

TRENCH CRUSADE™

THE GREAT HUNGER

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THE GREAT HUNGER

A LICENSED TRENCH CRUSADE SUBFACTION

The Great Hunger is not merely a disease, nor is it an army - it is a lingering wound upon the world, a festering malignancy left in the wake of Beelzebub's war against Creation. It is a strain of the Black Grail Virus that is not wielded as a tool of conquest by the Order of the Fly, but rather as a means of ensuring that the corruption endures, even in defeat. Where the armies of the Grail seek to march upon the living, the Hunger seeks only to consume and multiply.

The forces of the Black Grail taint the land itself. Where their influence takes root, all organic matter becomes a vector for further corruption, twisting and reshaping itself into a form pleasing to Beelzebub. Unlike the immediate, aggressive infections seen in the frontlines of battle, The Great Hunger is subtle, taking hold in the ruined remains of abandoned towns, charnel grounds, and forgotten battlefields. It does not seek to conquer - instead it waits. It endures. Even if a region is reclaimed from the Grail's influence, the Hunger can lurk beneath the surface for weeks, months, or even years, waiting for the moment when the corruption is no longer expected, no longer feared. It is then, when it is almost forgotten, that The Great Hunger will reemerge, consuming everything, even itself, until nothing is left - nothing but a dormant remnant waiting to rise and feast again.

THE GREAT HUNGER SPECIAL RULES

The Great Hunger is a Warband Variant for The Cult of the Black Grail Faction List. The following special rules apply to a Great Hunger Warband.

Arcana Putrescere: Some models in a Great Hunger Warband can have Arcana Putrescere Powers. A Matagot Hag can have up to 3 Arcana Putrescere Powers, a Lord of Tumours can have 1 Arcana Putrescere Power, and Gregori Gula can have 1 Arcana Putrescere Power each. All of the Arcana Putrescere Powers that are available are described in the Arcana Putrescere Powers List below.

- Arcana Putrescere Powers are divided into Arcana Putrescere Abilities and Arcana Putrescere Spells.

Arcana Abilities: Arcana Putrescere Abilities are used in the same way as an Ability from the model's Warband Entry.

Arcana Putrescere Spells: Arcana Putrescere Spells must be cast in order for them to be used. The description for the Spell will say how and when it can be cast. In addition, Arcana Putrescere Spells have a cost that must be paid in **INFECTION MARKERS** to cast the Spell (the cost is included in the title of the spell). Note that you do not have to take a Success Roll for a model in order to cast a spell.

- To pay the cost of an Arcana Putrescere Spell, you must remove a number of **INFECTION MARKERS** from models within 12" of the Spellcaster equal to the spell's Cost. You can remove the **INFECTION MARKERS** from any models (friend or foe) that do not have the **ARTIFICIAL** Keyword. The models can be anywhere on the battlefield and do not have to be in the spellcaster's Line of Sight, and the spell cost can be paid by removing **INFECTION MARKERS** from more than one model if you wish.
- If the cost of an Arcana Putrescere Spell's Cost is a range of numbers, you must choose how many **INFECTION MARKERS** you will pay before the spell is cast. For example, if an Arcana Putrescere Spell had (Cost 1-3), you must pay a cost of 1, 2 or 3 **INFECTION MARKERS** before you cast the spell.

- Some Arcana Putrescere Spells can only be cast if a model takes a Cast Spell **ACTION**. When it does so, you must pay the spell cost as described above, and you can then take the Cast Spell **ACTION** with the model. Note that a model cannot take more than one Cast Spell **ACTION** per Activation (as it cannot use an **ACTION** more than once per Activation).
- A model that is casting a spell is called the spellcaster.

Butcher Knights: Plague Knights in a Great Hunger Warband have the Ravenous Infection Ability (see below) at no additional cost in ⚔, and can only be given one of the following Plague Knight Ranks instead of the ones listed in the Black Grail Special Rule:

- **Butcher King (10 ⚔):** At the end of a battle, if this Plague Knight is not Out of Action and it has taken at least one enemy model Out of Action with a Melee Attack, gain 1 ⚔.
- **Knight Companion of the Feast (5 ⚔):** Add +1 **DICE** to Risky Success Roll for a Ravenous Infection **ACTION** (see below) if the model taking the **ACTION** is this Plague Knight or is a friendly model within 3" of this Plague Knight.
- **Knight of Twin Cleavers (5 ⚔):** This Plague Knight has the **IGNORE OFF-HAND** Keyword, and its Melee Attacks have the **SHRAPNEL** Keyword.

Cradle of Filth: The Grail Thralls or Fly Thralls in a Great Hunger Warband are called *The Ravenous*. They have a Melee Characteristic of +0 **DICE**, their Melee Attacks gain the **CRITICAL** Keyword, they have the Ravenous Infection Ability, a cost of 35 ⚔ each and can have the Grasping Maw and Unending Starvation Battlekit from the Great Hunger Armoury.

Cradle Thralls: A Great Hunger Warband can include 0-3 Cradle Thralls. Cradle Thralls use *The Ravenous* Warband Entry, but do not count towards a Great Hunger Warband's Maximum Field Strength, have the **INFILTRATOR** Keyword and cost 2⚔ to recruit (they do not cost any ⚔).

Desiccated Husks: A Great Hunger Warband can include 0-2 Desiccated Husks. Desiccated Husks use the Corpse Guard Warband Entry, but replace the Bodyguard Ability with a Melee Characteristic of +2 **DICE** and their Melee Attacks gain the **CRITICAL** Keyword at no additional cost in ⚔.

Excruciating Hunger: Models in a Great Hunger Warband cannot have Beelzebub's Axe, Black Grail Shields, Bolt-Action Rifles, Blunderbusses, Compound Eyes Helmets, Corruption Belchers, Gas Grenades, Infested Rifles, Machine Guns, Musical Instruments, Muskets, Pistols, Troop Standards or Viscera Cannons. In addition, Grail Hounds in a Great Hunger Warband can have the Grasping Maw Battlekit from the Great Hunger Armoury.

Ravenous Infection ACTION: A Plague Knight, Ravenous, or Cradle Thrall (see above) can take a Ravenous Infection **ACTION**. If they do so, take a Risky Success Roll for the model. If the roll is a Failure, the model's Activation ends immediately. If the roll is a Success or a Critical Success, you can place 1 **INFECTION MARKER** next to any other model within 1" of the model taking the Ravenous Infection **ACTION**. Then, the model taking the Ravenous Infection **ACTION**'s Activation ends immediately.

Spawn of Gluttony: A Great Hunger Warband must include either 1 Matagot Hag or 1 Lord of Tumours (but not both), and can include 0-2 Plague Knights. It cannot include Corpse Guard, Heralds of Beelzebub or an Amalgam. In addition, Plague Knights must be mounted on 32mm or 40mm bases, and the Ravenous must be mounted on 25mm or 32mm bases



THE GREAT HUNGER ARMOURY AND BATTLEKIT

The following pieces of Battlekit are available to a Great Hunger Warband.

BLACK SPOT RIFLE | 25 ⬇️ | LIMIT (2); BAYONET LUG, ELITE ONLY

A name for the myriad scavenged firearms that have been blessed by the Matagot Hags. Where once they fired bullets, now they hail larval hellflies imbued with the Hag's maternal pheromones, driving nearby thralls into a feeding frenzy.

Type	Range	Keywords
2-Handed	24"	+1 DICE, INFECTION MARKERS

Fresh Meat: If an Injury Roll for a Ranged Attack made with a Black Spot Rifle does not take an enemy model Out of Action, a Ravenous within 12" of the attacking model can immediately carry out a Charge move. This Charge move does not stop that Ravenous from also being Activated in the same Turn (before or after this Charge move was made).

BUTCHER BAYONET | 15 ⬇️ | LIMIT (2); SHIELD COMBO

These huge cleavers carve jagged chunks out of the soldiers of the Tyrant God, spreading raw meat with visceral, delicious abundance.

Type	Range	Keywords
2-Handed	Melee	+1 INJURY DICE, CUMBERSOME

Bayonet: A model must have a Ranged Weapon with a Bayonet Lug for it to have a Butcher Bayonet.

Hack and Hew: A model with a Butcher Bayonet, and Friendly Ravenous, Cradle Thralls, Lords of Tumours and Desiccated Husks within 3" of a model with a Butcher Bayonet, achieve a Critical Success on an 11+ for their Melee Attacks.

DEVOURING JAWS | 2 ⬆️ | LIMIT (2)

Those blessed with the most advanced strains of the Great Hunger find new mouths tearing open all across their bodies, gnashing blunt teeth into splinters as they crave their own meals.

Type	Range	Keywords
Equipment	-	-

Masticate: A model with Devouring Jaws can make an additional Melee Attack **ACTION** once per Activation. If it does so, place 1 **BLOOD MARKER** beside it.

Mutation: Once this Battlekit has been equipped, it cannot be removed or lost over the course of a campaign for any reason.

GRASPING MAW | 15 ⬇️

For some infected by the Great Hunger, their tongue muscles, buccal fat and even their teeth reach out endlessly for satiation, eventually forming long, searching and snatching tendrils.

Type	Range	Keywords
Equipment	-	-

Grasp ACTION: A model with this Battlekit can take a Grasp **ACTION**. If it does so, take a Risky Success Roll for the model. If the roll is a Failure, the model's Activation ends immediately. If the roll is a Success or Critical Success, pick 1 enemy model that is within 12" of the model taking the Grasp **ACTION** and in their Line of Sight. You can move the model up to D6". The move must be in a straight line directly towards the model taking the Grasp **ACTION**, and can be used to and can be used to make the model move with 1" of an enemy or retreat, but you cannot make Melee attacks with models within 1" of it before it retreats. The model stops if the model moves into contact with another model, Difficult, Dangerous or Impassable Terrain, or a terrain piece it cannot cross without having to Climb or Jump.

Mutation: Once this Battlekit has been equipped, it cannot be removed or lost over the course of a campaign for any reason.

PESTILENT FANG | 15 🗡️ | LIMIT: 2

These crooked, flea-headed mauls are gifts from Beelzebub himself, modelled after the twisted bludgeon of a Lord of Tumours that consumed another and became the first Great Maw.

Type	Range	Keywords
2-Handed	Melee	+1 INJURY MODIFIER, HEAVY

Gnashing Blow: When a Melee Attack made with a Pestilent Fang causes 1 or more **BLOOD MARKERS** to be placed next to the target, place 1 **INFECTION MARKER** next to the target model.

Rotten Splinters: If the Success Roll for a Melee Attack made with a Pestilent Fang is a Critical Success then the Injury Roll for the Attack has the **IGNORE ARMOUR** Keyword.

UNENDING STARVATION | 5 🗡️ | RAVENOUS, LORD OF TUMOURS, AND PLAGUE KNIGHTS ONLY

The Great Hunger is not a yearning that can ever be met. Neither relief nor joy comes from consumption, only a deepening of insatiable gluttonous agony.

Type	Range	Keywords
Equipment	-	-

Agonising Pangs: A model with this Battlekit adds +1" to their Movement Characteristic, and may target themselves with the Ravenous Infection Ability. In addition, if this model is more than 1" away from an enemy model, its first **ACTION** each Activation must be a Move, Charge or Dash **ACTION**, moving the maximum distance possible directly towards the nearest enemy model, and charging them if possible.

Mutation: Once this Battlekit has been equipped, it cannot be removed or lost over the course of a campaign for any reason.

THE ARCANA PUTRESCERE

The following Arcana Putrescere Powers can be taken by a Great Hunger Warband.

FERAL HUNGER | 20 ☹ | ABILITY | LIMIT: 0-3

Those unfortunate enough to witness a Ravenous enchanted by the Arcana Putrescere see the limits of organic possibility ruined, limbs straining and hurled forward through rupture, undying sinew shearing from rotten bone with desperate and frantic speed.

When a model with this Goetic Ability makes a charge move it counts as having Movement Characteristic of 12". Do not roll a D6 to determine its Charge Bonus, but in all other regards carry out the Charge normally (i.e. Difficult terrain will slow the model down, it will have to Jump across gaps, and so on). In addition, unless the target of the charge is the closest enemy model, you must take a Risky Success Roll for the model before making the Charge move. If the roll is a Failure, the model cannot move and its Activation ends. If the roll is a Success, it can carry out the Charge as described above.

MIASMA OF PESTILENCE | 20 ☹ | SPELL (COST 2) | LIMIT: 1

The spellcaster belches forth a heat of unholy pestilence from their entropic stomach, boiling the air around them in a convulsion of convection.

You must take a Cast Spell **ACTION** with the spellcaster in order for it to cast this spell. If you do so, add **-1 DICE** to Success Rolls for Ranged Attacks that target a friendly model within 6" of the spellcaster (including the spellcaster themselves) until the end of the Turn.



MOTHER'S CALL | 10 ☉ | SPELL (COST 1) | MATAGOT HAG ONLY

In a vile mockery of maternal love, the Matagot Hag gurgles cooing commands to her ravenous offspring.

Once per Turn pick 1 Ravenous that is within 8" of the spellcaster and carry out one of the following Commands with them. Carrying out a Command does not stop the *Ravenous* from being Activated in the same Turn (before or after the Command was issued).

- **Feast Command:** The Ravenous carries out a Ravenous Infection **ACTION**. Place an additional **INFECTION MARKER** next to the target if the Risky Success Roll is a Success or Critical Success.
- **Fight Command:** The Ravenous carries out a Melee Attack.
- **Move Command:** The Ravenous carries out a Move (it cannot Charge or Retreat).

RAPTUROUS FEAST | 15 ☉ | ABILITY | LIMIT: 1

The Great Hunger burns so ruinously within the spellcaster that nearby thralls find their saliva growing thick with anticipatory digestive fluids.

Friendly models that make a Melee Attack while they are within 4" of the spellcaster (including the spellcaster) add the **INFECTION MARKERS** Keyword to the attack if they have made a charge move earlier in the same Activation.



VOMITUS | 40 ☞ | SPELL (COST 1-3) | LIMIT: 1

With a grating retch, the spellcaster dredges meat and ichor from the depths of their labyrinthine intestines. The following geyser of death and despair melts armour and flesh as if it were wax.

You must take a Cast Spell **ACTION** with the spellcaster in order for it to cast this spell. If you do so, the spellcaster can make a Ranged Attack. Do not make a Success Roll for the attack. Instead, measure a straight line 1mm wide and up to 8" long from the attacking model to a point on the ground or a model's base. The line stops if it reaches a terrain piece that is taller than the model making the Attack. Make an Injury Roll for every model (friend or foe) that is touched by the line, apart from the attacking model itself. This attack has the **INFECTION MARKERS** Keyword, and Injury Rolls for this attack has the **+1 INJURY MODIFIER** Keyword if 2 **INFECTION MARKERS** were paid to cast this spell, or the **+2 INJURY MODIFIER** Keyword if 3 **INFECTION MARKERS** were paid to cast this spell.

VILE CHURNING | 20 ☞ | SPELL (COST 1-2) | LIMIT: 2

The spellcaster amplifies their traumatic gastric agony, invoking a cavernous twisting of their stomachs so resonant it bleeds the ears and guts of those nearby alike.

You must take a Cast Spell **ACTION** with the spellcaster in order for it to cast this spell. If you do so, place 1 **BLOOD MARKER** next to every model without the **ARTIFICIAL** or **DEMONIC** Keywords within 1" of the spellcaster (apart from the spellcaster itself) for every **INFECTION MARKER** that was paid to cast this spell.

VIRULENT CLOT | 30 ☞ | SPELL (COST 2/4/6) | LIMIT: 1

From their own spittle and bowels, the spellcaster divines a protective scabrous haruspice. Such is the truth within their rotten meat, even the fire that normally overcomes the armies of Beelzebub is turned away by the knowing clot.

Once per Turn, you can cast this spell before an Injury Roll is made for the spellcaster. If you do so, add a **-1 INJURY MODIFIER** to the roll for every 2 **INFECTION MARKERS** that were paid to cast this spell, and the spellcaster has the **NEGATE FIRE** Keyword for the roll.



THE GREAT HUNGER WARBAND ENTRIES

0-1 MATAGOT HAG - COST: 135

The Matagot Hag is an undying vessel of The Great Hunger and the favoured child of Beelzebub, for in his heart he hates all things in Creation and the natural circle of life. This creature is a wretched husk of a once-human mother cursed to endlessly birth monstrosities.

Her bloated and distended body is locked in an obscene cycle of constant regeneration and decay - her flesh splitting open in great, festering ruptures only to stitch itself back together, swollen with the next abomination writhing in her womb. Her skin, stretched thin and sickly pale, is mottled with blackened veins and pulsing sores, her eyes long rotted away, leaving only hollow sockets weeping thick, infectious ichor. The Grail Thralls she births carry her aloft, treating her as a living effigy of gluttony and suffering. Though mindless hunger drives her, the Hag is not without purpose - her whispered, guttural croons are hymns of devotion to Beelzebub, calling forth ever more horrors to devour the world.

Movement	Ranged	Melee	Armour	Base
6"/Infantry	N/A	+3	0	60mm

Battlekit A Matagot Hag can have Devouring Jaws and/or a Grasping Maw and/or Grail Devotees. A Matagot Hag cannot have any other Battlekit.

Abilities **Arcana Putrescere:** A Matagot Hag can have up to 3 Arcana Putrescere Powers.

Cadre of Flesh: If a friendly Matagot Hag within 4" of a friendly Ravenous model is hit by a Ranged Attack or Melee Attack, you can say that the Ravenous will take the hit. If you do so, make an Injury Roll for the Ravenous instead of the Matagot Hag. This ability cannot be used against attacks that have the BLAST Keyword.

Frenzied Followers: Add +1 **DICE** to Risky Success Rolls for friendly models that are taking a Dash **ACTION** and are within 8" of the Matagot Hag.

Pestilent: A Matagot Hag can make a Melee Attack with the **INFECTION MARKERS** and **CRITICAL** Keywords even though she does not have a Melee Weapon. In addition, whenever a Melee Attack made by a Matagot Hag causes any **INFECTION MARKERS** to be placed on the target, place 1 extra **INFECTION MARKER** next to the target model.

Undead Fortitude: Add -1 **INJURY DICE** to Injury Rolls for a Matagot Hag unless the attack has the **FIRE** Keyword.

Keywords BLACK GRAIL, ELITE, FEAR, LEADER, NEGATE GAS, TOUGH

0-2 GREGORI GULA - COST: 145

The Gregori Gula are rare, winged predators - gaunt, angelic abominations draped in rotting flesh and hiding a myriad of waiting mouths. Unlike the mindless thralls, they stalk prey with patience, each kill chosen with eerie precision. When struck down, they do not die, but collapse into a dormant cocoon of necrotic tissue, seeping toxins and viral remnants into the battlefield. If a thrall ventures too close, it is consumed, and the Gula rises again, unfurling its wings in a storm of infectious gas that cripples all nearby. The only solution is fire and absolute destruction, for so long as even a trace remains, the Gregori Gula will endure.

Movement	Ranged	Melee	Armour	Base
9"/Flying	N/A	+2	0	60mm

Battlekit A Gregori Gula can have a Grasping Maw. They cannot have any other Battlekit.

Abilities **Arcana Putrescere:** A Gregori Gula can have 1 Arcana Putrescere Power.

Dormant Hunger: Once per Turn, when a Gregori Gula would be taken Out of Action, it instead goes dormant. Remove all **INFECTION MARKERS** from the Gregori Gula and replace its model with a 60mm Marker to represent its dormant state. The Marker counts as dangerous terrain. The Marker cannot be attacked, or targeted by any Abilities that interact with Terrain, and it does not count as a model for any purpose. If a friendly Ravenous model finishes a move within 1" of this Marker, remove the Marker and the Ravenous model, and set up the Gregori Gula model where the Marker was. A Gregori Gula set up in this way is Down, but can be Activated this Turn if it has not been Activated already. A Gregori Gula in a dormant state is treated as Out of Action for the purposes of Morale, and in the Trauma Step of the Campaign Phase if it is dormant at the end of a battle. If a Ravenous model was removed to revive the Gregori Gula, then the Ravenous is removed from the Warband Roster in the Trauma Step (it dies to save the Gregori Gula).

Gnashing and Tearing: When a Gregori Gula takes a Fight **ACTION**, it can make two Melee Attacks even though it does not have a Melee Weapon. The first attack is carried out as if it were being made with a Melee Weapon with the **+1 INJURY DICE** Keyword. The second attack is carried out as if it were being made with a Melee Weapon with the **+1 INJURY DICE** and **IGNORE OFF-HAND WEAPON** Keywords. In addition, a Gregori Gula can make a third Melee Attack with the **+1 INJURY DICE** Keyword if it made a charge move earlier in the same Activation.

Plague-Ridden Flesh: Add **-2 INJURY DICE** to Injury Rolls for a Gregori Gula unless the attack has the **FIRE** Keyword.

Keywords BLACK GRAIL, FEAR, IGNORE OFF-HAND, INFILTRATOR, NEGATE GAS

