

# Codex: Veremus

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## EXODUS

Almost immediately after the beginning of the Human Imperium, Mankind encountered the VereMus. The Inquisition took them to be a dangerous mutation of Terran animals that had been taken with the first Colony ships to brave the Warpstorm. The VereMus' resemblance to the Terran Rat (a much loathed creature) and their apparently primitive nomadic state both served to fuel a terrible campaign of genocide waged against them by the Imperium. Without further study, the Entire genome was slated for extermination as a dangerous aberration of Human space travel. This response was - in retrospect - brutal, insane, and totally unfounded.

The VereMus were in fact a young, energetic race who were more interested in exploration than conquest. Their Homeworld - now long forgotten - was rumored to have been on the edge of the Eye of Terror. There they had discovered a great deal about the Warp, the Webway, and the Fall of the Eldar. They dwelt in the shadow of newly born Chaos... hidden between the growing powers of Slannesh and the frightened remnants of the Eldar people.

Realizing their predicament, they began an exodus throughout the Webway... seeking to escape the Chaos that was sure to come. With them they took only what they could carry and split up into small bands to settle across the Galaxy. Lacking Interstellar ships for travel, they adopted a simple way of life far below their capabilities and traveled by the webway. And it is in this state they met the other races...defenseless and hated.

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## **Struggle Against Hope**

The ruling VereMus Clans, already pressed thin by the Exodus, were no match for the bloody crusade waged on their race. All order broke down and the VereMus race was reduced to scavenging nomads and isolated tribes. Those few who survived did so by hiding on the fringes of other civilizations... smuggling, stealing, and most importantly... learning. And each day dreaming of freedom - and revenge.

But they have learned from the shelter of their shadows, they have read the charts, they have gathered secrets, and they know more than anyone else how vast their enemy are. So they are given no other choice but to simply survive - and even that will not be easy.

And yet there is hope. Packs of young adventurous VereMus stow away on almost every ship bound for the rim of Imperial space. They crawl along the ducts of Orkish hulks, Squat carriers, and even Eldar Craftworlds - sowing the seeds of dissent and retribution. They smuggle cargo, steal weapons, and sometimes whole starships in anticipation of the day they may stem back the alien tide and be a proud people once more.

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## **A Star Burst Forth in Darkness**

None of the other races are fond of the VereMus. Orks regard them with even less respect than Humans, for at least Humans and Orks have fought epic battles in the Millennium. The Squats see them as thieves, the lowest form of life in squat society. And the Eldar see their desperation as the futile act of a dying race, which must be unfit to survive. Yet out of this, a great Irony has occurred...Mankind, the Veremus' main destroyer - may also be their salvation.

Through renegades and outcasts of human society, the VereMus have found a modicum of shelter. A wise smuggler can't do better than to have a VereMus informant living on the ships he prays on. And amongst the outcasts...a glimmer of hope greater than anyone could have guessed has appeared.

In the Emperor's brief time on Earth, he begot children. They are invisible to the psychic powers of the warp, invisible to Seer sight, and ultimately contain the same potential as their father. They are virtually immortal, very wise due to their age, and very - very - rare. They are the Sensei. And they are as hunted by the Inquisition as the Imperial armies hunt the VereMus. It is this relationship that has brought the Sensei to the VereMus. As teachers, advisors, and friends.... but never leaders - the Sensei are such a hope. There may still be a chance for victory yet. Sensei train promising young VereMus to lead their people with the same wisdom that led Humanity to the Stars. Through the Sensei, the VereMus have reformed the Clans, gathered their forces, and begun to scout for a sanctuary to rebuild their race. They are the last, best hope the VereMus have.

At the Sensei's urging, most of the VereMus have put vengeance behind in their quest for survival. Instead, they harness the technology of Mankind to extend their search for a new world to settle. Few explorer vessels make the last jump spinward without a VereMus sneaking along, and if man has set his foot upon a place - then the VereMus have likely been there too.

CHARACTERS SECTION

***The Big Cheese (1)***

M Ws / Bs S T / W I / A Ld PV  
5 6 / 6 4 4 / 3 7 / 3 9 45

Abilities: Tough Pelt (6+ vs. Melee); Claws/Bite (Md. -1); Infiltration.

Gear: Chainsword; Autopistol; Rat-Tat-Rifle.

Wargear: Any 3 Cards; Any Assault, Basic, Special, or Grenade; Any Vizard Gear.

Notes: Strategy Rating 5

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***Grand Vizard (0-1)***

M Ws / Bs S T / W I / A Ld PV  
4 7 / 5 3 5 / 4 6 / 2 10 40

Abilities: Tough Pelt (6+ vs. Melee); Claws/Bite (Md. -1); Infiltration.

Gear: Power Sword; Plasma Pistol.

Wargear: Any 3 Cards; Any Assault, Basic, Special, or Grenades; Any Vizard Gear.

Notes: Repair/Heal on a 4+. Access to ALL Very Rare/Unique/Racial Wargear cards.

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***Nomad (Ratio 1 per Squad)***

M Ws / Bs S T / W I / A Ld PV  
5 4 / 4 3 3 / 2 5 / 2 7 25

Abilities: Tough Pelt (6+ vs. Melee); Claws/Bite (Md. -1); Infiltration.

Gear: Refractor Field (5+); Autopistol.

Wargear: 1 WG Card; Any Assault, Basic, Special Weapons; Grenades.

Notes:

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***Smuggler (Ratio 1 per Squad)***

M Ws / Bs S T / W I / A Ld PV

5 4/4 3 3/2 5/1 7 25

Abilities: Tough Pelt (6+ vs. Melee); Claws/Bite (Md. -1); Infiltration.

Gear: Chainsword; Bolt Pistol

Wargear: None.

Notes: Costs 50pts but adds 100pts to your army. Begins in your opponent's Deployment zone. Worth 1 VP to kill (minimum).

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### ***Throwback (Feral Assassin 0-1)***

M Ws / Bs S T / W I / A Ld PV

6 8/6 5 5/4 8/4 10 75

Abilities: Tough Pelt (6+ vs. Melee); Claws/Bite (Md. -1); Infiltration.

Gear: None.

Wargear: 3 WG Cards; Any Assault, Basic, or Special Weapons; Grenades.

Notes: Dodge (UM 4+); Immune to Psychology/photon/gas/poison.

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### ***Men-Tat-Rat (Ratio 1 per squad)***

M Ws / Bs S T / W I / A Ld PV

4 4/3 4 4/2 8/2 10 50

Abilities: Tough Pelt (6+ vs. Melee); Claws/Bite (Md. -1); Infiltration.

Gear: Chainsword; Autopistol.

Wargear: 1 WG Card; Any Assault or Basic weapons.

Notes: Lv. 2 Psyker (as IG psyker).

## TROOP SECTION: SQUADS

### Assault Units

#### *Rakes (10-20 per squad)*

M	Ws / Bs	S	T / W	I / A	Ld	PV each	Squad PV
5	3 / 3	3	3 / 1	4 / 1	6	8e	80+

Abilities: Tough Pelt (6+ vs. Melee); Claws/Bite (Md. -1); Infiltration.

Gear: None.

Wargear: None.

Notes: Close Assault Mob.

#### *Muskrats (3-10 per squad)*

M	Ws / Bs	S	T / W	I / A	Ld	PV each	Squad PV
5	3 / 3	3	3 / 1	4 / 1	6	9e	27+

Abilities: Tough Pelt (6+ vs. Melee); Claws/Bite (Md. -1); Infiltration.

Gear: Chainsword; Autopistol.

Wargear: Any Assault.

Notes: Sword-rats.

#### *Bolsh (5 per squad)*

M	Ws / Bs	S	T / W	I / A	Ld	PV each	Squad PV
5	3 / 3	3	3 / 1	4 / 1	6	10e	50

Abilities: Tough Pelt (6+ vs. Melee); Claws/Bite (Md. -1); Infiltration.

Gear: Warpstone Grenades.

Wargear: Any Assault; Grenades.

Notes: Fanatic Grenadiers.

#### *(VORCs) Viral Orbital Radioactive & Chemical specialists. (5 per squad)*

M	Ws / Bs	S	T / W	I / A	Ld	PV each	Squad PV
5	3 / 3	3	3 / 1	4 / 1	6	20e	100

Abilities: Tough Pelt (6+ vs. Melee); Claws/Bite (Md. -1); Infiltration.

Gear: Warfire Throwers & VORC suit.

Wargear: Any Grenades; Assault; or Special Weapons.

Notes: Heavy Assault Unit.

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## Tactical

### *Rattlers (10 per squad)*

M	Ws / Bs	S	T / W	I / A	Ld	PV each	Squad PV
5	3 / 3	3	3 / 1	4 / 1	6	9e	90

Abilities: Tough Pelt (6+ vs. Melee); Claws/Bite (Md. -1); Infiltration.

Gear: Rat-Tat Rifle.

Wargear: Any Grenades or Assault Weapons.

Notes: Light Rifle Unit.

### *Firebrands (10 per squad)*

M	Ws / Bs	S	T / W	I / A	Ld	PV each	Squad PV
5	3 / 3	3	3 / 1	4 / 1	6	15e	150

Abilities: Tough Pelt (6+ vs. Melee); Claws/Bite (Md. -1); Infiltration.

Gear: Rat-Tat Rifle; Inferno grenades; Chainsword.

Wargear: Any Grenades; Assault; or Special Weapons.

Notes: Heavy Rifle Unit.

### *DoomCadre (10 per squad)*

M	Ws / Bs	S	T / W	I / A	Ld	PV each	Squad PV
5	3 / 3	3	3 / 1	4 / 1	6	20e	200

Abilities: Tough Pelt (6+ vs. Melee); Claws/Bite (Md. -1); Infiltration.

Gear: Rat-Tat Rifle; Warpstone grenades; Chainsword.

Wargear: Any Grenades; Assault; or Special Weapons.

Notes: Elite Special Forces

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## Heavy

### *Raiderz*

*(3 teams per squad - 2 skaven per team - 6 models total -)*

M	Ws / Bs	S	T / W	I / A	Ld	PV each	Squad PV
5	3 / 3	3	3 / 1	4 / 1	6	20 per team	60 + Weapons

Abilities: Tough Pelt (6+ vs. Melee); Claws/Bite (Md. -1); Infiltration.

Gear: Packrat - 1 Light Weapon Harness & (Weapon at + cost).

Wargear: Any Grenades; Assault; Basic or Special Weapons.

Notes: Small Mobile Weapons Team

### *Maulers*

*(3 teams per squad - 2 skaven per team - 6 models total -)*

M	Ws / Bs	S	T / W	I / A	Ld	PV each	Squad PV
5	3 / 3	3	3 / 1	4 / 1	6	25 per team	75 + Weapons**

**Abilities:** Tough Pelt (6+ vs. Melee); Claws/Bite (Md. -1); Infiltration.  
**Gear:** Packrat - 1 Heavy Weapon Harness & (Weapon at + cost).  
**Wargear:** Any Grenades; Assault; Basic or Special Weapons.  
**Notes:** Large Mobile Weapons Team

*Darkguard (2 per squad)*

M	Ws / Bs	S	T / W	I / A	Ld	PV each	Squad PV
5	3 / 3	3	3 / 1	4 / 1	6	20e	40 + BftD Support Unit

**Abilities:** Tough Pelt (6+ vs. Melee); Claws/Bite (Md. -1); Infiltration.  
**Gear:** Rat-tat Rifle; Stun baton; +1 Beast from the Dark (at add. cost)  
**Wargear:** Any Grenades; Assault; Vizard; Basic or Special Weapons.  
**Notes:** 'Beast from the Dark' Handlers

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## Support

### *Beasts of the Dark - Limit 1 per Darkguard Unit*

#### *Volterz (1-3 per squad)*

M	Ws / Bs	S	T / W	I / A	Ld	PV each
5	5 / 3	8	3 / 1	4 / 1	6	25e

**Abilities:** Tough Pelt (6+ vs. Melee); Claws/Bite (Md. -1); Infiltration.  
**Gear:** Sunglasses for their Darkguard.  
**Notes:** Triple Charge; Conversion Field Save (4+).

#### *Stainless Steel Ratz (0-1 per Army)*

M	Ws / Bs	S	T / W	I / A	Ld	PV each
5	4 / 4	4	4 / 2	5 / 2	6	75

**Abilities:** Tough Pelt (6+ vs. Melee); Claws/Bite (Md. -1); Infiltration.  
**Gear:** Armor of the SSR (4+ on 2d6); Powerglove; Powersword.  
**Wargear:** 2 WG Cards; Any Assault, Basic, Vizard or Special Weapons; Grenades.  
**Notes:** Don Quioti Hairless Rat Knights

#### *Feral VereMus (Cave Killers) (1-3 per squad)*

M	Ws / Bs	S	T / W	I / A	Ld	PV each
6	5 / 2	4	4 / 2	5 / 2	6	40e

**Abilities:** Tough Pelt (6+ vs. Melee); Claws/Bite (Md. -1); Infiltration.  
**Notes:** Triple Charge; Immune to Psychology.

#### *Reclusive VereMogres (1-3 per squad)*

M	Ws / Bs	S	T / W	I / A	Ld	PV each
6	6 / 6	5	5 / 3	3 / 2	7	45e

**Abilities:** Tough Pelt (4+ vs. Melee); Claws/Bite (Md. -1); Infiltration.  
**Notes:** Moral Conflict - Must pass a Ld check to charge.

## WARGEAR LIST FOR THE VEREMUS ARMY

<b>Assault Weapons</b>	
Sword	1
Chainsword	2
Autopistol	1
Rat-Tat Pistol	2
<b>Basic Weapons</b>	
Autogun	1
Bolter	2
Rat-Tat Rifle	2
<b>Special Weapons</b>	
Plasma Gun	8
Meltagun	8
Flamer	5
<b>Vizard Weapons</b>	
Refractor Field	5
Conversion Field	10
Displacer Field	20
Power Sword	3
Power Glove	5
Warpfire Thrower & VORC suit	15
<b>Grenades</b>	
Frag	1
Blind	2
Krak	2
Inferno Grenades	3
Warpstone Gren.	5
<b>Heavy Weapons</b>	
<i>All w/o targeters.</i>	
<i>An (*) indicates a Light Wpn Harness.</i>	
<i>Two (**) indicate a Hvy Wpn Harness.</i>	
Hvy Stubber*	5
Hvy Bolter*	10
Autocannon*	15
Grenade Lncher.**	15
Missile Launcher**	25
w. frag/krak	
LaserCannon**	25
Adv. Hvy Plasma**	30
Multi-Melta**	45
<b>Support Equipment</b>	
Rhino (w. Rtrs)	60
Land Raider	150
<i>w. ACs instead of LCs</i>	



Codex VereMus  
VereMus Equipment

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***Rat-Tat Rifle***

The VereMus are outnumbered by stronger, tougher, meaner races throughout the galaxy. Faced with this, the VereMus shoot to kill and have no qualms about putting an entire clip of Rifle rounds into their enemies. The basic VereMus Assault rifle fires on full auto, laying out enough rounds to put down even armored opponents like marines. Each round may not find its mark, but at least one will slip through a chink in even the best armor.

<b>Rat-Tat-Rifle</b>	<b>Range</b>	<b>To-Hit</b>	<b>Str.</b>	<b>AP</b>	<b>Dmg.</b>	<b>Notes</b>	<b>Est. PV</b>
<b>Statistics</b>	<b>12" / 24"</b>	<b>+1 / +0</b>	<b>3</b>	<b>6</b>	<b>1</b>	<b>1 SFD</b>	<b>3</b>

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***Inferno Grenades***

Imperial Soldiers took great pleasure in "roasting rats" out of their dens during the Crusades. Horrified VereMus scientists responded with the development of their own unique "fight fire w. fire" weapon. The Inferno grenade contains a mix of phosphorous, napalm, and magnesium that does tremendous damage to light troops. While it lacks in penetration is more than compensated for in terror.

<b>Inferno Grenade</b>	<b>Range</b>	<b>To-Hit</b>	<b>Str.</b>	<b>AP</b>	<b>Dmg.</b>	<b>Notes</b>	<b>Est. PV</b>
<b>Statistics</b>	<b>Str.x2+2"</b>	<b>+0 / +0</b>	<b>5</b>	<b>4</b>	<b>1</b>	<b>1" Blast; hits as a flamer</b>	<b>5</b>

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### ***Warpstone Grenades***

Warpstone is, by its very nature, a direct link from real space to the Warp. When shattered, it often releases enough energy to open a small rip in real space. The VereMus have learned how to prepare the stones to widen the rift, and then use them as impromptu Vortex Grenades. Although very unreliable, Warpstone grenades can be prepared in mass. Shipping them, however, is like sending raw nitroglycerin over the mountains. As such, only the most desperate and dedicated (or foolhardy) employ them.

<b>Warpstone Grenade</b>	<b>Dmg.</b>	<b>Penetration</b>	<b>Notes</b>	<b>Est. PV</b>
<b>Statistics</b>	<b>Vortex*</b>	<b>Auto</b>	<b>Roll 1d6 when thrown... On a '1' the grenade detonates in the users hand. On a '6' it detonates on target. Treat the result as a regular Vortex Grenade. A '2-5' results is a dud (no effect).</b>	<b>5</b>

### ***Warpfire Thrower & VORC suit***

After seeing the results of Imperial Virus Bombing, the VereMus were appalled. They could not believe the level of genocide the humans were willing to inflict. To counter the threat, their scientists began to research Viral, Orbital, Radioactive, and Chemical warfare. They developed a full body bio-hazard suit that even VereMus could wear. The Vizards, distraught by the horrible effects of the bombs, also contributed their response: the Warpfire Thrower. Harnessing the raw power of the Warp, they built a weapon that opened a small rift into the Maelstrom and vented the Warp energies into the real world. Unless protected, users of this weapon quickly die of the twisting influences of the weapons energy. The logical result was the mating of the VORC suit and Warpfire Thrower for a single shock trooper.

<b>Warpfire Thrower</b>	<b>Range</b>	<b>To-Hit</b>	<b>Str.</b>	<b>AP</b>	<b>Dmg.</b>	<b>Notes</b>	<b>Est. PV</b>
<b>Statistics</b>	<b>Flamer</b>	<b>Template</b>	<b>7</b>	<b>3</b>	<b>1d4</b>	<b>Hits as a flamer. Treat as a Basic/Special Weapon.</b>	<b>5</b>

### **Packrat Weapon Harness**

On the defensive since the beginning, the VereMus found heavy weapons too cumbersome to set up and break down in a running battle. Vizards again developed a solution. The Packrat Weapon Harness allows one VereMus to carry the weapon on their back as they run (naturally on all fours). Another VereMus runs alongside carrying ammo, and fires the weapon when the team stops. With suspensors and gyros on, the weapon weights little... and the smooth training of the Packrat team allows the gun to be fired at a walking pace.

If one of the team is killed, the other may remain stationary for 1 turn to unstrap the gun and gather up its ammunition. After that turn, it may be used as normal with all regular restrictions on moving and firing. Alternatively, the survivor may simply abandon the weapon and move away immediately.

<b>Weapon Harness Size</b>	<b>Carries</b>	<b>Ability</b>	<b>Est. PV</b>
<b>Light Weapon Harness</b>	<b>Small Hvy Weapons indicated by (*)</b>	<b>Move-And-Fire with Team.</b>	<b>5</b>
<b>Heavy Weapon Harness</b>	<b>Large Hvy Weapons indicated by (**)</b>	<b>Move-And-Fire with Team.</b>	<b>10</b>

# Codex VereMus

## Major Restrictions

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**VereMus Cannot Wear Armor** (except for the Stainless Steel Ratz and Fields). **Nor do they generally use Plasma, Melta, or Laser technology. Obey the Unit Limits given in [brackets], and have fun.**

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# Codex VereMus

Author's Development Notes

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## **Common Questions**

### **What the Hell did you do to the Skaven?!**

It was never my intent to clone the Skaven from WFB into WH40K. Codex VereMus was written for the benefit of the entire 40K Universe - rather than existing players of GW's Skaven race. The vision of the VereMus race is entirely my own, and not something GW or many veteran players are sure to agree with.

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### **What's up with this "Mr. Goodie 2 Claws" Image?**

In earlier days, the Human Empire was portrayed as a besieged race - constantly fighting back aliens, mutants, and tyrants. There was honor to being a soldier in service to the Imperium, and each battle was a last stand in itself. With the advent of second edition WH40K, that mood changed.

The other races can afford to lose billions of lives in battle. Entire planets are sacrificed to preserve purity and loyalty. There is no noble cause in this. The VereMus, however, do not share this luxury.

The VereMus saw first hand the wages of Chaos in the Fall of the Eldar, and so most of them know better than to turn to Chaos for salvation. Instead, they tried to understand their situation and their enemies. They have learned much, and in doing so they have come to know just how tragic their situation is. But the Sensei, the Emperor's children, have given them hope of salvation. It is that hope that makes the space faring VereMus what they are.

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### **Why should I fight a "Cloaking Army"?**

Almost all VereMus can Infiltrate! The idea of engaging the entire enemy force immediately scares most players off the field. What they fail to realize is the VereMus are relatively weak, far from invulnerable, and lack real superiority of numbers on a Pt vs. Pt basis.

A far more important question is How. Shock troops or Mass troops can overcome an initial VereMus mobbing tactic, but will limit your vehicles (as though that's a bad thing). Scanners help, but VereMus can defeat them to some extent (see next Q). Your worst nightmare will be clearing a zone of VereMus...while they lie in wait for you.

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### **What good is Infiltration against Scanners?**

You haven't read the Wargear obviously. The VereMus have techrats that can jam scanners. While expensive, this little addition to your VereMus force really brings out the power of Infiltration. Another thing to remember is your opponents may not bring scanners if they don't know you're bringing VereMus.

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### **So where do I get miniatures?**

Warhammer Fantasy Battles has a complete line of Skaven that can easily work in WH40K. I also suspect GW will eventually address the Skaven miniature as a source of serious revenue in the future, so don't ignore the Codex on that basis. In the meantime, wooden chits, paper chits, etc. work great for VereMus. Since they hide most of the time, the need for tall rat figures isn't too important : )

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## ***Design Philosophy***

### **Are all VereMus "Good Guys"?**

This is a silly question! It's akin to asking if all Humans are selfish scum, or if all Squats are greedy. Some clans did turn to Chaos - either by misfortune or choice, and many VereMus have been driven mad with Vengeance over the atrocities committed against their race. These lone

VereMus are FAAAAAR from average, but they end up representing their race in the cruel acts of genocide they commit for revenge. Imperial Hive Guard are always on watch for VereMus, as many Hives have been poisoned, plagued, and burned by lone VereMus renegades. But in general, most civilized VereMus are far more understanding and at peace than humans (though you wouldn't guess it by the hiss in their voice).

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### **What's different about VereMus?**

The VereMus are a true Guerilla army... unable to fight huge battles, unable to win in the big picture, usually just fighting to survive and escape alive. They are also the fastest, most mobile, most heavily armed, and hardest army to pin down. Individually they are weak, but together they are a true nightmare. Perhaps the only army more fearsome to fight are the Tyranid.

Does this make them unstoppable? No. The VereMus are at their best on the defensive. Their Pack Rats can fall back while still offering a withering level of firepower. But without the ability to ambush, they would easily be beaten back by the sheer numbers and strength of their enemies.

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### **Doesn't anyone like them?**

Quite frankly, no. The VereMus resemble pests on most civilized worlds, and they represent nothing but a threat to most races. They have nothing of value that cannot be taken by force, except their philosophy. Their technology is primitive, their holdings - weak and scattered, and their very nature makes them too difficult to use as slaves. In the eyes of most civilizations that makes them an annoyance to be swept away.

That attitude has made the VereMus very reluctant to fight for or along side any other race. They will trade information for favors and goods, but never the lives of their people.

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### **What influenced this insanity?**

Lots of different things went into the VereMus design. Highlander, Star Wars, Star Trek, Old Rogue Trader fiction, Dune, the coverage of the Vietnam Conflict, Jim Henson, and 12 hostess cupcakes. I have always been a fan of the "Dark Hero" mythology, and a strong believer that in the most terrible monsters we will find our greatest friends.

The VereMus are a race about "Redemption", and a good mix of Fremin Warrior and Jedi Knight. Don't get me wrong - there's a lot of Muppet antics and humor to the VereMus... but most of it is masked under hissing voices, chattering claws, and bitter grief.

I don't consider this "fluff" at all...as I have played 40K since armies were built on "fluff". It is an essential cornerstone to contrast the reasons behind the battles and the parallels in real life. It puts some value on the game besides seeing "how many ways Guido can die today?", or "Who can build the best army?". To play without considering these things is to waste your afternoon just rolling dice, doing statistics, and moving little plastic toys around.

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### **Can you really call them Balanced?**

I gave the VereMus powers a great deal of consideration in my design. The base cost of a VereMus (don't you dare minimax!) is 15pts. That makes them a very expensive naked target. Because of their fur (cheap excuse), they cannot wear armor... so Infiltration is a risky proposition indeed. A little playtesting showed that it was useless in fact.

So I began to develop special weapons to compensate, like the Pack Rat harness (move and fire some Hvy Wpns) and the Rat-Tat Rifle (autofire w/o jams). These devices remained weak, unreliable, and yet common enough to enhance the entire army (rather than one hero).

This common soldier mentality is the essence of balance. I believe I could do no better, and I challenge anyone to make suggestions otherwise. (I may be wrong, and I am very happy to listen.) E-mail any ideas you have, or disagreements to the Shadis Webmaster: Stryx.

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## ***Game Design***

### **VereMus - Major Advantages**

Right off you should realize almost all the VereMus army can Infiltrate! (I recommend you use a written map to indicate unit locations.) They also have access to heavy weapons that can move-and-fire, automatic anti-personnel rifles, and some of the deadliest grenades in the game (when they work). Their basic troops benefit greatly from House Shadis rules (like initiative and rifle parry), and come in small groups.

They also have an exceptional smuggling network that can raise extra weapons in time of need (see Smugglers), and some very unique Shock Troops capable of handling the meanest characters of all the other races.

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### **VereMus - Major Weaknesses**

Unfortunately, VereMus physiology (fur/ quadraped tendency) makes armor unavailable to them. Even IG get flak...but VereMus only get a 6+ save vs. HtH weapons and concussion. Furthermore, they have a finite limit of Shock Troops, and a terrible fear of Plasma and Melta technology. They are also a dying race, with few individuals left to fight, much less wage war on an extended timetable.

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### **What effect will this have on Play?**

Battles with the VereMus will take place in two ways:

- Either the VereMus will rush you in turn 1, bringing the battle to a head very quickly.
- Or you will have to weed them out of cover in a slow advance through occupied territory.

This rapid conclusion is a great change from the traditional advance and exchange of fire that predominates battles in WH40K 2nd Ed. It adds a great deal of tension that has been missing from the game, and disrupts the normal appearance of Assassins in turn 1. (You may NOT polymorph a hiding unit until it reveals itself.)

It does not preclude a VereMus victory though. Most VereMus weapons have a low armor pen., so basic carapace can save your life when facing them. They also lack armor, so frag grenades and lasguns will wreck havoc on them. Its a delicate, dangerous balance - not to be tested lightly.

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**Will “Warhammer Fantasy Battles”-type units ever arrive?**

Aside from the Rat Ogre (by popular demand), I do not plan to import any more WFB-like units. Pestilence globes and the like will work for VORC VereMus, or later Chaos VereMus releases. Again, the purpose of the codex is to allow players with older miniature collections of rat-men to play in the same far-future genre wargames as other codi without need to convert or imagine.