

THE IX AGE

FANTASY BATTLES



Vermin Swarm

Army Book (Core Rules)

2nd Edition, version 2022 beta 2 hotfix 2 – December 22, 2022

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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 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

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.

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, after all simultaneous Shooting Attacks have been resolved, 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).

Rotary Gun – Shooting Weapon

0–6 Models/Army.

Range 18", Shots D6+1, Str 4, AP 2, **Mishap (Roll for number of Shots)**, **Trial and Terror**.

Canister Launcher – Artillery Weapon

0–4 Models/Army.

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

Deepfire Thrower – Artillery Weapon

0–6 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.

Hereditary Spell

Casting Value	Range	Type	Duration	Effect
H The Awakened Swarm {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	
	12"	12"	4	Callous, Endless Tide , Insignificant, Skirmisher	
Defensive	HP	Def	Res	Arm	
	3	0	1	0	Hard Target (1)
Offensive	Att	Off	Str	AP	Agi
Rat Swarm		0	2	1	3

— 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).

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 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 (To-hit roll)**. 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.

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**.

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.

Artefacts

Crown of Hubris 70 pts

Dominant.

At the start of any friendly Magic Phase, 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.

Darkstone Detonator 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 Token from its owner's Veil Token pool and nominate a friendly unit within 6" Weapons with Trial and Terror in this unit gain +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.

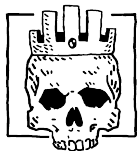
The model gains **Holy Triumvirate**, and for the purpose of this rule, it must select either **Caelysian Pantheon** or **Cult of Errahman** at the start of step 7 of the Pre-Game Sequence (Spell Selection).

Tarina's Lyre 15 pts

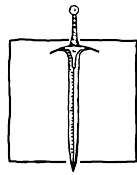
Vermin Senators and Fetthis Fleshmasters only.

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

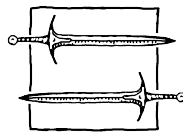
Army Organisation



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, Holy Triumvirate, 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 **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, 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, 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—

Greater Eagle Standard	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
Offensive	Att	Off	Str	AP	Agi
House Prefect	2	4	3	0	4

Options

pts-

Must choose (one choice only):

Fetthis Fleshmaster*	free
Stygian Overseer*	20
Rakachit Technocrat* [TG]	30
Skorchit Alchemist*	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.

Charge Range rolls in the Charge Phase of units consisting entirely of Giant Rats, Fetthis Brutes, Arena Beasts, and models on Praetorian Brute or Triumphal Platform within 12" are subject to Maximised Roll.

Rakachit Technocrat: Universal Rule.

The model gains **Engineer** (3+) that can also be used on Shooting Weapons and Artillery Weapons of 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 24" 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):

Caelysian Pantheon	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, Disdain for Plebs , Hidden, Not a Leader, Sic Semper Tyrannis		
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 —

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		
	5"	10"	C	Tall, The Die is Cast		
Defensive	HP	Def	Res	Arm		
	4	C	4	C	Cannot be Stomped	
Offensive	Att	Off	Str	AP	Agi	
Blackfur Veteran (4)	1	4	4	1	5	Harnessed

—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		
	6"	12"	C			
Defensive	HP	Def	Res	Arm		
	3	C	5	C+1		
Offensive	Att	Off	Str	AP	Agi	
Praetorian Brute	4	3	5	2	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+1	Attached, Exclusive (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)	4	3	5	2	4	Harnessed
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	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+.

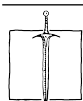
Whispering Bell: Universal Rule.

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**.

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



0-3 Units/Army

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.

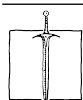
Range 18", Shots 1, Str 3, AP 0. The attack gains +1 Strength when shooting from Short Range.

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

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 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	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, Phalanx , Halberd

Model Rules

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 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	3	Callous, Cannon Fodder , 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

Command Group Options

Musician	10
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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, 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	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.

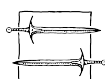
Options

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, 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.

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**.

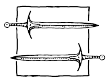
Options

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)



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 —

Champion

pts-


10



Murmillo Brutes

250 pts + 65 pts/extra model

3-6 models

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

Height Large
Type Infantry
Base 50×50 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 —

Must choose (one choice only):

Halberd

Paired Weapons

Jezail (4+) and Shield [TG]

Canister Launcher (4+) [TG]

Rotary Gun (4+) [TG]

Deepfire Thrower [TG]

and Shield

free

10/model

15/model

20/model

5/model

— Command Group Options —

Champion

Musician

Standard Bearer with Eagle Standard

Banner Enchantment

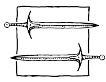
pts-

10

10

25

no limit



Legionary Drill Team

80 pts

single model

0–2 Units/Army

Height Standard

Type Infantry

Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Attached, Back to the Burrows , Callous, Exclusive (Vermin Legionaries, Vermin Velites), Life is Cheap, Not a Leader, 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	Chain Lightning, Grind Attacks (D6+1), Inanimate, Darkstone Generator

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.



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

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.**

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**.

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, Underground Arrival		
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, 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 on all other units within 6" of the model's 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

Rat Swarm	Adv	12"	Mar	12"	Dis	4					Callous, Endless Tide, Insignificant, Skirmisher
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

Ruinous Dictator	Adv	7"	Mar	14"	Dis	6					Callous, Fearless, Holy Triumvirate, 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, 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 (4+)
Bloodfur Legate	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	
House Prefect	Adv	5"	Mar	10"	Dis	5					Callous
Standard, Infantry	HP	2	Def	3	Res	3	Arm	0			Heavy Armour, Shield
House Prefect	Att	2	Off	4	Str	3	AP	0	Agi	4	
Swarm Priest	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	
Duskblade Assassin	Adv	5"	Mar	10"	Dis	5					Callous, Disdain for Plebs, Hidden, 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	Divine Attacks, Multiple Wounds (2, against Character), Paired Weapons, Throwing Weapons (2+)

Character Mounts

Senatorial Litter	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	Harnessed
Praetorian Brute	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	Harnessed
Triumphal Platform	Adv	5"	Mar	10"	Dis	C+1					Attached, Exclusive (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	Harnessed
Chassis	Att	-	Off	-	Str	5	AP	2	Agi	-	Impact Hits (D6), Inanimate
Sacred Platform	Adv	5"	Mar	10"	Dis	C					Attached, 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	Great Weapon
Chassis	Att	-	Off	-	Str	5	AP	2	Agi	-	Harnessed, Impact Hits (D3)

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, Shield
Vermin Legionary	Att	1	Off	3	Str	3	AP	0	Agi	4	Cohort Coordination
Blackfur Veterans	Adv	5"	Mar	10"	Dis	6					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, Fight in Extra Rank, Phalanx, Halberd

Vermin Slaves	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
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	2	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
Large, Infantry	HP	3	Def	3	Res	5	Arm	0		
Fetthis Brute	Att	3	Off	2	Str	4	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				Attached, Back to the Burrows, Callous, Exclusive (Vermin Legionaries, Vermin Velites), Life is Cheap, Not a Leader, 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	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
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	4
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, Strider, Stubborn, Underground Arrival
Large, Construct	HP	5	Def	1	Res	5	Arm	5		
Stygian Earthbreaker	Att	-	Off	-	Str	6	AP	4	Agi	2
Dreadmill Chariots	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
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	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) Trial and Terror Unwieldy
Rotary Gun	-	18"	4	2	D6+1	Mishap (Roll for number of Shots), Trial and Terror
Canister Launcher	Catapult (3×2)	24"	3	10	1	Mishap (Misfire) Toxic Attacks Trial and Terror
Deepfire Thrower	Flamethrower	18"	3	0	1	Flaming Attacks Mishap (Misfire) Trial and Terror
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	Mishap (Roll for number of Shots) Reload! Trial and Terror Automatically hits
Rakachit Mauss Rifle	-	48"	5 [7]	2 [4]	1	Area Attack (1×5) Mishap (To-hit roll) [Multiple Wounds (D3+1)] Trial and Terror
Skorchit Ordnance	Catapult (5×5)	12–48"	4	0	1	Flaming Attacks Mishap (Misfire) Trial and Terror

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 Hotfix 2

- Added back Trial and Terror on the experimental weapons (was accidentally removed)