THE IX AGE
FANTASY BATTLES

Vermin Swarm

Army Book (Core Rules)

2nd Edition, version 2023 beta 2 hotfix 1 – May 31, 2023

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 (within 1.5″ of a friendly 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 non-Fleeing model's Commanding Presence, the unit gains **Rally Around the Flag (8″, max. 8″)**. While within range of one or more instances of Rally Around the Flag from a friendly Eagle Standard, units gain **Minimised (Discipline Tests)** .

Holy Triumvirate

0–3 Models/Army.
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 first 10~~ Health Point losses of models with Life is Cheap per unit, rounding fractions up. This does not ~~include~~ affect 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 10. If the **Trial and Terror** shooting mode was used, the model's suffers 1 hit and its unit suffers 3 2 additional hits that all wound automatically with Armour Penetration 10 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**.

Canister Launcher – Shooting Weapon

0–9 Models/Army.
Range 18″, Shots 1, **Area Attack (1×3)**, **Mishap (To-hit roll)**, **Toxic Attacks**, **Trial and Terror**. Ignores to-hit modifiers from Cover.

Jezail – Shooting Weapon

0–18 Models/Army.
Range 30″, 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

0–12 Models/Army.
Range 18″, Shots D6, Str 4, AP 2, **Mishap (Roll for number of Shots)**, **Trial and Terror**.

Deepfire Thrower – Artillery Weapon

0–6 Models/Army.
Flamethrower. Range 18″, Shots 1, Str 3 2, AP 0 1, **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
rep **The Awakened Swarm**

⟨**4+**⟩ ⟨**12″**⟩ Hex   Instant

{**6+**} {**18″**}

The range of this spell can be measured from the Caster or from the centre of any friendly Tunnel Marker on the Battlefield. ~~Summon a Rat Swarm (profile below) on the targeted point.~~ The target suffers 2D6 hits with Strength 2 and Armour Penetration 1. Any unit that suffers one or more hits from The Awakened Swarm must take a March Test in its next Movement Phase. ~~If the target is Engaged in Combat, the hits are distributed according to the rules for Callous.~~

Special Items

Weapon Enchantments

Secrets of the Doom Blade   150 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   70 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.

Rodentium Bullets   25 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**.

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.

Armour Enchantments

Plague-Hermit's Blessing   70 pts
Models on foot only. Cannot be taken by models with Greater Eagle Standard.
Enchantment: Suit of Armour.
~~The wearer gains +1 Health Point and **Fortitude (5+)**. Successful to-hit rolls with Close Combat Attacks against the wearer **must** be rerolled.~~
The wearer gains +1 Health Point, Cult of Errahman, and **Fortitude (4+)**, but automatically fails all Armour Saves and looses Caelysian Pantheon if it had it. In addition, natural to-hit rolls of '6' 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   25 pts
The bearer's unit may start the game in Tunnel Reserve.

Artefacts

Crown of Hubris   65 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   45 pts
Vermin Senators and Stygian Overseers only.
At the end of any friendly Movement Phase after the first, the bearer may detonate a single friendly Tunnel Marker within 24″ of it. If so, apply the following effects before removing the Tunnel Marker:

- Each unengaged unit within 4″ of the Tunnel Marker suffers 2D6 hits with Strength 4 and Armour Penetration 1.

- If one or more units that are Engaged in the same Combat are within 4″ of the Tunnel Marker, a total of 2D6 hits with Strength 4 and Armour Penetration 1 is inflicted. Roll a D6 for each hit: on a roll of 4+, the hit is distributed onto a randomly chosen friendly unit; otherwise, the hit is distributed onto a randomly chosen enemy unit.

Orb of Ateus 45 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 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 2. The effects last until the end of the phase.~~

Whenever a friendly model in a unit within 8″ of the bearer suffers a Mishap, the number of the Mishap's hits is reduced by 1 and the bearer gains a counter until the end of the Shooting Phase. At the end of each friendly Shooting Phase in which the bearer gained at least 1 counter, roll 2D6 and add the number of counters. If the result is 13 or higher, the bearer's unit suffers D6 hits with Strength 4 and Armour Penetration 1 and the Artefact is ignored for the rest of the game.

Cowl of the Apostate 35 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).

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 30 pts

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

The bearer can cast *Pentagram of Pain* (Occultism) as a Bound Spell with Power Level (4/8). The number of hits may be rerolled against targets that are touching a Water Terrain Feature.

Tarina's Lyre 10 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
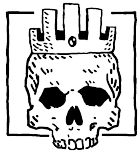
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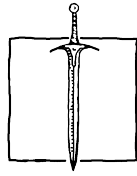
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Min. 25%
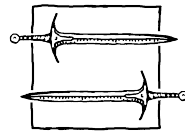
Special
No limit
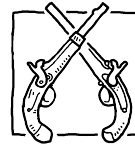
Tunnel Gunners
Max. 30%
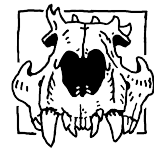
Bread and Games
Max. 25%

Characters (Max. 40%)

Ruinous Dictator
420 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	5	5	2	Aegis (5+)

Offensive	Att	Off	Str	AP	Agi	
Ruinous Dictator	4	5	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**.

—— Magic Options ——

Occultism

—— Options ——	pts
Must choose a Mortal Origin (one choice only):	
Lord of the Legions	5
Pontifex Maximus	30
I am the Senate	35
Must choose a Patron Deity (one choice only):	
Avatar of Udius	free
Avatar of Favana	30
Avatar of Acratos	35

—— 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
130 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 model gains **Commanding Presence (+6″, models in units with one or more Eagle Standards)**.

Options — pts
Special Items	up to 200

Mount Options — pts
Senatorial Litter	55

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 — 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	55
Triumphal Platform (B&G)	280

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

75 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*	15
Rakachit Technocrat* [TG]	40
Skorchit Alchemist*	40

*Each option is 0–2 Models/Army.

Special Items — up to 75

Must choose (one choice only):
Jezail (3+)†	free
Pistol (3+)	free
Canister Launcher (3+) [TG]‡	20
Rotary Gun (3+)†	20
Deepfire Thrower [TG]‡	50

†Rakachit Technocrat only
‡Skorchit Alchemist only

─── Mount Options ───
pts –

Praetorian Brute (Fetthis Fleshmaster only) — 55

─── Optional Model Rules ───

Fetthis Fleshmaster: Universal Rule.
For each model with Fetthis Fleshmaster within 12″, units consisting entirely of Arena Beasts, Fetthis Brutes, Giant Rats, and models on Praetorian Brute or Triumphal Platform gain one instance of Maximised (Charge Range) in the Charge Phase.

Rakachit Technocrat: Universal Rule.
The model gains **Engineer (3+)** with the following exceptions:
- It can also be used on Shooting and Artillery Weapons with Mishap (X).
- All models in a single friendly unit within 6″ benefit.

~~that can also be used on Shooting Weapons and Artillery Weapons with Mishap (X) 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**.~~ At the start of any Melee Phase, the model may choose to inflict D3 hits on its unit that wound automatically with Armour Penetration 10. If so, Standard Height R&F models in the model's unit gain **Lightning Reflexes** until the end of the Melee Phase. Note that these Health Point losses do not count towards Combat Score.

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

Occultism   Thaumaturgy

—— Options ——   pts –
Must choose (one choice only):
  Caelysian Pantheon   free
  Cult of Errahman and Bloodpox Blades   5
Holy Triumvirate   25
Special Items   up to 100
Light Armour   5

—— Mount Options ——   pts –
Sacred Platform   280

—— Optional Model Rules ——
Caelysian Pantheon: Universal Rule.
  The model's Path access is replaced with:

Thaumaturgy   Witchcraft

Duskblade Assassin
135 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

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		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

0–2 Mounts/Army

Height Gigantic
Type Construct
Base 60×100 mm

Global	Adv	Mar	Dis		Model Rules
	5″	10″	C		Attached, Channel (1), Fearless, 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)   15

—— 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 **Fearless** and **Poison Attacks**. If the models already had Poison Attacks, they wound automatically on a successful natural to-hit roll of '5' or '6', unless the target has Immune (Poison Attacks).

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 **Deafening Clamour** and **Exclusive (Blackfur Veterans, Vermin Legionaries)**.

  R&F models in friendly units within 12″ of the Sacred Platform gain **Aegis (6+)**; Gigantic models, Constructs, and wounds from Mishaps are not affected.

Core (Min. 25%)
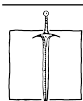
Vermin Velites
125 pts + **5** pts/extra model

15–30 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

—— Options ——   pts –

Must choose (one choice only):
Sling (4+)	free
Bow (4+) (0–30 Models/Army)	free/model

—— Command Group Options ——   pts –
Champion	10
Musician	10
Standard Bearer with Eagle Standard	25

—— Optional Model Rules ——

Sling: Shooting Weapon.
Range 18″, Shots 1, Str 3, AP 0. The attack gains +1 Strength when shooting from Short Range.
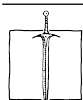
Vermin Legionaries
175 pts + **6** pts/extra model

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, Shield

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

—— Options ——   pts –
Spear	free

—— 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   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——————————————————— 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. 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——————————————————— pts –

Tunnelling Tools   15

——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)

Plague Disciples

200 pts + **9** 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 **Fearless** and **Unbreakable**. In addition, while joined by one or more Characters with Cult of Errahman, Charge, Pursuit, and Overrun Moves of the model's unit gain **Swiftstride**.

——— *Options* ——— *pts* –

Must choose (one choice only):
Bloodpox Blades	free
Great Weapon	1/model

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

Giant Rats

80 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, Unstable

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* –

Fire Rats (0–20 Models/Unit,
0–2 Units/Army)   1/model

——— *Optional Model Rules* ———

Fire Rats: Universal Rule.
    The model gains **Flaming Attacks** and **Flammable**, and its base size is changed to 25×50 mm. Immediately before the model is removed as a casualty as a result of any enemy Melee Attack, it inflicts 1 hit with Str 3, AP 0, and Flaming Attacks on the attacking unit. This is considered a Special Attack.
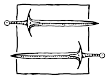
Fetthis Brutes

265 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   10

Murmillo Brutes

240 pts + **60** 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 ———————————————— pts –
Must choose (one choice only):
    Jezail (4+) and Shield [TG]   free
    Halberd, Paired Weapons, and Shield   5/model
    Canister Launcher (4+) [TG]   10/model
    Deepfire Thrower [TG]   20/model
    Rotary Gun (4+) [TG]   20/model

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

Legionary Drill Team
75 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%)

Shadowfur Stalkers
135 pts + **8** pts/extra model

10–15 models   0–30 Models/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+)   1/model
——Command Group Options——   pts
Champion   10
Musician   10

Ignifier Grenadiers
130 pts + **14** 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, 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
Canister Launcher (4+)	15/model
Rotary Gun (4+)	20/model
Deepfire Thrower	35/model

Doomspark Device

255 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!**. 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 ——————————————————————————— pts –

Must choose (one choice only):
    Rakachit Mauss Rifle (4+)
    (0–3 Models/Army)   free
    Skorchit Ordnance (4+)
    (0–2 Models/Army)   5

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

Rakachit Mauss Rifle: Artillery Weapon.
  Cannon. Range 48″, Shots 1, Str 5 [7], AP 2 [4], **Area Attack (1×5)**, **Mishap (Misfire)**, **[Multiple Wounds (D3+1)]**, **Trial and Terror**.

Skorchit Ordnance: Artillery Weapon.
  Catapult (4×4). Range 12–48″, Shots 1, Str 4 [6], AP 0 [1], **Flaming Attacks**, **Mishap (Misfire)**, **[Multiple Wounds (2)]**, **Trial and Terror**.
  The model gains **Flammable**.

Bread and Games (Max. 25%)

Stygian Earthbreaker
275 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 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. Unless there are 4 friendly Tunnel Markers on the Battlefield, you may mark a point on the Battlefield with a Tunnel Marker that the model touched when it was removed.

Dreadmill Chariots
105 pts + **90** 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*

* 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

Characters

Ruinous Dictator — Callous, Fearless, Holy Triumvirate, Stubborn, Supernal, Unlimited Power!, Wizard Adept

	Adv	7"	Mar	14"	Dis	6			
Gigantic, Infantry	HP	7	Def	5	Res	5	Arm	2	Aegis (5+)
Ruinous Dictator	Att	4	Off	5	Str	5	AP	4	Agi 8 — Halberd

Vermin Senator — Callous, Vox Populi

	Adv	5"	Mar	10"	Dis	7			
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 — Callous

	Adv	5"	Mar	10"	Dis	6			
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 — Callous

	Adv	5"	Mar	10"	Dis	5			
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 — Callous, Wizard Apprentice

	Adv	5"	Mar	10"	Dis	5			
Standard, Infantry	HP	2	Def	2	Res	3	Arm	0	
Swarm Priest	Att	1	Off	2	Str	3	AP	0	Agi 4

Duskblade Assassin — Callous, Disdain for Plebs, Hidden, Not a Leader, Sic Semper Tyrannis

	Adv	5"	Mar	10"	Dis	5			
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 — Tall, The Die is Cast

	Adv	5"	Mar	10"	Dis	C			
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 — Attached, Exclusive (Blackfur Veterans, Fetthis Brutes, Vermin Legionaries), War Platform

	Adv	5"	Mar	10"	Dis	C+1			
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 — Attached, Channel (1), Fearless, War Platform

	Adv	5"	Mar	10"	Dis	C			
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 — Callous, Life is Cheap, Scoring

	Adv	5"	Mar	10"	Dis	5	☞		
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 — Callous, Life is Cheap, Scoring

	Adv	5"	Mar	10"	Dis	5	☞		
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 — Callous, Life is Cheap, Scoring

	Adv	5"	Mar	10"	Dis	6	☞		
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 — Callous, Cannon Fodder, Insignificant, Life is Cheap

	Adv	5"	Mar	10"	Dis	3			
Standard, Infantry	HP	1	Def	1	Res	2	Arm	0	
Vermin Slave	Att	1	Off	1	Str	3	AP	0	Agi 4

Special

Plague Disciples — *Adv* 5″ · *Mar* 10″ · *Dis* 5 · ☛ · Bodyguard (Sacred Platform), Callous, Fear no Evil, Life is Cheap, Scoring

	HP	Def	Res	Arm		Agi	
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, Unstable

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 · 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	Grind Attacks (3)

Tunnel Gunners

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

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* 8″ · *Dis* 5 · Callous, 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	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* 4	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 (3D3), Impact Hits (2D3)

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	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	-	30″	5	3	1	Accurate Mishap (To-hit roll) Trial and Terror Unwieldy
Rotary Gun	-	18″	4	2	D6	Mishap (Roll for number of Shots) Trial and Terror
Canister Launcher	-	18″	3	10	1	Area Attack (1×3) Mishap (Misfire) Toxic Attacks Trial and Terror
Deepfire Thrower	Flamethrower	18″	2	1	1	Flaming Attacks Mishap (Misfire) Trial and Terror
Rodentium Bullets (Pistol)	-	18″	4	3	3	Accurate Magical Attacks Quick to Fire
Storm Rocket (Pistol)	-	24″	5	2	1	D6 hits Flaming Attacks Magical Attacks Mishap (To-hit roll) Volley Fire
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	3	D6+1	March and Shoot Mishap (Roll for number of Shots) Reload! Automatically hits
Rakachit Mauss Rifle	-	48″	5 [7]	2 [4]	1	Area Attack (1×5) Mishap (Misfire) [Multiple Wounds (D3+1)] Trial and Terror
Skorchit Ordnance	Catapult (4×4)	12–48″	4 [6]	0 [1]	1	Flaming Attacks Mishap (Misfire) Multiple Wounds (2) 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

2023 beta 2 hotfix 1

Rules Changes and rewording

• The Awakened Swarm hits no longer get distributed in close combat ↗
• Plague-Hermit's Blessing makes bearer loose Caelysian Pantheon
• Skorchit Alchemist rule clarification
• Rakachit Technocrat rule clarification

Point Changes

• Experimental Weapon Teams 125 ↘ 120
• Experimental Weapon Teams, Deepfire Thrower 30 ↗ 35
• House Prefect Basecost ↗ 5, all character options ↘ 5

2023 beta 2

Rules Changes and rewording

• Life is Cheap: ↘ only first 10 hp losses are halfed
• Mishap ↘ self inflicted hits can now hit characters
• Jezail Range 36" ↘ 30", ↗ keeps Quick to Fire
• Canister Launcher reworded
• Deepfire Thrower Str 3 ↘ 2, AP 0 ↗ 1
• The Awakened Swarm reworked, Rat Swarm removed completely, 6+ / 7+ ↘ 4+ / 6+
• Plague-Hermit's Blessing reworked
• Tome of the Ratking gets Pentagram of Pain Bound Spell
• Orb of Ateus reworked
• Ruinous Dictator Off 4 ↗5, Def 4 ↗5
• Rakachit Technocrat reworked
• Skorchit Alchemist ↘ D3 wounds to gain Lightning Reflexes on the unit
• Sacred Platform gains Fearless
• Pestilent Pulpit makes unit Fearless
• Back to the Burrows can be used every movement phase
• Skorchit Ordnance STR 4 ↗ STR 4 [6], AP 0 ↗ AP 0 [1], ↗ [Multiple Wounds (2)],

Point Changes

• Tunnel Gunners Max. 25% ↗ 30%
• Secrets of the Doomblade 160 ↘ 150
• Rodentium Bullets 20 ↗ 25
• Plague Hermit's Blessing 50 ↗ 70
• Bell of the Deep Roads 40 ↘ 25
• Crown of Hubris 70 ↘ 65
• Orb of Arteus 75 ↘ 45
• Tome of the Ratking 40 ↘ 30
• Cowl of the Apostate 30 ↗ 35
• Tarina's Lyre 15 ↘ 10

- Ruinous Dictator 445 ↘ 420
    - Lord of the Legions 0 ↗ 5
    - Pontifex Maximus 20 ↗ 30
    - I am the Senate 30 ↗ 35
    - Avatar of Acratos 20 ↗ 35
    - Avatar of Favana 25 ↗ 30
- Vermin Senator 125 ↗ 130
- Bloodfur Legate
    - Praetorian Brute 70 ↘ 55
    - Triumphal Platform 300 ↘ 280
- House Prefect 80 ↘ 70
    - Fetthis Fleshmaster 0 ↗ 5
    - Stygian Overseer 15 ↗ 20
    - Rakachit Technorat 35 ↗ 45
    - Skorchit Alchemist 50 ↘ 45
    - Jezail 5 ↘ 0
    - Canister Launcher 25 ↘ 20
    - Deepfire Thrower 45 ↗ 50
- Swarm Priest
    - Cult of Errahman 10 ↘ 5
    - Holy Triumvirate 20 ↗ 25
    - Sacred Platform 275 ↗ 280
- Sacred Platform, Pestilent Pulpit 30 ↘ 15
- Duskblade Assassin 125 ↗ 135
- Vermin Velites 130 ↘ 125, Bows 1 ↘ 0
- Plague Disciples, Additional Models 10 ↘ 9
- Giant Rats, Fire Rats 3 ↘ 1
- Fetthis Brutes 255 ↗ 265
- Murmillo Brutes 250 ↘ 240, Deepfire Thrower[TG] 25 ↘ 20
- Legionary Drill Team 80 ↘ 75
- Shadowfur Stalkers 130 ↗ 135, Additional Models 9 ↘ 8
- Ignifier Grenadiers, Additional Models 13 ↗ 14
- Experimental Weapon Teams 120 ↗ 125
    - Canister Launcher 20 ↘ 15
    - Deepfire Thrower 35 ↘ 30
- Doomspark Devices 250 ↗ 255
- Vermin Artillery, Skorchit Ordnance 15 ↘ 5
- Stygian Earthbreaker 280 ↘ 275
- Dreadmill Chariots 110 ↘ 105