Rules

**Dire Rats** (0-X\* Units/Army,  
0-15 Models/Unit)

2/model

**Dire Rats: Universal Rule.**

\*Where X is the number of Fetthis Fleshmasters on the Army. ~~The model gains +1 Strength, +1 Armour Penetration, and +1 Resilience, and its base size is changed to 25×50 mm. The model loses Insignificant.~~



## Fetthis Brutes

255 pts + 55 pts/extra model

6-12 models 0-24 Models/Army\*

Height Large  
Type Infantry  
Base 40×40 mm

\* Fetthis Brutes and Murmillo Brutes share the same 0-X Models/Army limitation.

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

Command Group Options

pts-

Champion


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## Murmillo Brutes

250 pts + 65 pts/extra model

3-6 models

  
0-3 Units/Army  
0-24 Models/Army\*

Height Large  
Type Infantry  
Base 50x50 mm



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

\* Fetthis Brutes and Murmillo Brutes share the same 0-X Models/Army limitation.

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					
Options			pts-			Command Group Options			pts-		
<b>Must choose (one choice only):</b>											
Jezail (4+) and Shield [TG]			free			Champion			10		
Halberd, Paired Weapons, and Shield			5/model			Musician			10		
Canister Launcher (4+) [TG]			10/model			Standard Bearer with Eagle Standard			25		
Rotary Gun (4+) [TG]			15/model			Banner Enchantment			no limit		
Deepfire Thrower [TG]			20/model								



## Legionary Drill Team

80 pts

single model

0-2 Units/Army

Height Standard  
Type Infantry  
Base 40x40 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Attached, Back to the Burrows, Callous, Exclusive (Vermin Legionaries, Vermin Velites), 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 (3)

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

115 pts + 12 pts/extra model

5-10 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.** When shooting at an enemy unit Engaged in Combat, hits are distributed onto a randomly chosen friendly unit Engaged with the original target on a roll of 5+ instead of 4+.



## Experimental Weapon Teams

120 pts + 35 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"	8"	5	Callous, Life is Cheap, Light Troops	
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
Rotary Gun (4+)	15/model
Canister Launcher (4+)	20/model
Deepfire Thrower	25/model



## Doomspark Device

250 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	4 <b>Chain Lightning</b> , Grind Attacks (D6+1), Inanimate, <b>Darkstone Generator</b>				

### Model Rules

**Chain Lightning:** Special Attack.

The model's Grind Attacks are resolved with Strength D6+1 and Armour Penetration 3.

**Darkstone Generator:** Shooting Weapon.

Range 12", Shots D6+1, Strength D6+1, Armour Penetration 3, **March and Shoot, Mishap (Roll for number of Shots), Reload!, Trial and Terror**. The attacks hit automatically. **Trial and Terror:** ~~The weapon instead targets and automatically hits all units within 6" (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.



## 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):**

**Rakachit Mauss Rifle** (4+)

(0–3 Models/Army)

free

**Skorchit Ordnance** (4+)(0–2 Models/Army) 20

### Optional Model Rules

**Rakachit Mauss Rifle:** Artillery Weapon.

Cannon. Range 48", Shots 1, Str 5 [7], AP 2 [4], **Area Attack (1×5)**, **Mishap (To-hit roll)**, [**Multiple Wounds (D3+1)**], **Trial and Terror**.

**Trial and Terror:** The weapon's range is set to 24", and it gains Accurate and [**Multiple Wounds (D6)**].

**Skorchit Ordnance:** Artillery Weapon.

**Catapult (5×5)**. Range 12–48", Shots 1, Str 4, AP 0, **Flaming Attacks**, **Mishap (Misfire)**, **Trial and Terror**.

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. 25%)



## 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, Strider, Stubborn, <b>Underground Arrival</b>		
Defensive	HP	Def	Res	Arm		
	5	1	5	5		
Offensive	Att	Off	Str	AP	Agi	
Stygian Earthbreaker			6	4	2	Devastating Charge (Fear), Grind Attacks (3D3), Impact Hits (2D3)

### Model Rules

#### 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

115 pts + 95 pts/extra model

1–3 models

0–2 Units/Army

Height Large

Type Construct

Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	7"	7"	6	Callous, Fearless, Light Troops, Swiftstride, <b>Unstable Engines</b>		
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 on all other units within 6" of the model's unit. Roll once for the number of hits inflicted on each unit. These hits are considered Special Attacks.



# Arena Beast

295 pts

single model

0-3 Units/Army\*

Height Gigantic  
Type Beast  
Base 50×100 mm

\* 0-2 Units/Army if the army includes a Ruinous Dictator.

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	2D3+1	3	7	3	3	Harnessed
Pitmaster	2	3	4	1	4	Halberd

Options

**Underworld Beast**

pts-

15

Optional Model Rules

**Underworld Beast:** Universal Rule.

The model gains **Random Movement (3D6")** and its Attack Value is **set** to 4D3. It loses Harnessed and the Pitmaster model part, and its base size is changed to 60×100 mm.

# Quick Reference Sheet

<b>Rat Swarm</b>	Adv	12"	Mar	12"	Dis	4				Callous, Endless Tide, Insignificant, <a href="#">Skirmisher</a>
Standard, Beast	HP	3	Def	0	Res	1	Arm	0		Hard Target (1)
Rat Swarm	Att	-	Off	0	Str	2	AP	1	Agi	3

## Characters

<b>Ruinous Dictator</b>	Adv	7"	Mar	14"	Dis	6				Callous, Fearless, <a href="#">Holy Triumvirate</a> , 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
<b>Vermin Senator</b>	Adv	5"	Mar	10"	Dis	7				Callous, 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
<b>Bloodfur Legate</b>	Adv	5"	Mar	10"	Dis	6				Callous
Standard, Infantry	HP	3	Def	4	Res	4	Arm	0		Heavy Armour
Bloodfur Legate	Att	4	Off	5	Str	4	AP	1	Agi	6
<b>House Prefect</b>	Adv	5"	Mar	10"	Dis	5				Callous
Standard, Infantry	HP	2	Def	3	Res	3	Arm	0		<a href="#">Heavy Armour</a> , <a href="#">Shield</a> , <a href="#">Light Armour</a>
House Prefect	Att	2	Off	4	Str	3	AP	0	Agi	4
<b>Swarm Priest</b>	Adv	5"	Mar	10"	Dis	5				Callous, Wizard Apprentice
Standard, Infantry	HP	2	Def	2	Res	3	Arm	0		
Swarm Priest	Att	1	Off	2	Str	3	AP	0	Agi	4
<b>Duskblade Assassin</b>	Adv	5"	Mar	10"	Dis	5				Callous, <a href="#">Dark Doorways</a> , Disdain for Plebs, <a href="#">Hidden</a> , Not a Leader, Sic Semper Tyrannis
Standard, Infantry	HP	2	Def	5	Res	3	Arm	0		Distracting
Duskblade Assassin	Att	2	Off	5	Str	4	AP	3	Agi	8

## Character Mounts

<b>Senatorial Litter</b>	Adv	5"	Mar	10"	Dis	C				Tall, The Die is Cast
Standard, Infantry	HP	4	Def	C	Res	4	Arm	C		Cannot be Stomped
Blackfur Veteran (4)	Att	1	Off	4	Str	4	AP	1	Agi	5
<b>Praetorian Brute</b>	Adv	6"	Mar	12"	Dis	C				
Large, Infantry	HP	3	Def	C	Res	5	Arm	C+1		
Praetorian Brute	Att	4	Off	3	Str	5	AP	2	Agi	4
<b>Triumphal Platform</b>	Adv	5"	Mar	10"	Dis	C+1				<a href="#">Attached</a> , <a href="#">Exclusive</a> (Blackfur Veterans, Fetthis Brutes, Vermin Legionaries), War Platform
Gigantic, Construct	HP	8	Def	1	Res	5	Arm	4		
Praetorian Brute (3)	Att	4	Off	3	Str	5	AP	2	Agi	4
Chassis	Att	-	Off	-	Str	5	AP	2	Agi	-
<b>Sacred Platform</b>	Adv	5"	Mar	10"	Dis	C				<a href="#">Attached</a> , Channel (1), 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
Chassis	Att	-	Off	-	Str	5	AP	2	Agi	-

## Core

<b>Vermin Velites</b>	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
<b>Vermin Legionaries</b>	Adv	5"	Mar	10"	Dis	5				Callous, Life is Cheap, Scoring
Standard, Infantry	HP	1	Def	2	Res	2	Arm	0		Light Armour, <a href="#">Shield</a>
Vermin Legionary	Att	1	Off	3	Str	3	AP	0	Agi	4
<b>Blackfur Veterans</b>	Adv	5"	Mar	10"	Dis	6				<a href="#">Avrasi Formations</a> , Callous, Life is Cheap, Scoring
Standard, Infantry	HP	1	Def	3	Res	2	Arm	0		Heavy Armour, <a href="#">Shield</a>
Blackfur Veteran	Att	1	Off	4	Str	3	AP	0	Agi	5

<b>Vermin Slaves</b>	Adv	5"	Mar	10"	Dis	3				Callous, Cannon Fodder, 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
<b>Special</b>										
<b>Shadowfur Stalkers</b>	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	2	Agi	5
<b>Plague Disciples</b>	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
<b>Giant Rats</b>	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
<b>Fetthis Brutes</b>	Adv	6"	Mar	12"	Dis	5				Callous
Large, Infantry	HP	3	Def	3	Res	5	Arm	0		
Fetthis Brute	Att	3	Off	2	Str	4	AP	2	Agi	4
<b>Murmillo Brutes</b>	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
<b>Legionary Drill Team</b>	Adv	5"	Mar	10"	Dis	5				Attached, Back to the Burrows, Callous, Exclusive (Vermin Legionaries, Vermin Velites), 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

<b>Ignifier Grenadiers</b>	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
<b>Exp. Weapon Teams</b>	Adv	5"	Mar	8"	Dis	5				Callous, Life is Cheap, Light Troops
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
<b>Doomspark Device</b>	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	4
<b>Vermin Artillery</b>	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

<b>Stygian Earthbreaker</b>	Adv	6"	Mar	6"	Dis	6				Callous, Strider, Stubborn, Underground Arrival
Large, Construct	HP	5	Def	1	Res	5	Arm	5		
Stygian Earthbreaker	Att	-	Off	-	Str	6	AP	4	Agi	2
<b>Dreadmill Chariots</b>	Adv	7"	Mar	7"	Dis	6				Callous, Fearless, 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
<b>Arena Beast</b>	Adv	6"	Mar	12"	Dis	6				Callous, Fearless
Gigantic, Beast	HP	6	Def	3	Res	5	Arm	2		Fortitude (5+)
Arena Beast	Att	2D3+1	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) <a href="#">Trial and Terror</a> Unwieldy
Rotary Gun	-	18"	4	2	D6+1	Mishap (Roll for number of Shots), <a href="#">Trial and Terror</a>
Canister Launcher	Catapult (3×2)	24"	3	10	1	Mishap (Misfire) Toxic Attacks <a href="#">Trial and Terror</a>
Deepfire Thrower	Flamethrower	18"	3	0	1	Flaming Attacks Mishap (Misfire) <a href="#">Trial and Terror</a>
Rodentium Bullets (Pistol)	-	18"	4	3	3	Accurate 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	-	12"	D6+1	2	D6+1	<a href="#">Lightning Attacks</a> Mishap (Roll for number of Shots) Reload! <a href="#">Trial and Terror</a> Automatically hits
Rakachit Mauss Rifle	-	48"	5 [7]	2 [4]	1	Area Attack (1×5) Mishap (To-hit roll) [Multiple Wounds (D3)] <a href="#">Trial and Terror</a>
Skorchit Ordnance	Catapult (5×5)	12–48"	4	0	1	Flaming Attacks Mishap (Misfire) <a href="#">Trial and Terror</a>

## 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+	Vermin Senator, 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 Rifle	4+	Vermin Artillery
Skorchit Ordnance	4+	Vermin Artillery
Deepfire Grenades	5+	Ignifier Grenadier

# Changelog

## 2022 beta 2

- Starting in Tunnel Reserve now means that the unit gain Special Ambush(Tunnel Marker)
- Born into Battle is now replaced by the new common rules Attached and Exclusive
- Without Numbers is removed as a rule
- Bloodpox blades are moved back to the general armoury section
- Mishap now does an automatic wound with Ap2, 2 automatic wounds if used with Trial and Terror
- Now the effect for Trial and Terror is standardized as +1 wound to all weapons
- Jezzails gains Aegis(4+) against wounds caused by trial and terror
- Rotary Gun gain +1 Shot
- Canister Launcher is now Catapult(3x2) and his range is reduced to 18"
- Rat swarm gain Skirmisher and lose the note about never blocking line of sight
- All weapons lose the line about gaining magical attacks since now that is included in the general rules for magic weapons
- Secrets of the Doom Blade Str and Ap are now always set, also it prevent the bearer from taking other magic items
- Storm Rocket is now a pistol enchantment that on a hit does d6 hits with Str 5 Ap2
- Plague-Hermit's Blessing limitation is now "Models on foot only"
- Bell of the Deep Roads loses the ability to reroll the ambush roll
- Banner of the Last Storm is removed
- Crown of Hubris now inflict 3 hits to get 3 veil tokens
- Map of the Deeps now gives the ability to detonate Tunnel Marker
- Orb of Ateus now gives +6" range at the cost of 1 veil token and +1 mishap hit
- Orator's Toga is now 0-2 per army and limited to models on foot
- Cowl of the Apostate now prevent the bearer from taking the crown of the Wizard King
- Tarina's Lyre now has a range of 8"
- Ruinous Dictator now has Holy Triumvirate and count as Caelysian Phanteon for the purpose of it
- House Prefect gains +1 Def, +1 Off, Heavy Armour and Shield
- Skorchit Alchemist now gives Lightning Reflexes to his unit without needing to sacrifice models to activate the ability
- Stygian Overseer now gives the ability to move the tunnel markers
- Swarm Priest Cult of Errahman option now include Bloodpox Blades
- Duskblade Assassin Dark Doorways rule is replaced by the new common rule Hidden
- Whispering bell gain the new common rule Deafening Clamour, the 6+ Aegis now affect only R&F models that are not gigantic or constructs
- Vermin Legionaries now have the shield in the profile and the spear as the only equipment option
- Blackfur Veterans lose Avrasi Formations and gain Phalanx (Reroll 1 to wound when in line formation)
- Slaves now get a rule that gives +1 to hit when shooting at models in base contact with the Slaves
- Plague Disciples Fear no Evil rule now also give Fearless when Steadfast, including a Priest of Errahman to the unit now gives Swifstride
- Giant Rats lose the Dire Rats option
- Murmillo Brutes Halberd and Shield option now includes Paired weapons
- Ignifier Grenadiers unit size it's now 5-10
- Rakachit Mauss Rifle gains Clipped Wings
- Skorchit Ordnance is now Catapult (5x5)
- Stygian Earthbraker now has 3d3 grind attacks
- Dreadmill Chariots are now Adv/Mar 7"

## Point Changes

- Secrets of the Doom Blade 175 ↘ 160
- Storm Rocket 50 ↗ 60
- Bell of the Deep Roads 45 ↘ 40
- Crown of Hubris 55 ↗ 70
- Map of the Deeps 25 ↗ 50
- House Prefect 95 ↘ 80
- House Prefect Skorchit Alchemist 5 ↗ 30
- House Prefect Rakachit Technocrat 25 ↗ 30
- House Prefect Canister Launcher 25 ↗ 30
- House Prefect Deepfire Thrower 35 ↗ 40
- Swarm Priest Cult of Errahman and Bloodpox Blades free ↗ 10
- Vermin Slaves 115 ↗ 120
- Plague Disciples 210 ↘ 225
- Murmillo Brutes 260 ↘ 250
- Murmillo Brutes Additional models 70 ↘ 65
- Murmillo Brutes Halberd, Paired Weapons and Shield free ↗ 5
- Murmillo Brutes Rotary Gun 10 ↗ 15
- Murmillo Brutes Deepfire Thrower 10 ↗ 20
- Ignifier Grenadiers 145 ↘ 115
- Experimental Weapon Teams 125 ↘ 120
- Experimental Weapon Teams Rotary Gun 20 ↘ 15
- Experimental Weapon Teams Deepfire Thrower 20 ↗ 25
- Doomspark Device 225 ↗ 250
- Vermin Artillery 185 ↗ 190
- Vermin Artillery Rakachit Mauss Rifle 25 ↘ free
- Vermin Artillery Skorchit Ordnance free ↗ 20
- Stygian Earthbreaker 295 ↘ 290
- Dreadmill Chariots 110 ↗ 115