



TRENCH + CRUSADE™

THE

GREYER

1.0.2

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CREDITS AND COPYRIGHT

CREATURE CASTER

Writing and Design

Taylor Holloway

Published by
Creature Caster

Rules Design

Taylor Holloway

Peter Adams

Brook Close

Tuomas Pirinen

Simon Sung

Creative and Art Direction

Peter Adams

Community Lead

Simon Sung

Cover Art

Alex Boca

Interior Art

Alex Boca

Shane Cook

Creature Caster Sculpting Team

Miguel Hernández

Olga Casado

Victor Hugo

Tudor Fat

Studio Painting

Jason Zhao

Brennan Baker

Photography

Ryan Hamar

Tabletop Titans

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THE
GREATER
FINGER

CREATURE  CASTER





The Great Hunger is a wound in the world. It festers where Beelzebub's war against Creation tears the earth open. What remains behind is not victory nor defeat.

It is an abhorrent rot - a lingering strain of the Black Grail meant to endure long after the armies of the Fly have fallen.

Where the Grail marches to conquer, the Hunger waits to feed. The armies of the Grail seek to corrupt the living world. Soil turns foul and wells sour. Flesh begins to swell and rupture beneath the skin. In lands touched by their passage, all of Christendom becomes fertile ground for corruption, slowly reshaping itself into something pleasing to the Lord of the Flies.

The Great Hunger is nothing if not patient.

It does not rage across battlefield, but rather settles into the dead places of the world - abandoned villages, charnel fields, forgotten trenches where the soil still drinks the blood of the fallen. It is here that it waits.

Even when the Grail is driven back and the land reclaimed, the Hunger remains beneath the very land itself. It sleeps in the soil. It festers in the bones. Weeks, months or even years may pass.

When the corruption is no longer feared. When the wound is believed to have healed - the Hunger stirs again.

It rises, and when it does, it devours everything.

The living. The dead. Even itself.

GOD HELP US ALL.

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.

Eternal Appetence: The Great Hunger is an eternally evolving agony, where those infected fluctuate between festering famine and expulsive consumption. **INFECTION MARKERS** on models in a Great Hunger Warband represents their monstrous and dynamic appetite, making them more volatile on the battlefield. At the start of each Turn, you must choose one of the following effects of the Hunger for your Warband. Each effect lasts until the end of the Turn.

- **Agonised Churning:** When you Activate a friendly model that is within 8" of a friendly Matagot Hag and has at least **2 INFECTION MARKERS**, before carrying out any **ACTIONS**, you can remove **2 INFECTION MARKERS** from the model and place them next to any enemy model within 1" of them that does not have the **ARTIFICIAL** or **DEMONIC** Keywords.
- **Ruinous Masticating:** At the start of this Turn, place **1 INFECTION MARKER** next to each other friendly model within 8" of a friendly Matagot Hag (excluding the Matagot Hag herself). Until the end of the Turn, your opponent cannot spend a friendly model's **INFECTION MARKERS** to add **-DICE** to rolls for Melee Attacks they make if that friendly model has 2 or more **INFECTION MARKERS**.
- **Spasmodic Wretching:** At the start of this Turn, place **1 INFECTION MARKER** next to each other friendly model within 8" of a friendly Matagot Hag (excluding the Matagot Hag herself). Add **-1 DICE** to Success Rolls for Ranged Attacks that target friendly models with 2 or more **INFECTION MARKERS** until the end of the Turn.
- **Vile Craving:** When you Activate a friendly model that is within 8" of a friendly Matagot Hag and has at least **2 INFECTION MARKERS**, before carrying out any **ACTIONS**, you can remove **2 INFECTION**

MARKERS from the model and move them up to half of their Movement Characteristic (to a maximum of 4") directly towards the nearest enemy model.

Butcher Knights: A Great Hunger Warband can have 0-2 Plague Knights, which must be mounted on either 32mm or 40mm bases. These Plague Knights have the Ravenous Infection Ability (see the Ravenous Warband Entry) at no additional cost in ⚔, and can only be given one of the following Plague Knight Ranks instead of the ones listed in the Cult of the Black Grail Special Rules:

- **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 Ravenous) if the model taking the **ACTION** 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: 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 their Melee Attacks gain the **CRITICAL** Keyword, and they replace the Bodyguard Ability with the *More Worm Than Man* Ability:

- **More Worm Than Man:** Your opponent cannot spend a Desiccated Husk's **INFECTION MARKERS**, unless they are converting an Injury Roll into a Bloodbath Roll.

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 Flags or Viscera Cannons.

The Great Maw: The Great Hunger moves as if a force of unholy nature, and when its carnage and consumption reaches a fever pitch, it attracts the loping cannibals known as Great Maws. If the total cost of all of the other models in the Warband (including their Battlekit, etc) adds up to 1000 Ⓜ or higher, a Great Hunger Warband may recruit 0-1 Great Maws. A Great Maw uses the Lord of Tumours Warband Entry, but does not have the **LEADER** Keyword.

Spawn of Gluttony: A Great Hunger Warband must include 1 Matagot Hag. It cannot include a Lord of Tumours, Corpse Guards, Grail Thralls, Heralds of Beelzebub or an Amalgam.



THE GREAT HUNGER ARMOURY AND BATTLEKIT

The Great Hunger gathers their forces. Slowly at first, then with terrible inevitability. Swollen corpses drag themselves from shallow graves, and grail thralls crawl from the ruins of farmsteads long abandoned. They are drawn together by the same gnawing emptiness that festers within them. Where the hunger stirs, the afflicted rise, and before long a warband forms - a shambling mass of ravenous bodies bound together by the simple and terrible need to feed.

The warbands of the Great Hunger carry whatever tools of slaughter the rot has not yet claimed - all are clutched in swollen, blackened hands. Their armour is the decaying remnants of what vestments they wore in life. The more cogniscent among them bind scraps of bone, wood, or shattered shields across their bodies in crude imitation of war gear, while others fight nearly naked, their diseased flesh sloughing away with every movement. It matters little. Pain is forgotten by those claimed by the Hunger. Steel breaks, flesh tears, and still they come forward, driven only by the endless, devouring void gnawing within them.

ARMOURY TABLES

The Great Hunger has the following battlekit. Battlekit with a bullet point [•] is unique to The Cult of the Black Grail or The Great Hunger and its rules can be found in The Great Hunger section after the Armoury (► see Battlekit in the Trench Crusade Ditigal Rulebook).

Ranged Weapons

• Black Spot Rifle	Bayonet Lug, Shield Combo, Limit: 2	25 ⚔
• Putrid Shotgun	Bayonet Lug, Shield Combo, Limit: 2	20 ⚔
Shotgun	Bayonet Lug, Shield Combo	10 ⚔

Melee Weapons

Bayonet	Shield Combo	2 ⚔
• Butcher Bayonet	Shield Combo, Limit: 2	15 ⚔
Great Hammer/Maul		10 ⚔
Great Sword/Axe		12 ⚔
• Pestilent Fang	Limit: 2	15 ⚔
• Plague Blade	ELITE only, Limit 3	7 ⚔
Polearm	Shield Combo	7 ⚔
Sword/Axe		4 ⚔
Trench Club		3 ⚔
Trench Knife		1 ⚔

Grenades

• Parasite Grenades		15 ⚔
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Shields

Trench Shield		10 ⚔
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Armour

Reinforced Armour	ELITE only	40 ⚔
Standard Armour		15 ⚔
• Foetid Palanquin	Matagot Hag only, Limit: 1	4 *

Equipment

Combat Helmet	Headgear	5 ⚔
• Cup of Filth	Matagot Hag only, Limit: 1	4 *
Field Shrine		2 *
• Grail Devotee	ELITE only, Limit:2	15 ⚔ or 2 *
Unholy Trinket	Consumable	15 ⚔

Black Spot Rifle | 25 ☹ | Bayonet Lug, Shield Combo, Limit: 2

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	18"	+1 DICE, -1 INJURY DICE, ASSAULT, 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 or Hound of the Black Grail within 12" of the attacking model can immediately carry out a Charge move. This Charge move does not stop that model from also being Activated in the same Turn (before or after this Charge move was made).

Butcher Bayonet | 15 ☹ | Shield Combo, Limit: 2

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

- **Twisted Addition:** A model must have a Ranged Weapon with a Bayonet Lug for it to have a Butcher Bayonet.
- **Hack and Hew:** Friendly models within 3" of a model with a Butcher Bayonet achieve a Critical Success on an 11+ for their Melee Attacks.

Cup of Filth | 4 ☹ | Matagot Hag only, Limit: 1

Drawn from the river of nauseating corruption vomited by the Lord of the Flies since before time began, this liquid is the source of every illness that Creation has ever known or ever will know.

Type	Range	Keywords
Equipment	-	-

- **Drink from the Cup:** At the start of the game, before either side deploys, you can pick either 1 ELITE model or up to 4 Ravenous to drink from the cup. For the rest of the game, add **+1 DICE** to the Risky Success Roll for models that drank from the cup when they take a Dash **ACTION**.



"Some would call the Cup of Filth a relic.

It is a wound.

The Lord of the Flies poured his corruption into it, and from that wound crawled every disease that has ever stalked Creation."

Foetid Palanquin | 4 ☼ | Matagot Hag only, Limit: 1

Those Matagot Hags favoured by Beelzebub are gifted a cruciform palanquin, wrought of iron and anointed with Beelzebub's own blackened bile. When needed, the Hag's foul offspring coat their mother's wounds with the ichor that seeps from the iron, where residual goetic power of the Lord of the Flies' vomit ensures his specimens do not expire too early.

Type	Range	Keywords
Armour	-	-1 INJURY MODIFIER

Bile Clot ACTION: Once per Turn, a Matagot Hag with a Foetid Palanquin can take a Bile Clot **ACTION** immediately before an Injury Roll is made for it. If it does so, you can remove any number of **INFECTION MARKERS** from any models (friend or foe) within 18" of the Matagot Hag. Add a -1 **INJURY MODIFIER** to the roll for every **2 INFECTION MARKERS** that were removed in this way (this cannot exceed the standard maximum of -3 **INJURY MODIFIER** added to an Injury Roll).

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.



STRAINS OF THE GREAT HUNGER

Though the Great Hunger is but one of Beelzebub's many iterations of the Black Grail, the rapidly perpetuating effect on its host's metabolism causes it to ever divide and grow, with multiple unique strains stabilizing over time.

Any model in a Great Hunger Warband can have 1 Strains, except for Ravenous which can have a maximum of 3 Strains. Strains can be purchased upon recruiting a model, or during the Quartermaster Step. Once a model has a Strain, it cannot be removed or lost for any reason.

Devouring Jaws | 2 ☼ | ELITE only, Limit: 1

A model with the Devouring Jaws can take a Devour **ACTION**.

- **Devour ACTION:** If a model takes a Devour **ACTION**, it can make a Melee Attack against an enemy model within 1". A Devour Melee Attack does not use a Melee Weapon and has the **CRITICAL** Keyword. In addition, if the Devour Melee Attack does not take the targeted model Out of Action, place **1 BLOOD MARKER** next to the model taking the Devour **ACTION**.

Grasping Maw | 15 ☼

A model with the Grasping Maw Strain can take a Grasp **ACTION**.

- **Grasp ACTION:** If a model takes a Grasp **ACTION**, 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 3". The move must be in a straight line directly towards the model taking the Grasp **ACTION**, and can be used to make the model Jump Down, move within 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 Across.

Hellfly Host | 0 ☼ | Ravenous Only

A model with the Hellfly Host Strain replaces their Movement Characteristic with 6"/Flying and gains the **FLYING** Keyword. In addition, a model with the Hellfly Host Strain loses the Undead Fortitude ability.

Lockjaw Bite | 15 ☼

When an enemy model takes a Retreat **ACTION** within 1" of a model with the Lockjaw Bite Strain, place **1 INFECTION MARKER** next to the model taking the retreat (before any melee attacks are made against the retreating model).

Papillal Hide | 5 ☼ | Ravenous and Hounds of the Black Grail

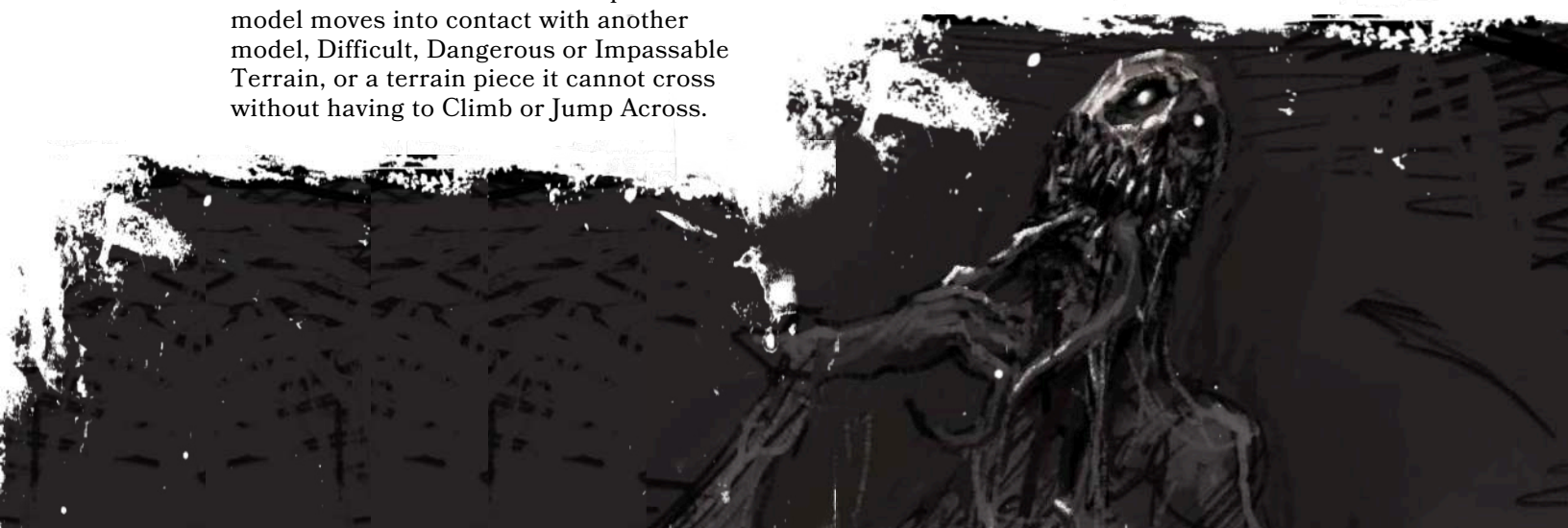
A model with the Papillal Hide Strain does not need to have Line of Sight to a target when it takes a Charge **ACTION** (other restrictions still apply).

Rotten Cutters | 10 ☼ | Matagot Hag and Ravenous only

A model with the Rotten Cutters Strain adds the **CLEAVE 2** Keyword to Melee Attacks it makes.

Unending Starvation | 10 ☼ | Matagot Hag, Great Maw, Desiccated Husks and Ravenous only

A model with the Unending Starvation Strain adds +1" to their Movement Characteristic.



GREAT HUNGER WARBOARD ENTRIES

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	-	+2 DICE	0	60mm

Battlekit A Matagot hag can have a Cup of Filth, Grail Devotees and/or a Foetid Palanquin. They cannot have any other Battlekit.

Abilities **Cadre of Flesh:** If a friendly Matagot Hag within 3" 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. If the Ranged Attack had the **BLAST** Keyword, make the Injury Roll for the Matagot Hag before any other models hit by the blast.

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.

Mother's Call ACTION: A Matagot Hag can take a Mother's Call **ACTION**. If it does so, you can remove any number of **INFECTION MARKERS** from any models (friend or foe) within 18" of the Matagot Hag. For each **INFECTION MARKER** you remove, you can then carry out one of the following Commands with a Ravenous that is within 8" of the Matagot Hag. A model cannot be given more than 1 Command each Turn, but carrying out a Command does not stop it from also being Activated in the same Turn (before or after the Command was issued).

✦ **Feast Command:** The model carries out a Ravenous Infection **ACTION** (see Ravenous). Place an additional **INFECTION MARKER** next to the target if the Risky Success Roll is a Success or Critical Success.

✦ **Fight Command:** The model carries out a Melee Attack, and adds +1 **DICE** to the Success Roll.

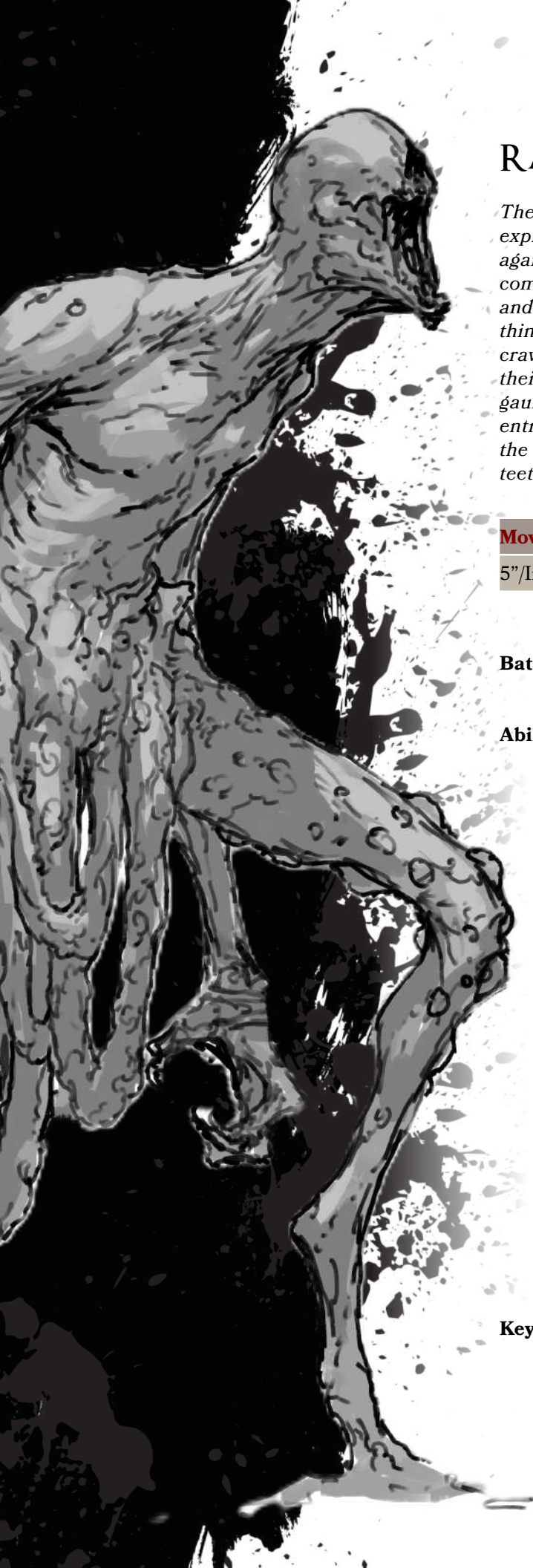
✦ **Follow Command:** The model carries out a Move (it cannot Charge or Retreat).

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





RAVENOUS - COST 35 ☹

The Ravenous are the most common and most dreadful expression of The Great Hunger. They are the tide that rises against Christendom - an endless swarm driven by gnawing compulsion. Where they gather, flesh is stripped from bone and the land itself becomes fouled with their spoor. These things are not soldiers. They are a plague given legs, the crawling hatred of Beelzebub made manifest. Once human, their bodies now bear only mockeries of that former shape: gaunt yet bloated frames stretched to the point of tearing, entrails spilling from split abdomens and dragging through the soil. Their faces collapse into distended maws of jagged teeth, chattering and muttering in anticipation of flesh.

Movement	Ranged	Melee	Armour	Base
5"/Infantry	-	+0 DICE	0	25mm or 32mm

Battlekit

A Ravenous cannot have any Battlekit, and can have up to 3 Hunger Strains.

Abilities

Gluttonous Horde: A Ravenous can make a Melee Attack with the **CRITICAL** Keyword even though it does not have a Melee Weapon. In addition, add **+1 DICE** to the Success Roll for a Melee Attack made by a Ravenous for each other friendly model within 3" of the attacking model (not including the attacking model itself).

Ravenous Infection ACTION: A Ravenous 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.

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

Keywords

BLACK GRAIL, FEAR, NEGATE GAS

0-2 GREGORI GULA - COST 140 🐉

The Gregori Gula are among the most disturbing servants of Beelzebub - gaunt, angelic silhouettes wrapped in curtains of pasty flesh that drips and sags like a funeral shroud. They drift across the battlefield with a dreadful grace, their movements too deliberate to be mistaken for mere beasts. Beneath their layered folds lurk countless hidden mouths, gnashing and murmuring in ceaseless hunger. Even their wings are not true wings, but vast, lip-like membranes that peel open to reveal a gaping, vertical maw lined with wet, glistening teeth.

Movement	Ranged	Melee	Armour	Base
9"/Flying	-	+2 DICE	0	60mm

Battlekit A Gregori Gula cannot have Battlekit.

Abilities **Dormant Hunger:** 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 piece of Impassable terrain to represent its dormant state. 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: A Gregori Gula can make a Melee Attack with the +1 **INJURY DICE**, **INFECTION MARKERS** and **CLEAVE 2** Keywords even though it does not have a Melee Weapon. In addition, if a Gregori Gula made a charge move earlier in the same Activation, replace the **CLEAVE 2** Keyword with the **CLEAVE 3** Keyword for any Melee Attacks it makes during that Activation

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

Unholy Gut: A Gregori Gula can have the Vomitus Ranged Weapon at a cost of 40 🐉. This weapon cannot be lost or removed during the campaign for any reason.

Vomitus | 40 🐉 | Gregori Gula only.

Type	Range	Keywords
Special	8"	+1 INJURY MODIFIER, ASSAULT, INFECTION MARKERS

✦ **Torrent of Bile:** When Vomitus is used to 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.

✦ **Vile Ferment:** Before you make any Injury Rolls for models hit by a Ranged Attack made with Vomitus, you may remove 2 INFECTION MARKERS from the Gregori Gula that took the Shoot ACTION. If you do so, add +1 INJURY MODIFIER to the Injury Rolls for each model hit by this Vomitus attack.

Keywords BLACK GRAIL, FEAR, INFILTRATOR, NEGATE GAS



1.1.2 CHANGELOG

1. THE GREAT HUNGER SPECIAL RULES

A) Arcana Putrescere Replaced.

- Eternal Appetence Added.
- Agonised Churning Added.
- Ruinous Masticating Added.
- Spasmodic Wretching Added.
- Vile Craving Added.

B) Butcher Knight Paragraph edit.

- Butcher Knights Text Change.
- Knight Companion of the Feast added.

C) Cradle of Filth and Cradle Thralls paragraphs replaced.

- Cradle of Filth text change.

D) Desiccated Husks gain the following ability.

- More Worm Than Man ability added.

E) Excruciating Hunger changes.

F) Ravenous Infection paragraph removed and The Great Maw Paragraph added.

G) Spawn of Gluttony changed.

2. THE GREAT HUNGER ARMOURY & BATTLEKIT

A) Black Spot Rifle and Butcher Bayonet Changed.

B) Remove the Devouring Jaws, Grasping Maw and Unending Starvation profiles.

C) Cup of Filth and Foetid Palanquin Added.

3. HUNGER STRAINS

A) Hunger Strains added. Add the following new paragraphs:

B) Devouring Jaws, Grasping Maw, Hellfly Host, Lockjaw Bite, Papillal Hide, Rotten Cutters, and Unending Starvation Strains added.

4. ACARNA PUTRESCERE REMOVED.

5. GREAT HUNGER WARBOARD ENTRIES

A) Changes to the Matagot Hag Profile.

- Number changed from 0-1 to 1.
- Melee Dice Change
- Cadre of Flesh range change.
- Cadre of Flesh blast damage change.
- Mothers Call text replaced.

B) Ravenous Entry Added.

C) Changes to Gregori Gula Profile.

- Ducat cost change.
- Gnashing and Tearing changes.
- Unholy Gut ability added.

TRENCH CRUSADE

THE

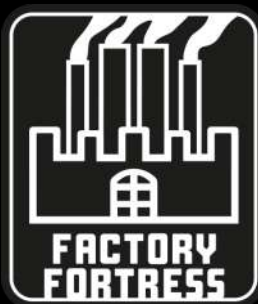
GREAT HUNGER

A true victory can never be claimed over the forces of the Black Grail. Long after the armies of Beelzebub are driven from the field, something remains behind - a corruption seeded deep within the wounds of the world. This lingering plague is known as The Great Hunger. It sleeps beneath ruined villages, in the mud of forgotten battlefields, and in the shallow graves of the unburied dead.

When the Hunger awakens, the land itself turns against the living. Rot spreads through soil and bone, and the sick become ravenous things driven by an endless, gnawing void. Warbands are drawn together by the same terrible compulsion to feed. Where they pass, fields sour, wells blacken, and flesh is stripped from bone until nothing remains but silence and decay.

BEELZEBUB SPOKE TO ALL THAT
HUNGERS AND CRAWLS
RISE AND FEAST
UPON THE WORLD THAT DEFILES ME.

This supplement contains all the rules needed to play The Great Hunger variant in the Trench Crusade Tabletop Skirmish Game.



READER DESCRETION IS ADVISED.

