THE IX AGE
FANTASY BATTLES

Vermin Swarm

Army Book (Core Rules)
2nd Edition, version 2022 alpha 3 – March 13, 2022

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. Units in Tunnel Reserve follow the rules for Ambush, with the following differences:

- Instead of entering the Battlefield from a Board Edge, the owner chooses a friendly Tunnel Marker. Place the unit within 3″ of the centre of this marker. No model can be placed with its centre farther away from the centre of the chosen marker than its March Rate. If this is not possible for any friendly marker on the Battlefield, the unit cannot enter the Battlefield during this Player Turn. Roll again in the next friendly Player Turn.

- A unit that enters the Battlefield from Tunnel Reserve cannot perform any Advance Moves, March Moves, or Reforms in the same Movement Phase. The unit counts as having performed a March Move during the Player Turn it arrives on the Battlefield for the purpose of shooting.

- A unit that enters the Battlefield from Tunnel Reserve in Game Turn 5 or 6 loses Scoring.

- A unit that enters Tunnel Reserve and does not return to the Battlefield before the end of the game counts as destroyed.

Army Model Rules

Universal Rules

Borne into Battle (X)

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

Callous

Health Point losses of the model that are caused by friendly models are ignored for Panic (including units destroyed due to attacks from friendly models). 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 Eagle Standard are subject to Minimised Roll.

Life is Cheap

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

Without Number

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

- 25 Vermin Legionaries with a **Champion**, a **Musician**, a **Standard Bearer** with **Eagle Standard**, and **Without Number**. The unit loses Scoring. The unit may take Shield and 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)

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 2 hits with Strength 5 and Armour Penetration 10. These hits are not considered to be made with the Shooting Weapon. If the Trial and Terror shooting mode was used, the number of hits is increased to 4.

Trial and Terror

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

Special Attacks

Cult of Errahman

Whenever a natural '1' is rolled to hit for 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

Jezail – Shooting Weapon

0–18 Models/Army.
Range 36″, Shots 1, Str 5, AP 3, **Accurate**, **Mishap (To-hit roll)**, **Unwieldy**.
The user loses Quick to Fire if it had it (and cannot gain it in any way).
Trial and Terror: The weapon's range is **set** to 24″ and it gains **Multiple Wounds (2)** and **Reload!**.

Rotary Gun – Shooting Weapon

0–12 Models/Army.
Range 18″, Shots D6, Str 4, AP 2, **Mishap (Roll for number of Shots)**.
Trial and Terror: The weapon's range is **set** to 12″, its Shots are **set** to D6×2, and it gains **Reload!**.

Canister Launcher – Artillery Weapon

0–9 Models/Army.
Catapult (2×2). Range 24″, **Mishap (Misfire)**, **Toxic Attacks**. The total number of simultaneous hits from a unit with this weapon cannot exceed the number of models in the target unit.
Trial and Terror: The weapon's range is **set** to 18″. Replace Catapult (2×2) with **Catapult (3×3)**.

Deepfire Thrower – Artillery Weapon

0–9 Models/Army.
Flamethrower. Range 18″, Shots 1, Str 3, AP 0, **Flaming Attacks**, **Mishap (Misfire)**. The user 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.

Bloodpox Blades – Close Combat Weapon

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

Hereditary Spell

Casting Value	Range	Type	Duration	Effect

H The Awakened Swarm
⟨**5+**⟩ {**8+**}   ⟨**12″**⟩ {**18″**}   Ground   Instant   The range of this spell can be measured from the Caster or 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
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). 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 2D6 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**. Their Strength is **set** to 10 and their Armour Penetration is **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**.

Swarm Master   25 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, 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 AP, **Accurate**, and **Magical Attacks**.

Armour Enchantments

Plague-Hermit's Blessing   60 pts
Models with Cult of Errahman 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   60 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

Orb of Ateus   65 pts
Vermin Senators and Rakachit Technocrats only.

Once per Shooting Phase, the bearer may discard 2 Veil Tokens from its owner's Veil Token pool and nominate a unit within 6″ that has not fired yet during this Shooting Phase. Weapons with Trial and Terror in this unit gain +1 to wound and **Magical Attacks**, and the number of hits from each Mishap is increased by D3. The effects last until the end of the phase.

Crown of Hubris   50 pts
Dominant. ~~Wizards only~~.

Immediately after Siphon the Veil, i.e. after converting Veil Tokens into Magic Dice, the bearer may choose to inflict D6 hits on its unit that wound automatically with no saves of any kind allowed. If so, the owner gains additional Veil Tokens equal to half the number of lost Health Points, rounding fractions up.

Storm Rocket   50 pts
Vermin Senators and Skorchit Alchemists only.

One use only. When this Artefact is used, it is a Shooting Weapon with Aim (2+) and the following profile: Range 24″, Shots 1, Str 5, AP 2, **Area Attack (3×3)**, **Magical Attacks**, **Mishap (To-hit roll)**.

Tome of the Ratking   45 pts
The bearer can cast *The Awakened Swarm* (Hereditary Spell) as a Bound Spell with Power Level (4/8).

Cowl of the Apostate   40 pts
The model gains **Holy Triumvirate** (see Swarm Priest), and for the purpose of this rule, it counts as having both **Caelysian Pantheon** and **Cult of Errahman**.

Orator's Toga   40 pts
Standard Height models only.

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

Map of the Deeps   30 pts
Vermin Senators and Stygian Overseers only.

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

Tarina's Lyre   20 pts
Vermin Senators and Fetthis Fleshmasters only.

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

Army Organisation
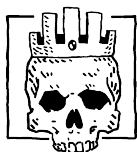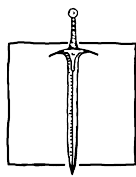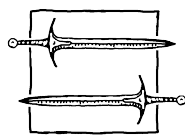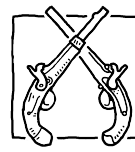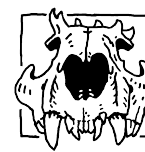
Characters	Core	Special	Tunnel Gunners	Bread and Games
Max. 40%	Min. 25%	No limit	Max. 30%	Max. 25%

Characters (Max. 40%)

Ruinous Dictator
450 pts

single model · One of a Kind

Height Gigantic
Type Infantry
Base 75×75 mm

Global	Adv	Mar	Dis		Model Rules
	7″	**14″**	**6**		Callous, Fearless, Stubborn, Supernal, **Unlimited Power!**, Wizard Adept

Defensive	HP	Def	Res	Arm	
	7	**4**	**5**	**2**	Aegis (5+)

Offensive	Att	Off	Str	AP	Agi	
Ruinous Dictator	**4**	**4**	**5**	**4**	**8**	Halberd

——Model Rules——

Unlimited Power!: Universal Rule.

The model must be the General. While within range of the model's Commanding Presence, other friendly units gain **Fearless**. In addition, while Steadfast and not suffering from Disrupted Ranks, the units also gain **Unstable**.

——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.

——Options——   pts

Must choose a Mortal Origin (one choice only):
    Lord of the Legions — free
    Pontifex Maximus — 10
    I am the Senate — 20
Must choose a Patron Deity (one choice only):
    Avatar of Udius — free
    Avatar of Acratos — 20
    Avatar of Favana — 20

——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	Pistol (4+)

——— Model Rules ———

Vox Populi: Universal Rule.
  The range of the model's Commanding Presence is **set** to 18″ when measured to units with one or more models with Eagle Standard.

——— Options ——— pts –
  Special Items — up to 200

——— Mount Options ——— pts –
  Senatorial Litter — 55

Bloodfur Legate
120 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

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

Global	Adv	Mar	Dis		Model Rules
	5″	10″	6		Callous

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

——— Mount Options ——— pts –
Praetorian Brute — 70
Triumphal Platform (B&G) — 315

——— 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
105 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	2	3	0	Light Armour

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

—— Options —— pts –

Must choose (one choice only):
Fetthis Fleshmaster*	free
Skorchit Alchemist*	15
Stygian Overseer*	20
Rakachit Technocrat* [TG]	30
*Each option is 0–2 Models/Army.	

Special Items	up to 75

Must choose (one choice only):
Pistol (3+)	free
Jezail (3+)†	10
Canister Launcher (3+)‡	25
Rotary Gun (3+)†	25
Deepfire Thrower‡	35

†Rakachit Technocrat only
‡Skorchit Alchemist only

—— Mount Options —— pts –
Praetorian Brute (Fetthis Fleshmaster only)	50

—— 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.
May be activated once per Melee Phase at the start of any Round of Combat that the model's unit is fighting. Standard Height R&F models in the model's unit gain **Lightning Reflexes** until the end of the Player Turn. The unit suffers D6 hits that wound automatically with no saves of any kind allowed. These hits are considered Special Attacks.

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

Swarm Priest

105 pts

single model

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

Occultism   Thaumaturgy

—— Options —— pts –

Must choose (one choice only):

    Caelysian Pantheon ..... free

    Cult of Errahman ..... free

Holy Triumvirate 20

Special Items ..... up to 100

Light Armour 5

—— Mount Options —— pts –

Sacred Platform 250

—— Optional Model Rules ——

Caelysian Pantheon: Universal Rule.

  The model's Path access is replaced with:

Thaumaturgy   Witchcraft

Holy Triumvirate: Universal Rule.

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

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

Duskblade Assassin
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, **Dark Doorways**, **Disdain for Plebs**, ~~Fearless~~, 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——

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 ~~inside the unit~~ 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
	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

0–3 Mounts/Army

Height Large
Type Infantry
Base 40×40 mm

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		Borne into Battle (Blackfur Veterans, Fetthis Brutes, Vermin Legionaries), War Platform
Defensive	HP	Def	Res	Arm	
	8	1	5	4	
Offensive	Att	Off	Str	AP	Agi
Praetorian Brute (3)	4	3	5	2	4	Harnessed
Chassis			5	2		Impact Hits (D6), Inanimate

Sacred Platform

0–2 Mounts/Army

Height Gigantic
Type Construct
Base 60×100 mm

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

—— 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)   100

—— Optional Model Rules ————————————————————

Pestilent Pulpit: Universal Rule.

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

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

    The model's unit gains **Poison Attacks**. ~~with the following exceptions: Only models with Cult of Errahman are affected.~~Close Combat Attacks that already were Poison Attacks from another source will automatically wound on successful to-hit rolls of 5+ instead of 6+.

Whispering Bell: Universal Rule.

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

    The model gains **Borne into Battle (Blackfur Veterans, Vermin Legionaries)**, **Channel (1)**, and **Musician**. The range of the model's March to the Beat, and to enemy units that are required to take a March Test due to the model's unit, are both extended to 18″. Friendly units within 12″ of the Sacred Platform gain **Aegis (6+)**.

Core (Min. 25%)
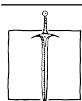
Vermin Velites
130 pts + **5** pts/extra model   **15–25** models   0–3 Units/Army

Height **Standard**
Type **Infantry**
Base **20×20 mm**

Global	Adv	Mar	Dis		Model Rules
	5″	**10″**	**5**		Callous, Life is Cheap, Scoring

Defensive	HP	Def	Res	Arm	
	1	**2**	**2**	**0**	Light Armour

Offensive	Att	Off	Str	AP	Agi	
Vermin Velite	**1**	**3**	**3**	**0**	**4**	Cohort Coordination, Paired Weapons

—— Model Rules ——

Sling: Shooting Weapon.
Range 18″, Shots 1, Str 3, AP 0. The attack gains +1 Strength when shooting from Short Range.

—— Options —— pts –

Must choose (one choice only):
- **Sling** (4+)   free
- Bow (4+)   1/model

—— Command Group Options —— pts –

Champion	10
Musician	10
Standard Bearer with Eagle Standard	25
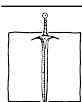
Vermin Legionaries
175 pts + **6** pts/extra model   **25–60** models

Height **Standard**
Type **Infantry**
Base **20×20 mm**

Global	Adv	Mar	Dis		Model Rules
	5″	**10″**	**5**		Callous, Life is Cheap, Scoring

Defensive	HP	Def	Res	Arm	
	1	**2**	**2**	**0**	Light Armour

Offensive	Att	Off	Str	AP	Agi	
Vermin Legionary	**1**	**3**	**3**	**0**	**4**	Cohort Coordination

—— Options —— pts –

Without Number*   1/model
*Armies with a Vermin Senator only
Must choose (one choice only):
- Shield   free
- Shield and Spear   1/model

—— Command Group Options —— pts –

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

Height Standard
Type Infantry
Base 20×20 mm

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

Global	Adv	Mar	Dis		Model Rules
	5″	10″	6		**Avrasi Formations**, Callous, Life is Cheap, Scoring

Defensive	HP	Def	Res	Arm	
	1	3	2	0	Heavy Armour, Shield

Offensive	Att	Off	Str	AP	Agi	
Blackfur Veteran	1	4	3	0	5	Cohort Coordination, Fight in Extra Rank, 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.
   - **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.

——Options—————————————————— pts –

Bloodfur Praetorians [Sp]
   (0–1 Units/Army)   free

——Command Group Options—————————— pts –

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

——Optional Model Rules——————————————

Bloodfur Praetorians: Universal Rule.
   The model gains **Bodyguard (Vermin Senator that is the General)** and Great Weapon, and loses Halberd.
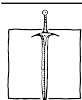
Vermin Slaves

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, Insignificant, Life is Cheap

Defensive	HP	Def	Res	Arm	
	1	1	2	0	

Offensive	Att	Off	Str	AP	Agi	
Vermin Slave	1	1	3	0	4	

——Options—————————————————— pts –

Tunnelling Tools	25
Without Number*	1/model

*Armies with a Vermin Senator only

——Command Group Options—————————— pts –

Musician	10

——Optional Model Rules——————————————

Tunnelling Tools: Universal Rule.
   The unit adds a single Tunnel Marker to the army.

Special (No limit)
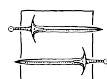
Shadowfur Stalkers
135 pts + **9** pts/extra model   **10–20** models   0–3 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis		Model Rules
	5″	**10″**	**5**		Callous, Life is Cheap, 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——   pts

Must choose (one choice only):
   Pistol (4+) (0–2 Units/Army)   free
   Throwing Weapons (4+)   free

——Command Group Options——   pts
Champion   10
Musician   10
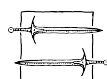
Plague Disciples
210 pts + **11** pts/extra model   **20–40** models

Height Standard
Type Infantry
Base 20×20 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**. In addition, while in the same unit as a Swarm Priest, the model gains **Fearless**.

——Options——   pts

Must choose (one choice only):
   Bloodpox Blades   free
   Great Weapon   free

——Command Group Options——   pts
Champion   10
Musician   10
Standard Bearer   10
   Banner Enchantment   no limit

Giant Rats

90 pts + **4** pts/extra model   **10–30** models   0–4 Units/Army

Height Standard
Type Beast
Base 20×20 mm

Global	Adv	Mar	Dis		Model Rules
	7″	14″	5		Callous, Insignificant, Life is Cheap

Defensive	HP	Def	Res	Arm	
	1	2	2	0	

Offensive	Att	Off	Str	AP	Agi	
Giant Rat	1	2	3	1	5	Devastating Charge (+1 Att)

—— *Options* ——   pts –
Dire Rats (0–X* Units/Army,
   0–15 Models/Unit)   2/model
*Where X is the number of Fetthis Fleshmasters on the
   Army List.

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

Fetthis Brutes

255 pts + **54** pts/extra model   **6–15** models   0–30 Models/Army

Height Large
Type Infantry
Base 40×40 mm

Global	Adv	Mar	Dis		Model Rules
	6″	12″	5		Callous

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   10

Murmillo Brutes

260 pts + **74** pts/extra model   **3–6** models   0–3 Units/Army

Height Large
Type Infantry
Base 50×50 mm

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

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 –
Must choose (one choice only):
   Halberd and Shield   free
   Jezail (4+) and Shield [TG]   free
   Deepfire Thrower [TG]   10/model
   Canister Launcher (4+) [TG]   15/model
   Rotary Gun (4+) [TG]   15/model

—— *Command Group Options* ——   pts –
Champion   10
Musician   10
Standard Bearer with Eagle Standard   25
   Banner Enchantment   no limit

Legionary Drill Team
90 pts

single model   0–2 Units/Army

Height Standard
Type Infantry
Base 40×40 mm

Global	Adv	Mar	Dis		Model Rules
	5″	**10″**	**5**		**Back to the Burrows**, Borne into Battle (Vermin Legionaries, Vermin Velites), Callous, Life is Cheap, War Platform

Defensive	HP	Def	Res	Arm	
	4	**2**	**3**	**3**	

Offensive	Att	Off	Str	AP	Agi	
Legionary Drill Team			**6**	**3**	**4**	Grind Attacks (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
145 pts + **12** pts/extra model   **8–15** models   0–3 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis		Model Rules
	5″	**10″**	**6**		Callous, Life is Cheap, Light Troops, Skirmisher

Defensive	HP	Def	Res	Arm	
	1	**3**	**3**	**0**	Flammable, Hard Target (1), Heavy Armour

Offensive	Att	Off	Str	AP	Agi	
Ignifier Grenadier	**1**	**4**	**3**	**0**	**4**	**Deepfire Grenades (5+)**

——Model Rules——

Deepfire Grenades: Shooting Weapon.
Range 8″, Shots 2, Str 6, AP 2, **Accurate**, **Flaming Attacks**, **Quick to Fire**, **Volley Fire**. 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
125 pts + **39** pts/extra model   **3–6** models   0–3 Units/Army

Height Standard
Type Infantry
Base 25×50 mm

Global	Adv	Mar	Dis		Model Rules
	5″	**10″**	**5**		Callous, Life is Cheap, 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**	**Heavy Weapon**, Quick to Fire

——Model Rules——

Heavy Weapon: Attack Attribute – Shooting.
The model may not use its Shooting Weapon if the model performed a March Move in this Player Turn.

——Options——————————— pts

Must choose (one choice only):
Jezail (4+) and Shield	free
Canister Launcher (4+)	20/model
Deepfire Thrower	20/model
Rotary Gun (4+)	20/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			5			**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!**.
  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

185 pts   single model   0–4 Units/Army

Height Large
Type Construct
Base 75 mm round

Global	Adv	Mar	Dis		Model Rules
	5″	5″	5		Callous, War Machine

Defensive	HP	Def	Res	Arm
	4	1	4	0

Offensive	Att	Off	Str	AP	Agi	
Crew	3	3	3	0	4	Move or Fire

––– *Options* –––   *pts* –

Must choose (one choice only):
    Skorchit Ordnance (4+)*   free
    Rakachit Mauss Rifle (4+)*   35
*Each option is 0–2 Models/Army.

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

Skorchit Ordnance: Artillery Weapon.
  Catapult (4×4). Range 12–48″, Shots 1, Str 4, AP 0, **Flaming Attacks**, **Mishap (Misfire)**.
  The model gains **Flammable**.
  Trial and Terror: The weapon's range is **set** to 12–30″. Replace Catapult (4×4) with **Catapult (6×6)**.

Bread and Games (Max. 25%)

Stygian Earthbreaker
295 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 (2D3), 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 + **100** pts/extra model

1–3 models   0–2 Units/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis		Model Rules
	5″	5″	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. 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* ——   *pts*–

Underworld Beast   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	
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, 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	**2**	Res	**3**	Arm	**0**			Light Armour	
House Prefect	Att	**2**	Off	**2**	Str	**3**	AP	**0**	Agi	**4**		
Swarm Priest	Adv	**5"**	Mar	**10"**	Dis	**5**					Callous, Wizard Apprentice	
Standard, Infantry	HP	**2**	Def	**2**	Res	**3**	Arm	**0**				
Swarm Priest	Att	**1**	Off	**2**	Str	**3**	AP	**0**	Agi	**4**		
Duskblade Assassin	Adv	**5"**	Mar	**10"**	Dis	**5**					Callous, Dark Doorways, Disdain for Plebs, ~~Fearless~~, 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**					Borne into Battle (Blackfur Veterans, Fetthis Brutes, Vermin Legionaries), War Platform	
Gigantic, Construct	HP	**8**	Def	**1**	Res	**5**	Arm	**4**				
Praetorian Brute (3)	Att	**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**					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	
Vermin Legionary	Att	**1**	Off	**3**	Str	**3**	AP	**0**	Agi	**4**	Cohort Coordination	
Blackfur Veterans	Adv	**5"**	Mar	**10"**	Dis	**6**				🏹	Avrasi Formations, Callous, Life is Cheap, Scoring	
Standard, Infantry	HP	**1**	Def	**3**	Res	**2**	Arm	**0**			Heavy Armour, Shield	
Blackfur Veteran	Att	**1**	Off	**4**	Str	**3**	AP	**0**	Agi	**5**	Cohort Coordination, Fight in Extra Rank, Halberd	

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

Special

Shadowfur Stalkers	Adv	5″	Mar	10″	Dis	5						Callous, Life is Cheap, Light Troops, Sicarran Smugglers, Skirmisher
Standard, Infantry	HP	1	Def	3	Res	2	Arm	0				Hard Target (1)
Shadowfur Stalker	Att	1	Off	3	Str	3	AP	2	Agi	5		Paired Weapons
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		Cult of Errahman
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		Devastating Charge (+1 Att)
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		Fight in Extra Rank, Paired Weapons
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		Quick to Fire
Legionary Drill Team	Adv	5″	Mar	10″	Dis	5						Back to the Burrows, Borne into Battle (Vermin Legionaries, Vermin Velites), Callous, Life is Cheap, War Platform
Standard, Infantry	HP	4	Def	2	Res	3	Arm	3				
Legionary Drill Team	Att	-	Off	-	Str	6	AP	3	Agi	4		Grind Attacks (3)

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		Deepfire Grenades (5+)
Exp. Weapon Teams	Adv	5″	Mar	10″	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		Heavy Weapon, Quick to Fire
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	5		Chain Lightning, Grind Attacks (D6+1), Inanimate, Darkstone Generator
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		Move or Fire

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		Devastating Charge (Fear), Grind Attacks (2D3), Impact Hits (2D3)
Dreadmill Chariots	Adv	5″	Mar	5″	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		Grind Attacks (1), Impact Hits (D6+1), Inanimate
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		Harnessed
Pitmaster	Att	2	Off	3	Str	4	AP	1	Agi	4		Halberd

Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Jezail	-	36″	5	3	1	Accurate Mishap (To-hit roll) Unwieldy
Rotary Gun	-	18″	4	2	D6	Mishap (Roll for number of Shots)
Canister Launcher	Catapult (2×2)	24″	3	10	1	Mishap (Misfire) Toxic Attacks
Deepfire Thrower	Flamethrower	18″	3	0	1	Flaming Attacks Mishap (Misfire)
Rodentium Bullets (Pistol)	-	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	2	D6	Lightning Attacks Mishap (Roll for number of Shots) Reload! Automatically hits
Rakachit Mauss Rifle	-	48″	5 [7]	2 [4]	1	Area Attack (1×5) Mishap (To-hit roll) [Multiple Wounds (D3)]
Skorchit Ordnance	Catapult (4×4)	12–48″	4	0	1	Flaming Attacks Mishap (Misfire)

Aim Table

Name	Aim	Shooting Model
Storm Rocket	2+	Characters
Throwing Weapons	2+	Duskblade Assassin
	4+	Vermin Velite, Shadowfur Stalker
Pistol	3+	Bloodfur Legate, House Prefect
	4+	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

Trial and Terror

Shooting Weapon	Trial and Terror
Jezail	Range 24″, Multiple Wounds (2), Reload!
Rotary Gun	Range 12″, Shots D6×2, Reload!
Canister Launcher	Range 18″, Catapult (3×3)
Deepfire Thrower	Range 12″, Str 4
Darkstone Generator	Targets all units within 6″
Rakachit Mauss Rifle	Range 24″, Accurate, Multiple Wounds (D6)
Skorchit Ordnance	Range 12–30″, Catapult (6×6)

Changelog

2022 alpha 3

Clarifications

- Eagle Standard, reworded
- Pestilent Pulpit, removed redundant text
- Dark Doorways, clarified

Design Changes

- Endless Tide, does 1 less D6 to unit that move into contact with it
- Rodentium Bullets, now are 0-2
- Crown of Hubris, now is not Wizard Only anymore
- Banner of the Last Storm, completely reworked, now protects the unit from ranged attacks
- Greater Eagle Standard +1 to resolution don't stack anymore
- Bread and Games, increased to 25%

Point Changes

- Blackfur Veterans Additional models 11 ↗ 13
- Doomspark Device 195 ↗ 250