

Fantasy Battles

The 9th Age



The Vermin Swarm

Army Rules

Version 1.1.0 - 02 September 2016

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All rules and feedback can be found/given at <http://www.the-ninth-age.com/>
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Army Special Rules

Safety in Numbers

Non-fleeing units comprised solely of models with this special rule add their number of Full Ranks after the first one to their Leadership (up to a maximum of +3). This rule cannot be used to modify the Leadership that is distributed by models with Inspiring Presence (but the received Inspiring Presence can be modified by Safety in Numbers). Furthermore, if all models in a unit have this special rule, they add +1 to any flee distances they roll.

Callous

A model with this special rule is allowed to use non-template Shooting Weapons against an enemy unit which is Engaged in Combat with friendly units, if all friendly units Engaged in the Combat are Infantry and/or Swarms. All units Engaged in this Combat are ignored for Cover purposes. When shooting at an enemy unit Engaged in Combat with friendly units, roll to hit as normal and then randomize each hit scored. On a 4+ it hits the target, otherwise it hits a friendly unit Engaged in that Combat (randomize if several friendly units are involved in the Combat).

Honourless

Characters that are Honourless cannot be chosen by the enemy as the model that refuses a Challenge.

State of Trance (X)

The War Platform and the unit it has joined gain Immune to Psychology. The War Platform may only join units of (X). The War Platform must be deployed in a unit of (X) type, and can never leave that unit.

Resistant

Toxic Attacks have -2 to wound against models with this rule.

Brood's Courage (X)

A unit with this special rule can use the Full Ranks of units of (X) within 6" as their own for the purpose of calculating the Leadership bonus from Safety in Numbers.

Volatile

When a model with this rule rolls a Misfire, roll a D6 and consult the table below, instead of the normal Misfire Table.

1 (or less)	Explosion! No shots are fired. Scatter the model D6". If it hits any unit in its path, that unit suffers D6 Strength 5 hits. Then remove the model as a casualty.
2-3	Malfunction No shots are fired. The model suffers 1 wound with no saves of any kind allowed.
4-5	Overcharged Pivot the unit to a random direction and draw a straight line from the centre of the model in the randomized direction. If the shooting weapon is a: - weapon team, the shooting is resolved against the first other unit (friend or foe) under this line, that is also within Range and Line of Sight. Roll to hit and resolve the attack as normal. - Lightning cannon or Dreadmill, replace the model's shooting attack with the following: Draw a 6D6" Line Template from the centre of the model and along the straight line. All other models under the template suffer 1 Strength 10 hit with Magical Attacks and Lightning Attacks.
6	Spent The Shooting Attack is resolved as normal (a Dreadmill will fire at Strength 10, while a Lightning Cannon will count as having scored a hit). The weapon is then considered broken and can't be used anymore for the rest of the game. If the model is a Weapon Team, remove it as casualty.

Armoury

Shooting Weapons

Sling

Shooting Weapon. Range 18", Strength 3, Quick to Fire.

Gas Globes

Shooting Weapon. Range 12", Quick to Fire, Volley Fire, Magical Attacks, Armour Piercing (6). Hits with this weapon always wound on 4+.

If rolling a natural '1' when rolling to hit, the bearer suffers 1 hit with Toxic Attacks.

Ratlock Pistol

Shooting Weapon. Range 12", Strength 5, Quick to Fire, Armour Piercing (1), Magical Attacks.

In Close Combat a Ratlock Pistol counts as Paired Weapons.

Jezail

Shooting Weapon. Range 36", Strength 6, Armour Piercing (1), Unwieldy, Magical Attacks.

Jezails never suffer to-hit penalties for Long Range.

If rolling a natural '1' when rolling to hit the bearer suffers 1 hit with Toxic Attacks.

Rotary Gun

Shooting Weapon. Range 24", Strength 4, Multiple Shots (2D6*2) or Multiple Shots (3D6*2) (the owner chooses which to use). Reload!, Magical Attacks, Volatile.

This weapon never suffers to-hit penalties for Multiple Shots or for moving. If a double comes up when rolling for the number of shots, the weapon misfires.

Globe Launcher

Shooting Weapon. Range 18", Toxic Attacks, Multiple Shots (2D6*2), Reload!, Magical Attacks, Volley Fire, Volatile.

This weapon never suffers to-hit penalties for Multiple Shots or for moving. If a double comes up when rolling for the number of shots, the weapon misfires.

Naphtha Thrower

Shooting Weapon. Range 12", Strength 5, Multiple Shots (2D6), Multiple Wounds (D3), Flaming Attacks, Magical Attacks, Volatile, Reload!.

This weapon never suffers to-hit penalties for Multiple Shots, for moving, cover or for shooting at skirmishers. If a double comes up when rolling for the number of shots, the weapon misfires.

Close Combat Weapons

Plague Flail

Type: Flail. Models wielding Plague Flails must make a single additional Special Attack with Toxic Attacks against an enemy model in base contact, at Initiative 10. The attack hits automatically.

Meat Grinder

Type: Hand Weapon. A model with a Meat Grinder gains Impact Hits (2D6) and Grinding Attacks (2D6).

These Impact Hits and Grinding Attacks are resolved at Strength 4 with Armour Piercing (1).

Other Equipment

Tail Weapon

When using mundane weapons, the wielder gains +1 Attack.

Dark Shard

One Use Only. The bearer may use a single Dark Shard when casting a non-bound spell (declare usage before rolling any Power Dice). Any Dispel attempt against this spell will have its dispel roll reduced by D3. If a natural '1' is rolled, the wizard using the Dark Shard suffers 1 hit with Toxic Attacks.

Dark Shard Brew

Before the battle (After deployment, before rolling for first turn), roll a D6 for each unit of Rats-at-Arms or Vermin Guard with one or more Characters with this upgrade and consult the table below to see what rules the bearer (not any mount) and Rats-at-Arms or Vermin Guard models in the unit gain for the duration of the battle. The bearer can never leave his unit.

1-2: Poisoned Attacks and Stupidity.

3-4: Thunderous Charge.

5-6: Lightning Reflexes. The unit immediately suffers D6 Strength 4 hits with Armour Piercing (6).

Magical Items

Magical Weapons

The Doom Blade (100 pts) - Infantry only

Type: Hand Weapon. Attacks made with this weapon gain Strength 10, Multiple Wounds (D6), Divine Attacks. At the end of each friendly Player Turn, the wielder suffers 1 hit with Toxic Attacks (which counts as a Close Combat Attack). A Character with this weapon doesn't have to be the army General even if he is the model with the highest Leadership.

Eye of the Storm (20 pts)

Type: Halberd. When the bearer casts *Black Lightning* (Path of Ruin), the Eye of the Storm adds +2 hits to the enemy target of the spell.

Blade of the Swarm (30 / 25 pts)

Type: Hand Weapon. If the wielder's unit has more Full Ranks than each of the enemy units Engaged in the same Combat, the wielder gains +3 Attacks when using this weapon. When attacking models from the Dwarven Holds, attacks made with this weapon may reroll to-wound rolls.

Magical Armour

Putrid Plate (25 pts)

Type: Plate Armour. For every successful Armour Save made by the wearer in the Close Combat Phase against Close Combat Attacks, the unit which caused the wound suffers 1 hit with Toxic Attacks.

Deceiver's Buckler (25 pts)

Type: Shield. While using the shield, the wielder gains Distracting and, may at the start of each Round of Combat, nominate one enemy model in base contact with the user of the shield. For the duration of this Round of Combat, one part of the chosen model (wielder's choice) has -1 Attack, to a minimum of 1.

Talismans

Armlet of Power (25 pts)

Bearer can cast a Bound Spell (Power Level 3).

Type: Caster. Duration: Lasts one Turn.

The Target doubles its Strength. Mount are unaffected.

Enchanted Items

Sceptre of Vermin Valour (35 pts) - Infantry only

The wearer can be placed anywhere in its unit, it doesn't have to be placed as far forward as possible. Other models with the Front Rank rule have priority for being as far forward as possible.

Scabbing Potion (20 / 10 pts) - Cannot be taken by

Large Targets

One use only. May be activated at the beginning of any of your phases. The bearer recovers D3 Wounds.

Magical Standards

The Lightning Rod (50 pts)

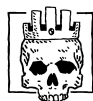
One use only. May be activate at the start of the opponent's Player Turn. During this Player Turn, all friendly units gain Hard Target. Shooting Attacks that do not roll to hit using Ballistic Skill must roll a D6 before shooting; on 4+ it cannot shoot. No Flying Movement may take place.

Icon of Ruin (25pts)

Any enemy wishing to dispel an "Augment" or "Universal" spell from the Path of Ruin or Path of Disease (excluding Attributes) that has targeted bearer's unit has -2 to the dispel Attempt against that spell.

Army List

LORDS



Vermin Daemon 400 pts (One of a Kind)

single model

M WS BS S T W I A Ld

8 8 4 6 5 6 9 5 8

Monster 75x50mm base

Special Rules:

Otherworldly, Swiftstride, Armour Piercing (6),
Innate Defense (5+), Daemonic Instability

Options:

May have the Not a Leader special rule
May become a

pts

free

Level 2 Wizard Apprentice 25

Level 3 Wizard Master 90

Level 4 Wizard Master 120

Magic:

Level 1 Wizard Apprentice.

Must chose one of the following upgrades:

Bonus

Paths of Magic

Schemer Pathmaster, 3 Dark Shards (See Armoury), +1
Leadership

Path of Ruin

Plague Bringer Plague-Ridden (See Plague Brotherhood core unit), +1
Toughness

Path of Disease

Deceiver Lightning Reflexes, +1 Attacks

Path of Shadows

Thunderer Heavy Armour, +1 Strength

Path of Ruin

Shaper Regeneration (4+), +1 Movement

Path of Disease



Tyrant 80 pts

single model

M	WS	BS	S	T	W	I	A	Ld
5	6	4	4	4	3	7	4	7

Infantry 20x20mm base

Armour:

Light Armour

Vermin Special Rules:

Safety in Numbers, Honourless, Callous

Options:

May take Magical Items

May take a Dark Shard Brew

May take any of the following:

Shield

Heavy Armour

May take a weapon (one choice only):

Paired Weapons and Tail Weapon

Great Weapon

Halberd

Ratlock Pistol

May take a mount (one choice only):

Vermin Guard Litter

Vermin Hulk Bodyguard

Monstrous Rat

pts

up to 100

30

5

8

10

10

10

10

40

55

100



Magister 170 pts

single model

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	4	3	5	1	6

Infantry 20x20mm base

Vermin Special Rules:

Safety in Numbers, Honourless

Magic:

Wizard Level 3 Master. Generates spells from the Path of Ruin or Shadows

Options:

May take Magical Items

May take 2 Dark Shards

May become a Level 4 Wizard Master

May (one choice only):

ride a Doom Bell

become Plague Patriarch

pts

up to 100

20

30

200

20

Plague Patriarch: The Magister gains +1 Toughness, Resistant, Hatred, Frenzy and must generate spells from the Path of Disease.

HEROES



Chief 40 pts

single model

M WS BS S T W I A Ld
5 5 4 4 4 2 6 3 6

Infantry 20x20mm base

Armour:

Light Armour

Options:

May (one choice only):

pts

be the Battle Standard Bearer 25

take a Dark Shard Brew 25

May be upgraded to Fetthis Broodmaster 5

May take Magical Items up to 50

May take any of the following:

Shield 2

Heavy Armour 5

May take a weapon (one choice only):

Paired Weapons and Tail Weapon 4

Ratlock Pistol 6

Great Weapon 4

Halberd 4

May take a mount (one choice only):

Vermin Hulk Bodyguard 60

Monstrous Rat 135

Vermin Special Rules:

Safety in Numbers, Honourless, Callous

Fetthis Broodmaster: The Chief gains +1 Movement and Swiftstride.



Apprentice Magister 65 pts

single model

M WS BS S T W I A Ld
5 3 3 3 3 2 4 1 5

Infantry 20x20mm base

Vermin Special Rules:

Safety in Numbers, Honourless

Options:

May become a Level 2 Wizard Apprentice 25

May take 2 Dark Shards 20

May take Magical Items up to 50

Magic:

Level 1 Wizard Apprentice. Generates spells from the Path of Ruin or Shadows



Rakachit Machinist 65 pts

single model

M WS BS S T W I A Ld

5 4 4 4 4 2 5 2 6

Infantry 20x20mm base

Armour:

Light Armour

Options:

May take Magical Items

May take Heavy Armour

May take a weapon (one choice only):

Halberd

Gas Globes

Ratlock Pistol

Jezail

pts

up to 50

5

4

5

6

20

Vermin Special Rules:

Safety in Numbers, Honourless, Callous

Special Rules:

Channel, Magical Attacks

Aether Turbine: The Rakachit Machinist can cast three Bound Spells (Power Level 4), each once per magic phase:

- *Black Lightning* from the Path of Ruin
- *Pink Fire* from the Path of Change
- *Enchanted Blades* from the Path of Alchemy. This spell can only target Caster's Unit.



Sicarra Assassin 100 pts

single model

M WS BS S T W I A Ld

6 6 5 4 4 2 8 3 7

Infantry 20x20mm base

Weapons:

Paired Weapons, Throwing Weapons

Options:

May take Magical Items

May exchange Throwing Weapons for a Sling

May take a Tail Weapon

May gain any of the following:

Lethal Strike

Scout and Ambush

Multiple Wounds (D3)*

pts

up to 50

free

10

10

15

25

*affects only mundane Close Combat and Shooting Weapons

Vermin Special Rules:

Safety in Numbers, Honourless, Callous

Special Rules:

Lightning Reflexes, Ward Save (4+), Poisoned Attacks, Hidden, Not A Leader

Master of Assassins: Units other than Footpads or Gutter Blades cannot use the Assassin's Leadership for Leadership tests the unit is required to take.

Professional Courtesy: Sicarra Assassins cannot join (nor be deployed in) units that contain another Sicarra Assassin (not even when Hidden).



Plague Prophet 60 pts

single model

M WS BS S T W I A Ld

5 5 3 4 5 2 5 3 6

Infantry 20x20mm base

Vermin Special Rules:

Safety in Numbers, Honourless, Resistant

Options:

May take Magical Items

pts

up to 50

May become a

Special Rules:

Hatred, Frenzy

Level 1 Wizard Apprentice

40

Level 2 Wizard Apprentice

65

If a Wizard, may take 2 Dark Shards

20

May take a weapon (one choice only):

Paired Weapons

3

Halberd

4

Flail

4

Plague Flail

10

May ride a Plague Pendulum

215

Magic:

If upgraded to a Wizard, generates spells from the Path of Disease.

CHARACTER MOUNTS

Monstrous Rat

M	WS	BS	S	T	W	I	A	Ld
7	4	-	5	5	4	4	5	5

Monstrous Beast, 50x100mm base

Callous

Fear, Large Target, Regeneration (4+), Breath Weapon (Toxic Attacks), Immune to Psychology

Vermin Guard Litter

M	WS	BS	S	T	W	I	A	Ld
5	4	-	4	4	2	5	4	5

Infantry, 40x40mm base

Mount's Protection (5+)

Herdng the Swarm: Extend Inspiring Presence by 6"

Vermin Hulk Bodyguard

M	WS	BS	S	T	W	I	A	Ld
6	4	3	5	4	4	4	4	6

Monstrous Infantry, 40x40mm base

Mount's Protection (6+)

Augmentations: Each Vermin Hulk Bodyguard must be given two of the following choices (written on the Army List): Thunderous Charge, Frenzy & Hatred, Swiftstride, Stomp (2).

Plague Pendulum (One of a Kind)

	M	WS	BS	S	T	W	I	A	Ld
Chariot	5	-	-	6	5	5	3	-	-
Crew (4)	-	3	3	3	-	-	3	1	5

Chariot, 60x100mm base

Paired Weapons (Crew)

Mount's Protection (5+)

Resistant, Hatred, Frenzy (Crew), Large Target, Stubborn, Fear, Ward Save (4+), Grinding Attacks (D6+2), Impact Hits (+2), War Platform, State of Trance (Plague Brotherhood)

Options:

May take Cauldron of Blight

pts

35

Cauldron of Blight: A Wizard with this special rule does not generate spells as normal, but always knows the following 3 spells: *Putrefying Touch* (Path of Disease), *Mass of Flesh* (Path of Disease) and *The Hunger* (Path of Ruin).

These spells cannot be duplicated within the Army.

Doom Bell (One of a Kind)

	M	WS	BS	S	T	W	I	A	Ld
Chariot	5	-	-	5	5	5	-	-	-
Vermin Hulk (1)	-	4	1	5	-	-	4	4	6

Chariot, 60x100mm base

Large Target, Magic Resistance (2), Stubborn, Terror, Ward Save (4+), Innate Defence (5+), War Platform, State of Trance (Rats-at-Arms, Vermin Guard).

Above the Masses: When the Magister riding the Doom Bell chooses targets for Spells with Type: Direct, it ignores the restriction of only choosing targets in the Front Arc.

When the Magister riding the Doom Bell chooses targets for a Spells with Type: Missile, it can draw Line of Sight in in 360° (from any point of the Doom Bell's base) and may cast Missile Spells even when Engaged in Combat.

Sounding The Bell: At the beginning of each friendly Player Turn, the owning player may choose to roll 1D6 or 2D6 and apply the effects from the table below. All affected units within the range (when rolling on the table) gain the bonuses from the table until the end of the next Player Turn.

1 No effect.

2-4 All friendly units within 12" of the Doom Bell gain Lightning Reflexes. Models that already had Lightning Reflexes gain +1 Attack instead.

5-6 All friendly units within 12" of the Doom Bell may reroll Charge Ranges, Pursuits, Overruns and Random Movement rolls.

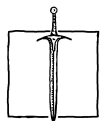
7-8 All friendly units within 12" of the Doom Bell gain Frenzy. Models that already had Frenzy may reroll to-hit rolls while Engaged in Combat instead.

9-10 All friendly units within 12" of the Doom Bell gain Distracting and Hard Target.

11-12 When rolling for Magic Flux in the following friendly Magic Phase, roll an additional D6 and discard the lowest D6 rolled.

If a double comes up when rolling, all units in base contact with the Doom Bell suffers D6 Strength 4 hits with Armour Piercing (6).

CORE



Rats-at-Arms 80 pts

20 models, may add up to 40 models for 5 pts / model

M WS BS S T W I A Ld
5 3 3 3 3 1 4 1 5

Infantry 20x20mm base

Armour:

Light Armour, Shield

Options:

May take a Spear

pts

1 / two models

May upgrade one model to each of the following:

Vermin Special Rules:

Safety in Numbers

Champion

10

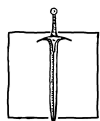
Musician

10

Standard Bearer

10

- may become the Veteran Standard Bearer



Vermin Guard 85 pts

15 models, may add up to 35 models for 8 pts / model

M WS BS S T W I A Ld
5 4 3 3 3 1 5 1 5

Infantry 20x20mm base

Weapon:

Halberd

Options:

May upgrade one model to each of the following:

pts

Champion

10

Armour:

Heavy Armour, Shield

Musician

10

Standard Bearer

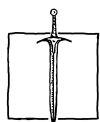
10

- may become the Veteran Standard Bearer*

Vermin Special Rules:

Safety in Numbers

* The Vermin Guard Veteran Standard Bearer can take a Magical Standard costing up to 50 pts.



Slaves 50 pts

25 models, may add up to 35 models for 2 pts / model

M WS BS S T W I A Ld
5 2 2 3 3 1 4 1 2

Infantry 20x20mm base

Vermin Special Rules:

Safety in Numbers

Options:

May upgrade one model to a Musician

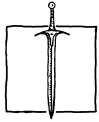
pts

10 pts

Special Rules:

Insignificant

Disposable: Units with this rule that break from combat are immediately destroyed.



Footpads 60 pts

10 models, may add up to 30 models for 6 pts / model

M WS BS S T W I A Ld

6 3 4 3 3 1 4 1 6

Infantry 20x20mm base

Weapons:

Sling

Options:

May Skirmish and Vanguard (max 15 models)

May take Paired Weapons

May upgrade one model to each of the following:

Champion

Musician (unless Skirmishing)

Standard Bearer (unless Skirmishing)

- may become the Veteran Standard Bearer

pts

20

1 / model

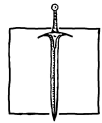
10

10

10

Vermin Special Rules:

Safety in Numbers, Callous



Plague Brotherhood 80 pts

15 models, may add up to 35 models for 6 pts / model

M WS BS S T W I A Ld

5 3 3 3 4 1 3 1 5

Infantry 20x20mm base

Weapons:

Paired Weapons

Options:

May upgrade one model to each of the following:

Champion

Musician

Standard Bearer

- may become the Veteran Standard Bearer

pts

10

10

10

Vermin Special Rules:

Safety in Numbers, Resistant

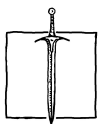
Special Rules:

Hatred, Frenzy

May be Plague-Ridden

1 / model

Plague-Ridden: Enemy units in base contact with one or more units with Plague-Ridden reduce their Weapon Skill by 1, to a minimum of 1.



Giant Rats 40 pts

10 models, may add up to 50 models for 3 pts / model

M WS BS S T W I A Ld

6 3 - 3 3 1 4 1 5

Infantry 20x20mm base

Vermin Special Rules:

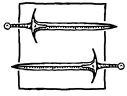
Safety in Numbers

Special Rules:

Fight in Extra Rank, Swiftstride

Handlers: The unit may always perform a Swift Reform as if it had a Musician, and automatically passed the Leadership test when doing so.

SPECIAL



Rat Swarm 40 pts

2 models, may add up to 8 models for 15 pts / model

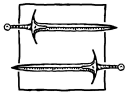
M	WS	BS	S	T	W	I	A	Ld
6	3	-	2	2	5	4	5	10

Swarm 40x40mm base

Vermin Special Rules:
Safety in Numbers

Special Rules:
Insignificant, Swiftstride

Tiny: Models with this rule may ignore friendly units when moving in the Movement Phase, but must abide the Unit Spacing rule at the end of the move (unless charging, when the normal exceptions to the Unit Spacing rule apply).



Weapon Team 65 pts

single model

M	WS	BS	S	T	W	I	A	Ld
5	3	3	3	3	2	4	2	5

Infantry 25x50mm base

Armour:
Heavy Armour

Vermin Special Rules:
Safety in Numbers, Callous

Special Rules:
Insignificant, Brood's Courage (Rats-at-Arms, Vermin Guard)

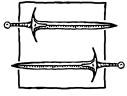
Tag-Along: If a model with this special rule is within 3" of a non-fleeing Rats-at-Arms or Vermin Guard unit, it gains Ward Save (4+) against Ranged Attacks.

Options:

Must take a single weapon:

Rotary Gun	free
Naphtha Thrower	free
Globe Launcher	free
Meat Grinder*	free

*A Weapon Team carrying a Meat Grinder gains Innate Defence (4+), War Platform and changes its base to 40x40mm. It can only join units of Rats-at-Arms, and loses Insignificant when it does so.



Jezails 60 pts (0-2 Choice)

3 models, may add up to 3 models for 20 pts / model

M WS BS S T W I A Ld

5 3 3 3 3 2 4 2 5

Infantry 25x50mm base

Armour:

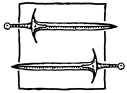
Pavise: The wearer gains a 4+ Armour Save against Ranged Attacks.

Weapons:

Jezail

Vermin Special Rules:

Safety in Numbers, Callous



Grenadiers 75 pts

8 models, may add up to 7 models for 9 pts / model

M WS BS S T W I A Ld

5 3 4 3 3 1 4 1 5

Infantry 20x20mm base

Weapons:

Gas Globes

Armour:

Heavy Armour

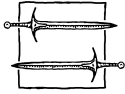
Vermin Special Rules:

Safety in Numbers, Callous

Special Rules:

Skirmishers, Resistant

Calculating: Grenadiers may reroll dice for Callous (randomizing hits) that resulted in hitting friendly units.



Gutter Blades 55 pts

5 models, may add up to 5 models for 10 pts / model

M WS BS S T W I A Ld

6 4 4 3 3 1 5 1 7

Infantry 20x20mm base

Weapons:

Paired Weapons, Throwing Weapons

Options:

May gain any of the following:

pts

Poisoned Attacks

4 / model

Scout and Ambush

2 / model

May Exchange Throwing Weapons for Sling

free

May take Tail Weapon

1 / model

May upgrade one model to a Champion

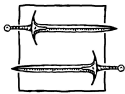
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Vermin Special Rules:

Safety in Numbers, Callous

Special Rules:

Skirmishers, Vanguard



Plague Disciples 65 pts

5 models, may add up to 10 models for 10 pts / model

M WS BS S T W I A Ld

5 3 3 3 4 1 4 1 5

Infantry 20x20mm base

Weapons:

Plague Flail

Options:

May upgrade one model to a Champion

pts

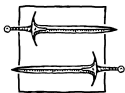
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Vermin Special Rules:

Safety in Numbers

Special Rules:

Resistant, Skirmishers, Hatred, Frenzy, Monstrous Support, Brood's Courage (Plague Brotherhood).



Vermin Hulks 100 pts

3 models, may add up to 9 models for 37 pts / model

M WS BS S T W I A Ld

6 3 1 5 4 3 4 3 6

Monstrous Infantry 40x40mm base

Vermin Special Rules:

Safety in Numbers

Options:

May upgrade one model to a Champion

pts

10

Special Rules:

Immune to Psychology

Augmentations: Each unit of Vermin Hulks must be given two of the following choices (written on the Army List): Innate Defense (5+), Thunderous Charge, Frenzy & Hatred, Swiftstride, Stomp (2).

RARE



Thunder Hulks 150 pts

2 models, may add up to 4 models for 50 pts / model

M	WS	BS	S	T	W	I	A	Ld	
6	3	3	5	4	4	4	3	6	Monstrous Infantry 50x50mm base

Armour:

Plate Armour

Weapons:

Rotary Gun, Naphtha Thrower, Globe Launcher, Meat Grinder

Vermin Special Rules:

Safety in Numbers, Callous

Special Rules:

Immune to Psychology

Thunder Hulks: In each Player Turn, only one model in the unit may choose to use one of its weapons, the other models must use their Hand Weapons. If a Misfire is rolled when shooting, instead of using the Volatile special rule, no shots are fired and the unit suffers D3 wounds with no saves of any kind allowed.



Dreadmill 140 pts

single model

	M	WS	BS	S	T	W	I	A	Ld
Chariot	-	-	-	6	6	5	4	-	-
Rakachit Technician (1)	-	3	3	3	-	-	4	1	7
Mill Rats	*	3	-	3	-	-	4	*	-

Chariot 50x100mm base

Armour:

Innate Defence (4+)

Vermin Special Rules:

Safety in Numbers, Volatile

Special Rules:

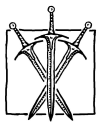
Large Target, Immune to Psychology, Grinding Attacks (D3), Random Movement (3D6), Random Attacks (2D6) (Mill Rats only), Impact Hits (+1)

Weapon:

Electric Discharge: This is a Shooting Weapon: Range 18", Strength (D6*2), Multiple Shots (3), Multiple Wounds (D3), Lightning Attacks, Magical Attacks, Reload!

During each friendly shooting phase, the Dreadmill must shoot its Electric Discharge (all three shots). The Rakachit Technician can try to prevent it from shooting by taking and passing a Leadership test. The Dreadmill can shoot even if it is Engaged in Combat, is Fleeing or have Rallied in this Player Turn. It must always choose the closest unit as its target (Friend or Foe, controlling player may choose if several units are equally close) even if outside of its Front Arc and/or outside Line of Sight, and even if the target is Engaged in Combat. Each of the three shots are resolved one at a time (measure which unit is the closest, and therefore the target, before resolving each shot).

Electric Discharge shots hits automatically, Roll to determine Strength once for all shots in the same phase. If a natural '6' is rolled for Strength the Dreadmill has misfired and must roll on the Volatile Table. However, if the misfire occurs when the Dreadmill is Engaged in Combat, apply the Malfunction result instead of rolling on the table.



Abomination 210 pts

single model

	M	WS	BS	S	T	W	I	A	Ld
	*	3	1	6	5	6	4	*	8

Monster 60x100mm base

Vermin Special Rules:

Safety in Numbers

Options:

May take Toxic Retaliation

pts

25

Special Rules:

Stubborn, Immune to Psychology, Random Movement (3D6), Random Attacks (3D6), Regeneration (4+)

Toxic Retaliation: For every unsaved wound the Abomination suffers in the Close Combat Phase against Close Combat Attack, it inflicts D3 hits with Toxic Attacks on the unit causing the wound.



Verminous Artillery 85 pts

single model

	M	WS	BS	S	T	W	I	A	Ld	
Machine	-	-	-	-	7	3	-	-	-	
[Catapult Crew (3)]	5	3	3	3	4	-	3	1	5	
[Cannon Crew (3)]	5	3	3	3	3	-	4	1	5	War Machine 75mm round base

Must take one Artillery Weapon, gaining the correspondent crew:

Plague Catapult

Catapult (3") Artillery Weapon with
Range 12-48", Toxic Attacks, Magical Attacks

Vermin Special Rules:
Safety in Numbers

Special Rules:
Resistant, Hatred (Crew Only), Frenzy

Options: pts
May take Black Death 20

Lightning Cannon

Cannon Artillery (D6") Weapon with
Range 60", Strength (D6+4), Armour Piercing (6),
Magical Attacks, Lightning Attacks, Multiple Wounds
(Ordnance). The lightning strike (cannonball) does not
reduce its Strength after impact.

Vermin Special Rules:
Safety in Number, Volatile

Black Death: The Plague Catapult gains [Multiple
Wounds (Ordnance)] and [+1 to wound]

Quick Reference Sheet

L - Lords, H - Heroes, C - Core, S - Special, R - Rare, M - Mounts only

	<u>CHARACTERS</u>	M	WS	BS	S	T	W	I	A	Ld
L	Vermin Daemon	8	8	4	6	5	6	9	5	8
	Tyrant	5	6	4	4	4	3	7	4	7
	Magister	5	3	3	3	4	3	5	1	6
H	Chief	5	5	4	4	4	2	6	3	6
	Magister Apprentice	5	3	3	3	3	2	4	1	5
	Rakachit Machinist	5	4	4	4	4	2	5	2	6
	Sicarra Assassin	6	6	5	4	4	2	8	3	7
	Plague Prophet	5	5	3	4	5	2	5	3	6
	<u>INFANTRY</u>									
C	Rats-At-Arms	5	3	3	3	3	1	4	1	5
	Vermin Guard	5	4	3	3	3	1	5	1	5
	Slaves	5	2	2	3	3	1	4	1	2
	Footpads	6	3	4	3	3	1	4	1	6
	Plague Brotherhood	5	3	3	3	4	1	3	1	5
	Giant Rats	6	3	-	3	3	1	4	1	5
S	Jezeils	5	3	3	3	3	2	4	2	5
	Grenadier	5	3	4	3	3	1	4	1	5
	Weapon Team	5	3	3	3	3	2	4	2	5
	Gutter Blades	6	4	4	3	3	1	5	1	7
	Plague Disciple	5	3	3	3	4	1	4	1	5
M	Vermin Guard Litter	5	4	-	4	4	2	5	4	5
	<u>MONSTROUS INFANTRY</u>									
S	Vermin Hulks	6	3	1	5	4	3	4	3	6
R	Thunder Hulks	6	3	3	5	4	4	4	3	6
M	Vermin Hulk Bodyguard	6	4	3	5	4	4	4	4	6

	<u>SWARMS</u>	M	WS	BS	S	T	W	I	A	Ld
S	Rat Swarm	6	3	-	2	2	5	4	5	10

	<u>MONSTROUS BEASTS</u>	M	WS	BS	S	T	W	I	A	Ld
M	Monstrous Rat	7	4	-	5	5	4	4	5	5

	<u>MONSTERS</u>	M	WS	BS	S	T	W	I	A	Ld
R	Abomination	3D6	3	1	6	5	6	4	*	8

	<u>CHARIOTS</u>	M	WS	BS	S	T	W	I	A	Ld
R	Vermin Dreadmill	-	-	-	6	6	5	4	-	-
	- Technician (1)	-	3	3	3	-	-	4	1	7
	- Mill Rats	3D6	3	-	3	-	-	4	*	-
M	Doom Bell	5	-	-	5	5	5	-	-	-
	- Vermin Hulk (1)	-	4	1	5	-	-	4	4	6
	Plague Pendulum	5	-	-	6	5	5	3	-	-
	- Plague Brothers (4)	-	3	3	3	-	-	3	1	5

	<u>WAR MACHINES</u>	M	WS	BS	S	T	W	I	A	Ld
R	Verminous Artillery	-	-	-	-	7	3	-	-	-
	- [Cannon Crew (3)]	5	3	3	3	3	-	4	1	5
	- [Catapult Crew (3)]	5	3	3	3	4	-	3	1	5

	<u>SPECIAL SHOOTING WEAPON</u>	Range	S	Multiple Shots	Multiple Wounds	Armour Piercing
-common-	Rotary Gun	-	24	4	2D6*2/3D6*2	-
-common-	Globe Launcher	-	18	Toxic	2D6*2	-
-common-	Naphtha Launcher	-	12	5	2D6	D3
-common-	Sling	-	18	3	-	-
-common-	Ratlock Pistol	-	12	5	-	1
-common-	Jezeil	-	36	6	-	1
-common-	Gas Globes	-	12	*	-	6
Dreadmill	Electric Discharge	-	18	D6*2	3	D3
Verminous Artillery	Cannon	Cannon (D6")	60	D6+4	-	ordnance
	Catapult	Catapult (3")	12-48	Toxic	-	-

Changelog:

v1.1.0

- Sceptre of Vermin Valour, implementing FAQ
- Plague Pendulum more expensive