

THE IX AGE FANTASY BATTLES



The Vermin Swarm

Army Book

2nd Edition, version 2020 layout update 1 – August 6, 2020

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The 9th Age: Fantasy Battles is a community-made miniatures wargame.
All rules and feedback can be found and given at: the-ninth-age.com
Refer to the Rulebook for instructions on How to Read Unit Entries.
All changes are listed on: the-ninth-age.com/archive.html

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Army Model Rules

Universal Rules

Brood's Courage (X)

When calculating the Discipline modifier from Safety in Numbers, a unit may use the number of Full Ranks of another friendly unit if all of the following conditions are met:

- More than half of its models have Brood's Courage (X).
- The friendly unit is within 6".
- The friendly unit includes at least one model from one of the unit entries stated in brackets.

Callous

The model is allowed to use Shooting Attacks and *The Awakened Swarm* (Hereditary Spell) against enemy units that are Engaged in Combat with friendly units, as long as all friendly units Engaged in the Combat are of Standard Height. All units Engaged in this Combat are ignored for Cover purposes (but not for drawing Line of Sight). When a model with this rule targets an enemy unit Engaged in Combat with a Shooting Attack or with *The Awakened Swarm*, roll to hit as normal against the intended target. Each hit must then be randomised to see which unit is hit. Roll a D6 for each hit:

- On 3+, the intended target is hit.
- Otherwise a friendly unit Engaged in that Combat is hit. If there are several friendly units involved in the combat, randomise which one is hit.

Dark Shard

Each instance of Dark Shard is One use only. Declare usage just before the model rolls to cast a non-Bound Spell. Any Dispelling Attempt made against this Casting Attempt suffers -D3 to the dispelling roll. Roll this dice as soon as the Dark Shard is used. If a natural '1' is rolled for this D3, the model using the Dark Shard suffers 1 hit with Toxic Attacks. This is an exception to the Casting and Dispelling Modifier rules (i.e. it is allowed to modify the dispelling roll by more than -2).

Honourless

A Character with Honourless cannot be chosen by the enemy as the model that suffers the penalties for refusing a Duel.

Safety in Numbers

Non-Fleeing units consisting entirely of models with Safety in Numbers add their number of Full Ranks after the first to their Discipline value, up to a maximum of +3 and **never** above 10. Safety in Numbers cannot be used to modify the Discipline that is distributed by models with Commanding Presence (but the received Commanding Presence can be modified by Safety in Numbers). Furthermore, units consisting entirely of models with Safety in Numbers gain +1" to their Flee Distance rolls.

State of Trance (X)

The model's unit gains **Fearless**. The model must be deployed in, and can only join, a unit that includes at least one model from one of the unit entries stated in brackets (X). The model can never voluntarily leave its unit.

Tag-Along

If the model is within 3" of a friendly non-Fleeing unit with at least one Rat-at-Arms or Vermin Guard model, it gains **Aegis (4+, against Ranged Attacks)**.

Attack Attributes

Lightning Attack

At the end of a phase in which a unit that consists entirely of models with Fly has suffered one or more hits from attacks with Lightning Attack, the unit suffers an additional D6 hits with Strength 4 and Armour Penetration 1. These hits are considered Special Attacks if the hits with Lightning Attack were suffered in the Melee Phase, and they are considered ranged Special Attacks if the hits with Lightning Attack were suffered from Ranged Attacks.

Tail Weapon – Close Combat

When attacking with Paired Weapons, the model part gains +1 Attack Value.

Armoury

Gas Globes – Shooting Weapon

Range 8", Shots 1, AP 10, **Accurate, Magical Attacks, Quick to Fire.**

Hits from this weapon ignore the target's Resilience and are instead **set** to wound on 4+.

Jezail – Shooting Weapon

Range 36", Shots 1, Str 6, AP 4, **Accurate, Magical Attacks, Unwieldy.**

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

Ratlock Pistols – Shooting Weapon

Range 12", Shots 2, Str 5, AP 3, **Magical Attacks, Quick to Fire.** Counts as Paired Weapons in close combat.

Sling – Shooting Weapon

Range 18", Shots 1, Str 3, AP 0, **Quick to Fire.**

Globe Launcher – Artillery Weapon

0–3 per Army.

Volley Gun. Range 18", Shots 2D6×2, **Magical Attacks, Quick to Fire, Toxic Attacks, Volley Fire.**

If a Standard Height model equipped with a Globe Launcher is within 3" of a unit with at least one Rat-at-Arms or Vermin Guard model when shooting, it may draw Line of Sight to the target as if this unit was shooting instead of itself (i.e. the unit cannot be Fleeing, Shaken, or Engaged). The target must still be within range and in the Front Arc of the model shooting with the Globe Launcher.

Naphta Launcher – Artillery Weapon

0–3 per Army.

Volley Gun. Range 18", Shots 2D6, Str 5, AP 1, **Flaming Attacks, Magical Attacks, Multiple Wounds (D3), Quick to Fire.**

This weapon ignores to-hit modifiers from Cover and Hard Target (X).

Rotary Gun – Artillery Weapon

0–3 per Army.

Volley Gun. Range 18", Shots 2D6×2 or Shots 3D6×2 (the owner chooses which to use), Str 4, AP 1, **Magical Attacks, Quick to Fire.**

Meat Grinder – Close Combat Weapon

When using this weapon, the wielder gains **Grind Attacks (2D6)** and **Impact Hits (2D6)**. These Impact Hits and Grind Attacks are resolved with Strength 4 and Armour Penetration 2.

Plague Flail – Close Combat Weapon

Attacks made with a Plague Flail gain +2 Strength and +2 Armour Penetration. Unless using another weapon, the wielder of a Plague Flail suffers –1 Defensive Skill. In addition, at Initiative Step 10 (regardless of the wielder's Agility), the wielder must choose an enemy unit that it could normally allocate Close Combat Attacks towards (including Supporting Attacks). The chosen enemy unit suffers a hit with Toxic Attacks. This hit is considered to be a Special Attack.

This weapon cannot be enchanted with Weapon Enchantments from the List of Common Special Items.

Hereditary Spell

<i>Casting Value</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
H The Awakened Swarm				
<7+> {10+}	<12"> {24"}	Damage Direct Hex	Instant	The target suffers 2D6 hits with Strength 4, Armour Penetration 2, and Magical Attacks.

Special Items

Weapon Enchantments

Secrets of the Doom Blade 180 pts

Standard Height Tyrants only.

Enchantment: Hand Weapon.

Attacks made with this weapon gain **Multiple Wounds (D6)**, become **Divine Attacks** and **Magical Attacks**, and their Strength and Armour Penetration are **set** to 10. At the end of each friendly Player Turn, the wielder suffers 1 hit with Toxic Attacks, which counts as a Melee Attack.

Darkstone Shot 30 pts

Enchantment: Jezail or Ratlock Pistols.

The weapon gains +1 Shots. Shooting Attacks made with this weapon with a natural to-wound roll of '6' gain **Multiple Wounds (D3)**.

Swarm Master 30 pts

Enchantment: Paired Weapons.

The wielder **always** has Attack Value 3D6 when using this weapon. Attacks made with this weapon **always** have Strength 3, **always** have Armour Penetration 1, and become **Magical Attacks**.

Armour Enchantments

Putrid Protection 80 pts

Enchantment: Light Armour.

The wearer gains +2 Armour. For each successful Armour Save made by the wearer against Melee Attacks, the model that caused the wounding hit immediately suffers 1 hit with Toxic Attacks, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.

Net of Deception 35 pts

Enchantment: Shield.

While using this Shield, the bearer gains **Distracting**. At the end of step 2 of the Round of Combat Sequence (right after Choose Weapons), nominate one enemy model part in base contact with the user of the Shield. For the duration of this Round of Combat, the nominated model part suffers –1 Attack Value.

Seal of House Underminer 15 pts

Enchantment: Heavy Armour.

The owner's army gains a +1 modifier for the roll for determining who chooses the Deployment Zone. Immediately after Deployment Zones are chosen, nominate a Terrain Feature with its centre in your half of the Battlefield. Unless that Terrain Feature is Impassable Terrain or Open Terrain, it becomes Dangerous Terrain (2).

Banner Enchantments

Lightning Rod 100 pts

Battle Standard Bearer and Vermin Guard only.

One use only. May be activated at the start of the opponent's Player Turn. During this Player Turn, all friendly units gain **Hard Target (1)**. No Flying Movement may be performed.

Banner of the Endless Swarm 50 pts

0-3 per Army.

If a unit with one or more Banners of the Endless Swarm has more Full Ranks than each of the enemy units Engaged in the same Combat, it gains **Fight in Extra Rank**. If the unit has more than twice the number of Full Ranks than each of the enemy units Engaged in the same Combat, it gains an additional instance of Fight in Extra Rank. Check how many Full Ranks the units have and apply the effects at the start of each Initiative Step.

Aquila of Ruin 40 pts

Rats-at-Arms only.

If the bearer's unit consists entirely of Infantry models, the maximum of its Rank Bonus is increased by +2, which cannot be increased by any other means (this means the unit can add up to +5 for Full Ranks to its Combat Score).

Artefacts

Second Awakening 55 pts

When the bearer casts a spell of type Damage for which dice are used to determine the number of hits the spell inflicts, you may choose to reroll those dice. If so, all dice must be rerolled.

Focusing Stone 40 pts

Wizards only.

Whenever a friendly unit within 24" of the bearer inflicts one or more hits in a friendly Magic or Shooting Phase, the owner may discard Veil Tokens from their Veil Token pool before rolling to wound. For every discarded Veil Token, one of the hits gains +1 to wound. If there are more hits than discarded Veil Tokens, declare which hits gain the modifier before rolling any dice. Each hit can only be affected once.

Multifocal Eyepiece 35 pts

Rakachit Machinists only.

At the start of each friendly Shooting Phase, you may choose a Weapon Team within 3" of the bearer. For the duration of the phase, Shooting Attacks made by this Weapon Team gain +1 to hit.

Sceptre of Vermin Valour 35 pts

Infantry models only.

The bearer gains **Stand Behind**.

Scurrying Veil 30 pts

Standard Height models only.

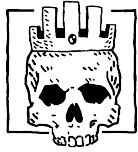
The bearer gains **Tiny** (see [Rat Swarms](#) unit), and its March Rate is set to 20".

Crown of Succession 20 pts

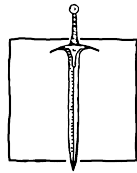
Cannot be taken by models with Not a Leader.

When the army's General is removed as a casualty, the bearer gains **Commanding Presence**.

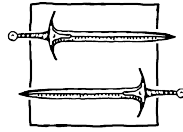
Army Organisation



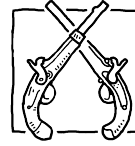
Characters
Max. 40%



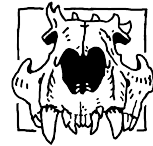
Core
Min. 25%



Special
No limit



Tunnel Gunners*
Max. 30%



Built and Bred
Max. 30%

*The Tunnel Gunners Category is decreased to "Max. 25%" in an army with a Vermin Daemon.

Characters (Max. 40%)



Vermin Daemon

850 pts

single model

0-1 Units/Army

Height Gigantic

Type Beast

Base 75x50 mm

The unit counts both towards Characters and Built and Bred.

Global	Adv	Mar	Dis	Model Rules		
	8"	16"	9	Callous, Fearless, Schemer , Supernal, Wizard Master		
Defensive	HP	Def	Res	Arm		
	6	8	6	2	Aegis (4+, against Magical Attacks), Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Vermin Daemon	5	8	6	10	9	

—Model Rules—

—Magic Options—

pts—

Schemer: Universal Rule.

The model knows one additional spell. In addition, spells cast by the model gain +3" range. If a Vermin Daemon is part of the army, the Tunnel Gunners Category is reduced to "Max. 25%".



Divination



Tyrant

145 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Callous, Honourless, Safety in Numbers		
Defensive	HP	Def	Res	Arm		
	3	6	4	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Tyrant	4	6	4	1	7	
Options			pts-	Mount Options		pts-
Special Items			up to 200	Vermin Guard Litter		80
Heavy Armour			5	Vermin Hulk Bodyguard		95
Shield			5	Monstrous Rat		180
One choice only:						
Great Weapon			10			
Halberd			10			
Ratlock Pistols (3+)			10			
Paired Weapons and Tail Weapon			20			



Chief

100 pts

single model 0–4 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Callous, Honourless, Safety in Numbers		
Defensive	HP	Def	Res	Arm		
	3	5	4	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Chief	3	5	4	1	6	
Options			pts-	Mount Options		pts-
Fetthis Broodmaster			20	Vermin Hulk Bodyguard		75
Battle Standard Bearer			50	Monstrous Rat		200
Special Items			up to 100	—Optional Model Rules—		
Heavy Armour			5	Fetthis Broodmaster: Universal Rule.		
Shield			5	The model's Advance Rate is set to 7", its March Rate is set to 14", and it gains Swiftstride .		
One choice only:						
Great Weapon			5			
Halberd			5			
Paired Weapons and Tail Weapon			5			
Ratlock Pistols (3+)			10			



Magister

200 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Callous, Honourless, Safety in Numbers, Wizard Adept	

Defensive	HP	Def	Res	Arm	
	3	3	3	0	

Offensive	Att	Off	Str	AP	Agi	
Magister	1	3	3	0	4	

— Magic Options —

Wizard Master

pts-
150



Thaumaturgy



Witchcraft

— Options —

3 instances of Dark Shard

pts-

Special Items

up to 100

If Wizard Master

up to 200

Light Armour

5

— Mount Options —

Doom Bell (Wizard Master only)

pts-

360



Plague Patriarch

155 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Callous, Fearless, Frenzy, Honourless, Putrid Scholar , Safety in Numbers, Wizard Apprentice	

Defensive	HP	Def	Res	Arm	
	3	4	5	0	

Offensive	Att	Off	Str	AP	Agi	
Plague Patriarch	3	5	4	1	4	Battle Focus, Hatred

— Model Rules —

Putrid Scholar: Universal Rule.

The model selects its spells from all Learned Spells of Occultism and *The Awakened Swarm* (Hereditary Spell). This overrides the normal Spell Selection rules connected to being a Wizard Apprentice or Adept.

— Options —

3 instances of Dark Shard

pts-

Special Items

up to 100

Light Armour

5

One choice only:

Paired Weapons

5

Plague Flail

30

— Magic Options —

Wizard Adept

pts-
75



Occultism

— Mount Options —

Plague Pendulum

pts-

440



Rakachit Machinist

155 pts

single model

0–2 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Callous, Honourless, Safety in Numbers		
Defensive	HP	Def	Res	Arm		
	3	4	4	1	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Rakachit Machinist	2	4	5	2	4	Magical Attacks, Mechanical Limbs

Model Rules

Mechanical Limbs: Special Attack.

The model may use one of the attacks below once per Player Turn. If used as a Shooting Attack, the attack may be used in addition to using a Shooting Weapon, provided both Shooting Attacks target the same unit.

- **Lightning Coil:** Shooting Attack. Range 18", Shots D6, Str 2, AP 3. This attack hits automatically.
- **Naphta Thrower: Breath Attack (Str 3, AP 0, Flaming Attacks).** This Breath Attack is not limited to being used only once per game.

Options

Special Items

One choice only:

Gas Globes (3+)	5
Jezail (3+)	20
Ratlock Pistols (3+)	20

pts-

up to 100

5

20

20



Sicarra Assassin

260 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Callous, Honourless, Not a Leader, Professional Courtesy , Safety in Numbers		
Defensive	HP	Def	Res	Arm		
	3	6	4	0	Aegis (4+)	
Offensive	Att	Off	Str	AP	Agi	
Sicarra Assassin	3	6	4	4	8	Lightning Reflexes, Multiple Wounds (D3, against Character)*, Poison Attacks, Tail Weapon, Paired Weapons

Model Rules

Professional Courtesy: Universal Rule.

The model cannot join or be deployed in units that contain another model with Professional Courtesy. The model may perform Make Way moves even when it is in base contact with an enemy model.

Options

Lethal Strike	15	Must choose (one choice only):	
Ambush, Scout, and Vanguard	30	Sling (2+)	free
Special Items	up to 100	Throwing Weapons (3+)	free

*Affects only attacks made with Close Combat and Shooting Weapons that are not enchanted.

Character Mounts



Vermin Guard Litter

Height **Standard**
Type **Infantry**
Base **40×40 mm**

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	Herding the Swarm		
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	AP	Agi	
Vermin Guard	4	4	4	1	5	Harnessed

—Model Rules—

Herding the Swarm: Universal Rule.

The model's range of Commanding Presence (if available) is increased by 6".



Vermin Hulk Bodyguard

Height **Large**
Type **Infantry**
Base **40×40 mm**

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	C			
Defensive	HP	Def	Res	Arm		
	4	C	5	C+1		
Offensive	Att	Off	Str	AP	Agi	
VH Bodyguard	4	4	5	2	4	Battle Focus, Harnessed



Monstrous Rat

Height **Large**
Type **Cavalry**
Base **50×100 mm**

The mount and its rider count towards Characters. The mount also counts towards Built and Bred.

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	C	Fear, Fearless, Towering Presence		
Defensive	HP	Def	Res	Arm		
	4	C	5	C	Fortitude (4+)	
Offensive	Att	Off	Str	AP	Agi	
Monstrous Rat	5	4	5	2	4	Breath Attack (Toxic Attacks), Harnessed



Doom Bell

Height Large
Type Construct
Base 60×100 mm
0–1 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Built and Bred.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	Above the Masses , Channel (2), Fear, Sounding the Bell , State of Trance (Rats-at-Arms, Vermin Guard), Terror, Towering Presence, War Platform		
Defensive	HP	Def	Res	Arm		
	5	C	5	C+2	Aegis (4+)	
Offensive	Att	Off	Str	AP	Agi	
VH Bodyguard	4	4	5	2	4	Battle Focus, Harnessed

Model Rules

Above the Masses: Universal Rule.

When the rider chooses targets for spells with type Direct, it ignores the restriction of only choosing targets in its Front Arc. When the rider chooses targets for spells with type Missile, it can draw Line of Sight at 360° from any point of the model's base, and may cast Missile spells even when Engaged in Combat. All non-Bound Spells cast by the rider gain +3" range.

Sounding the Bell: Universal Rule.

Enemy units within 18" of one or more models with this Universal Rule suffer –1 Offensive Skill and –1 Defensive Skill. At the start of each friendly Magic Phase, the owner may choose to roll a D6. On 2+, the Offensive and Defensive Skill modifiers are increased to –2 each, until the start of the next friendly Magic Phase. If a '1' is rolled, the model loses Sounding the Bell until the start of the next friendly Magic Phase, and all units (friend and foe) with models in base contact with the model suffer D6 hits with Strength 4 and Armour Penetration 2.



Plague Pendulum

Height Large
Type Construct
Base 60×100 mm
0–1 Mounts/Army

The mount and its rider count towards Characters. The mount also counts towards Built and Bred.

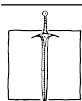
Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	Fear, Fearless, Frenzy, State of Trance (Plague Brotherhood), Stubborn, Towering Presence, War Platform		
Defensive	HP	Def	Res	Arm		
	5	C	5	C+2	Aegis (4+)	
Offensive	Att	Off	Str	AP	Agi	
Plague Brother (4)	1	3	3	0	3	Battle Focus, Hatred, Paired Weapons
Chassis			5	2	3	Grind Attacks (D6+2), Inanimate, Pendulum
Ram			6	3		Harnessed, Impact Hits (D6+2)

Model Rules

Pendulum: Attack Attribute – Close Combat.

The model part can only use its Grind Attacks against enemy units Engaged in the model's Front Facing.

Core (Min. 25%)



Rats-at-Arms

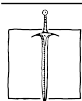
200 pts + 6 pts/extra model

25-60 models



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Safety in Numbers, Scoring		
Defensive	HP	Def	Res	Arm		
	1	3	3	0	Light Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Rat-at-Arms	1	3	3	0	4	
— Options —			pts-	— Command Group Options —		pts-
Spear			free	Champion		20
				Musician		20
				Standard Bearer		20
				Banner Enchantment		no limit



Vermin Guard

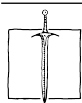
240 pts + 11 pts/extra model

20-50 models



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Safety in Numbers, Scoring		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Heavy Armour, Shield	
Offensive	Att	Off	Str	AP	Agi	
Vermin Guard	1	4	3	0	5	Fight in Extra Rank, Halberd
— Command Group Options —			pts-	— Command Group Options —		pts-
Champion			20	Standard Bearer		20
Musician			20	Banner Enchantment		no limit



Plague Brotherhood

205 pts + 10 pts/extra model

20-50 models



Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Fearless, Frenzy, Safety in Numbers, Scoring		
Defensive	HP	Def	Res	Arm		
	1	2	4	0		
Offensive	Att	Off	Str	AP	Agi	
Plague Brother	1	3	3	0	3	Battle Focus, Hatred, Paired Weapons
— Command Group Options —			pts-	— Command Group Options —		pts-
Champion			20	Standard Bearer		20
Musician			20	Banner Enchantment		no limit



Slaves

145 pts + 3 pts/extra model

30-60 models

0-4 Units/Army

Height Standard
Type Infantry
Base 20x20 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	2	Disposable , Insignificant, Safety in Numbers	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	
Offensive	Att	Off	Str	AP	Agi
Slave	1	2	3	0	4

— Command Group Options —

Musician

pts-

20

— Model Rules —

Disposable: Universal Rule.

If the unit Breaks from Combat, it is immediately removed as a casualty. When checking if an enemy unit is Steadfast, friendly Slave units count as having 0 Full Ranks, unless the Slave unit is Engaged in the enemy unit's Flank or Rear Facing. When shooting into a combat where the only Engaged friendly models are Slaves:

- The Shooting Attack gains +2 to hit.
- When randomising to see which unit is hit, the intended target is hit on 4+ (instead of 3+).



Footpads

120 pts + 8 pts/extra model

10-30 models

0-4 Units/Army

Height Standard
Type Infantry
Base 20x20 mm

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Callous, Safety in Numbers, Scoring	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	
Offensive	Att	Off	Str	AP	Agi
Footpad	1	3	3	0	4

— Options —

Vanguard (0-15 Models/Unit)

pts-

30

Paired Weapons

1/model

— Command Group Options —

Champion

pts-

20

Musician

20

Standard Bearer

20

Banner Enchantment

no limit

Special (No limit)



Giant Rats

90 pts + 6 pts/extra model

10-60 models

0-4 Units/Army

Height Standard
Type Infantry
Base 20×20 mm



Units of 20 or more models count towards Core instead of Special.

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	5	Safety in Numbers, Swift Reform, Swiftstride		
Defensive	HP	Def	Res	Arm		
	1	3	3	0		
Offensive	Att	Off	Str	AP	Agi	
Giant Rat	1	3	3	0	4	Fight in Extra Rank



Rat Swarms

90 pts + 28 pts/extra model

2-10 models

0-3 Units/Army

Height Standard
Type Beast
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Fearless, Insignificant, Light Troops, Skirmisher, Tiny , Unstable		
Defensive	HP	Def	Res	Arm		
	5	3	2	0	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Rat Swarm	5	3	2	0	4	

—Model Rules—

Tiny: Universal Rule.

The model ignores friendly units when moving in the Charge and Movement Phase, but must follow the Unit Spacing rule at the end of the move.



Gutter Blades

125 pts + 20 pts/extra model

5-10 models

0-3 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Callous, Light Troops, Safety in Numbers, Skirmisher, Vanguard		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Gutter Blade	1	4	3	0	5	Poison Attacks, Paired Weapons

—Options—

Ambush and Scout

pts-
5/model

—Command Group Options—

Champion

pts-
20

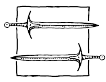
Must choose (one choice only):

Sling (3+)

free

Throwing Weapons (4+)

free



Plague Disciples

190 pts + 17 pts/extra model

8–15 models

0–3 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Brood's Courage (Plague Brotherhood), Fearless, Frenzy, Light Troops, Safety in Numbers		
Defensive	HP	Def	Res	Arm		
	1	2	4	0	Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Plague Disciple	1	3	3	0	4	Battle Focus, Hatred, Plague Flail
— Command Group Options — pts —						
Champion	20					



Vermin Hulks

310 pts + 65 pts/extra model

4–12 models

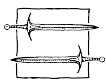
0–3 Units/Army

Height Large
Type Infantry
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	6	Callous, Fearless, Safety in Numbers, Scoring, Swift Reform		
Defensive	HP	Def	Res	Arm		
	3	2	5	1		
Offensive	Att	Off	Str	AP	Agi	
Vermin Hulk	3	3	5	2	4	Battle Focus
— Options — pts —						
Thunder Hulk	10/model			— Optional Model Rules —		
— Command Group Options — pts —						
Champion	20					
If Thunder Hulk (one choice only):						
Globe Launcher (4+)					100	
Naphta Launcher (4+)					100	
Rotary Gun (4+)					100	
Meat Grinder					100	

Thunder Hulk: Universal Rule.

The model gains Heavy Armour and its base size is changed to 50×50 mm.



Meat Grinder

140 pts

single model

0–2 Units/Army

Height Standard
Type Infantry
Base 40×40 mm

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Brood's Courage (Rats-at-Arms, Vermin Guard), Callous, Insignificant, Not a Leader, One with the Swarm , Safety in Numbers, Tag-Along, War Platform		
Defensive	HP	Def	Res	Arm		
	2	3	3	3	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Meat Grinder	2	3	3	0	4	Meat Grinder
— Model Rules —						

One with the Swarm: Universal Rule.

The model can only join units of Rats-at-Arms.

Tunnel Gunners (Max. 30%)



Weapon Team

140 pts

single model

0–3 Units/Army

Height Standard
Type Infantry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Brood's Courage (Rats-at-Arms, Vermin Guard), Callous, Insignificant, Safety in Numbers, Scorched Fur , Tag-Along	
Defensive	HP	Def	Res	Arm	
	2	3	3	0	Heavy Armour
Offensive	Att	Off	Str	AP	Agi
Weapon Team	2	3	3	0	4

— Model Rules —

Scorched Fur: Universal Rule.

When the model rolls Breakdown on the Misfire Table, it is removed as a casualty.

— Options —

Must choose (one choice only):

Globe Launcher (4+) free

Naphta Launcher (4+) free

Rotary Gun (4+) free

pts-



Jezeils

115 pts + 40 pts/extra model

3–6 models

0–3 Units/Army

Height Standard
Type Infantry
Base 25×50 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Callous, Safety in Numbers	
Defensive	HP	Def	Res	Arm	
	2	3	3	0	Pavise
Offensive	Att	Off	Str	AP	Agi
Jezeil	2	3	3	0	4

— Model Rules —

Pavise: Armour Equipment.

The model gains +3 Armour against Ranged Attacks.



Grenadiers

165 pts + 17 pts/extra model

8–15 models

0–3 Units/Army

Height Standard
Type Infantry
Base 20×20 mm

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Callous, Light Troops, Safety in Numbers, Skirmisher	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	Hard Target (1), Heavy Armour
Offensive	Att	Off	Str	AP	Agi
Grenadier	1	3	3	0	4



Plague Catapult

200 pts

single model 0–2 Units/Army

Height Large
Type Construct
Base 75 mm round

Plague Catapult and Lightning Cannon share the same 0–2 Units/Army limitation.

Global	Adv	Mar	Dis	Model Rules		
	5"	5"	5	Fearless, War Machine		
Defensive	HP	Def	Res	Arm		
	5	1	4	0		
Offensive	Att	Off	Str	AP	Agi	
Crew	3	3	3	0	3	Battle Focus, Hatred, Move or Fire, Plague Catapult (4+)

—Model Rules—

Plague Catapult: Artillery Weapon.

Catapult (4×4). Range 12–48", Shots 1, **Magical Attacks, Toxic Attacks.**



Lightning Cannon

240 pts

single model 0–2 Units/Army

Height Large
Type Construct
Base 75 mm round

Plague Catapult and Lightning Cannon share the same 0–2 Units/Army limitation.

Global	Adv	Mar	Dis	Model Rules		
	5"	5"	5	War Machine		
Defensive	HP	Def	Res	Arm		
	5	1	4	0		
Offensive	Att	Off	Str	AP	Agi	
Crew	3	3	3	0	4	Move or Fire, Lightning Cannon (4+)

—Model Rules—

Lightning Cannon: Artillery Weapon.

Cannon. Range 48", Shots 1, Str 7, AP 10, **Accurate, Lightning Attack, Magical Attacks, Multiple Wounds (D3+1, Clipped Wings).**

Before rolling to hit, the Lightning Cannon may be supercharged. If supercharged, the weapon's Strength is **set** to 10 and its range is **set** to 18" for the duration of the phase. After the shot has been resolved, roll a D6. On a roll of '1' or '2', the Lightning Cannon cannot be supercharged again until the end of game.



Dreadmill

340 pts

single model

0–2 Units/Army

Height Large
Type Construct
Base 50×100 mm

Global	Adv	Mar	Dis	Model Rules		
	8"	8"	7	Fearless, Safety in Numbers, Swiftstride		
Defensive	HP	Def	Res	Arm		
	5	3	5	3		
Offensive	Att	Off	Str	AP	Agi	
Dreadmill			5	2	4	Electric Discharge, Grind Attacks (D3), Impact Hits (D3), Inanimate

Model Rules

Electric Discharge: Special Attack.

Models can use this Special Attack as a) a Shooting Attack, and as b) a Special Attack when Engaged in Combat.

- Choose a target using the normal rules for Shooting Attacks. The Shooting Attack has Range 18", Shots 3, **Accurate, Quick to Fire, Reload!**, and Aim (4+).
- The Melee Attack is made at the model part's Initiative Step. Choose a single enemy unit in base contact and roll three D6 (these rolls are not considered to-hit rolls). For each roll of 3+, the target suffers a hit from the Electric Discharge.

Hits from the Electric Discharge are resolved with Strength 5, Armour Penetration 10, **Lightning Attack, Magical Attacks, and Multiple Wounds (D3)**. Before using the Electric Discharge, the Dreadmill may be supercharged. If supercharged, the Strength of attacks from the Electric Discharge is **set** to 6 and their range is **set** to 12" for the duration of the phase. After the Electric Discharge has been resolved, roll a D6. On a roll of '1' or '2', the Dreadmill cannot be supercharged again until the end of the game.

Built and Bred (Max. 30%)



Abomination

330 pts

single model

0–2 Units/Army

Height Gigantic
Type Beast
Base 60×100 mm

Global	Adv	Mar	Dis	Model Rules	
	3D6"	-	8	Fearless, Random Movement (3D6"), Stubborn	
Defensive	HP	Def	Res	Arm	
	6	3	5	0	Fortitude (4+)
Offensive	Att	Off	Str	AP	Agi
Abomination	3D6	3	6	3	4

Quick Reference Sheet



Characters

Vermin Daemon	Adv	8"	Mar	16"	Dis	9					Callous, Fearless, Schemer, Supernal, Wizard Master
Gigantic, Beast	HP	6	Def	8	Res	6	Arm	2			Aegis (4+, against Magical Attacks), Aegis (5+)
Vermin Daemon	Att	5	Off	8	Str	6	AP	10	Agi	9	
Tyrant	Adv	5"	Mar	10"	Dis	7					Callous, Honourless, Safety in Numbers
Standard, Infantry	HP	3	Def	6	Res	4	Arm	0			Light Armour
Tyrant	Att	4	Off	6	Str	4	AP	1	Agi	7	
Chief	Adv	5"	Mar	10"	Dis	6					Callous, Honourless, Safety in Numbers
Standard, Infantry	HP	3	Def	5	Res	4	Arm	0			Light Armour
Chief	Att	3	Off	5	Str	4	AP	1	Agi	6	
Magister	Adv	5"	Mar	10"	Dis	6					Callous, Honourless, Safety in Numbers, Wizard Adept
Standard, Infantry	HP	3	Def	3	Res	3	Arm	0			
Magister	Att	1	Off	3	Str	3	AP	0	Agi	4	
Plague Patriarch	Adv	5"	Mar	10"	Dis	6					Callous, Fearless, Frenzy, Honourless, Putrid Scholar, Safety in Numbers, Wizard Apprentice
Standard, Infantry	HP	3	Def	4	Res	5	Arm	0			
Plague Patriarch	Att	3	Off	5	Str	4	AP	1	Agi	4	Battle Focus, Hatred
Rakachit Machinist	Adv	5"	Mar	10"	Dis	5					Callous, Honourless, Safety in Numbers
Standard, Infantry	HP	3	Def	4	Res	4	Arm	1			Heavy Armour
Rakachit Machinist	Att	2	Off	4	Str	5	AP	2	Agi	4	Magical Attacks, Mechanical Limbs
Sicarra Assassin	Adv	6"	Mar	12"	Dis	7					Callous, Honourless, Not a Leader, Professional Courtesy, Safety in Numbers
Standard, Infantry	HP	3	Def	6	Res	4	Arm	0			Aegis (4+)
Sicarra Assassin	Att	3	Off	6	Str	4	AP	4	Agi	8	Lightning Reflexes, Multiple Wounds (D3, against Character), Poison Attacks, Tail Weapon, Paired Weapons

Character Mounts

Vermin Guard Litter	Adv	5"	Mar	10"	Dis	C					Herding the Swarm
Standard, Infantry	HP	C	Def	C	Res	C	Arm	C+2			
Vermin Guard	Att	4	Off	4	Str	4	AP	1	Agi	5	Harnessed
VH Bodyguard	Adv	6"	Mar	12"	Dis	C					
Large, Infantry	HP	4	Def	C	Res	5	Arm	C+1			
VH Bodyguard	Att	4	Off	4	Str	5	AP	2	Agi	4	Battle Focus, Harnessed
Monstrous Rat	Adv	7"	Mar	14"	Dis	C					Fear, Fearless, Towering Presence
Large, Cavalry	HP	4	Def	C	Res	5	Arm	C			Fortitude (4+)
Monstrous Rat	Att	5	Off	4	Str	5	AP	2	Agi	4	Breath Attack (Toxic Attacks), Harnessed
Doom Bell	Adv	5"	Mar	10"	Dis	C					Above the Masses, Channel (2), Fear, Sounding the Bell, State of Trance (Rats-at-Arms, Vermin Guard), Terror, Towering Presence, War Platform
Large, Construct	HP	5	Def	C	Res	5	Arm	C+2			Aegis (4+)
VH Bodyguard	Att	4	Off	4	Str	5	AP	2	Agi	4	Battle Focus, Harnessed
Plague Pendulum	Adv	5"	Mar	10"	Dis	C					Fear, Fearless, Frenzy, State of Trance (Plague Brotherhood), Stubborn, Towering Presence, War Platform
Large, Construct	HP	5	Def	C	Res	5	Arm	C+2			Aegis (4+)
Plague Brother (4)	Att	1	Off	3	Str	3	AP	0	Agi	3	Battle Focus, Hatred, Paired Weapons
Chassis	Att	-	Off	-	Str	5	AP	2	Agi	3	Grind Attacks (D6+2), Inanimate, Pendulum
Ram					Str	6	AP	3	Agi		Harnessed, Impact Hits (D6+2)

Core

Rats-at-Arms	Adv	5"	Mar	10"	Dis	5					 Safety in Numbers, Scoring
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0			Light Armour, Shield
Rat-at-Arms	Att	1	Off	3	Str	3	AP	0	Agi	4	
Vermin Guard	Adv	5"	Mar	10"	Dis	5					 Safety in Numbers, Scoring
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0			Heavy Armour, Shield
Vermin Guard	Att	1	Off	4	Str	3	AP	0	Agi	5	Fight in Extra Rank, Halberd

Plague Brotherhood	Adv	5"	Mar	10"	Dis	5													Fearless, Frenzy, Safety in Numbers, Scoring
Standard, Infantry	HP	1	Def	2	Res	4	Arm	0											
Plague Brother	Att	1	Off	3	Str	3	AP	0	Agi	3									Battle Focus, Hatred, Paired Weapons
Slaves	Adv	5"	Mar	10"	Dis	2													Disposable, Insignificant, Safety in Numbers
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0											
Slave	Att	1	Off	2	Str	3	AP	0	Agi	4									
Footpads	Adv	6"	Mar	12"	Dis	6													Callous, Safety in Numbers, Scoring
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0											
Footpad	Att	1	Off	3	Str	3	AP	0	Agi	4									Sling (3+)

Special

Giant Rats	Adv	7"	Mar	14"	Dis	5													Safety in Numbers, Swift Reform, Swiftstride
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0											
Giant Rat	Att	1	Off	3	Str	3	AP	0	Agi	4									Fight in Extra Rank
Rat Swarms	Adv	6"	Mar	12"	Dis	7													Fearless, Insignificant, Light Troops, Skirmisher, Tiny, Unstable
Standard, Beast	HP	5	Def	3	Res	2	Arm	0											Hard Target (1)
Rat Swarm	Att	5	Off	3	Str	2	AP	0	Agi	4									
Gutter Blades	Adv	6"	Mar	12"	Dis	7													Callous, Light Troops, Safety in Numbers, Skirmisher, Vanguard
Standard, Infantry	HP	1	Def	4	Res	3	Arm	0											Hard Target (1)
Gutter Blade	Att	1	Off	4	Str	3	AP	0	Agi	5									Poison Attacks, Paired Weapons
Plague Disciples	Adv	5"	Mar	10"	Dis	5													Brood's Courage (Plague Brotherhood), Fearless, Frenzy, Light Troops, Safety in Numbers
Standard, Infantry	HP	1	Def	2	Res	4	Arm	0											Hard Target (1)
Plague Disciple	Att	1	Off	3	Str	3	AP	0	Agi	4									Battle Focus, Hatred, Plague Flail
Vermin Hulks	Adv	6"	Mar	12"	Dis	6													Callous, Fearless, Safety in Numbers, Scoring, Swift Reform
Large, Infantry	HP	3	Def	2	Res	5	Arm	1											
Vermin Hulk	Att	3	Off	3	Str	5	AP	2	Agi	4									Battle Focus
Meat Grinder	Adv	5"	Mar	10"	Dis	5													Brood's Courage (Rats-at-Arms, Vermin Guard), Callous, Insignificant, Not a Leader, One with the Swarm, Safety in Numbers, Tag-Along, War Platform
Standard, Infantry	HP	2	Def	3	Res	3	Arm	3											Heavy Armour
Meat Grinder	Att	2	Off	3	Str	3	AP	0	Agi	4									Meat Grinder

Tunnel Gunners

Weapon Team	Adv	5"	Mar	10"	Dis	5													Brood's Courage (Rats-at-Arms, Vermin Guard), Callous, Insignificant, Safety in Numbers, Scorched Fur, Tag-Along
Standard, Infantry	HP	2	Def	3	Res	3	Arm	0											Heavy Armour
Weapon Team	Att	2	Off	3	Str	3	AP	0	Agi	4									
Jezaills	Adv	5"	Mar	10"	Dis	5													Callous, Safety in Numbers
Standard, Infantry	HP	2	Def	3	Res	3	Arm	0											Pavise
Jezeil	Att	2	Off	3	Str	3	AP	0	Agi	4									Jezeil (4+)
Grenadiers	Adv	5"	Mar	10"	Dis	5													Callous, Light Troops, Safety in Numbers, Skirmisher
Standard, Infantry	HP	1	Def	3	Res	3	Arm	0											Hard Target (1), Heavy Armour
Grenadier	Att	1	Off	3	Str	3	AP	0	Agi	4									Volley Fire, Gas Globes (4+)
Plague Catapult	Adv	5"	Mar	5"	Dis	5													Fearless, War Machine
Large, Construct	HP	5	Def	1	Res	4	Arm	0											
Crew	Att	3	Off	3	Str	3	AP	0	Agi	3									Battle Focus, Hatred, Move or Fire, Plague Catapult (4+)
Lightning Cannon	Adv	5"	Mar	5"	Dis	5													War Machine
Large, Construct	HP	5	Def	1	Res	4	Arm	0											
Crew	Att	3	Off	3	Str	3	AP	0	Agi	4									Move or Fire, Lightning Cannon (4+)
Dreadmill	Adv	8"	Mar	8"	Dis	7													Fearless, Safety in Numbers, Swiftstride
Large, Construct	HP	5	Def	3	Res	5	Arm	3											
Dreadmill	Att	-	Off	-	Str	5	AP	2	Agi	4									Electric Discharge, Grind Attacks (D3), Impact Hits (D3), Inanimate

Built and Bred

Abomination	<i>Adv</i> 3D6" <i>Mar</i> - - <i>Dis</i> 8	Fearless, Random Movement (3D6"), Stubborn
Gigantic, Beast	<i>HP</i> 6 <i>Def</i> 3 <i>Res</i> 5 <i>Arm</i> 0	Fortitude (4+)
Abomination	<i>Att</i> 3D6 <i>Off</i> 3 <i>Str</i> 6 <i>AP</i> 3 <i>Agi</i> 4	

Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Gas Globes	-	8"	wound on 4+	10	1	Accurate Magical Attacks Quick to Fire
Jezail	-	36"	6	4	1	Accurate Magical Attacks Unwieldy
Ratlock Pistols	-	12"	5	3	2	Magical Attacks Quick to Fire
Sling	-	18"	3	0	1	Quick to Fire
Globe Launcher	Volley Gun	18"	3	10	2D6×2	Magical Attacks Quick to Fire Toxic Attacks Volley Fire
Naphta Launcher	Volley Gun	18"	5	1	2D6×2	Flaming Attacks Magical Attacks Multiple Wounds (D3) Quick to Fire
Rotary Gun	Volley Gun	18"	4	1	2D6×2 or 3D6×2	Magical Attacks Quick to Fire
Darkstone Shot	-	as weapon	as weapon	as weapon	as weapon + 1	'6' to wound gain Multiple Wounds (D3)
Lightning Coil (Rakachit Machinist)	-	18"	2	3	D6	hits automatically
Plague Catapult	Catapult (4×4)	12-48"	3	10	1	Magical Attacks Toxic Attacks
Lightning Cannon	Cannon	48"/18"	7/10*	10	1	Accurate Lightning Attack Magical Attacks Multiple Wounds (D3+1, Clipped Wings)
Electric Discharge (Dreadmill)	-	18"/12"	5/6*	10	3	Accurate Lightning Attack Magical Attacks Multiple Wounds (D3) Quick to Fire Reload!

*When supercharged

Aim Table

Name	Aim	Shooting Model	Name	Aim	Shooting Model
Darkstone Shot	3+	Characters	Throwing Weapons	3+	Sicarra Assassin
Gas Globes	3+	Rakachit Machinist		4+	Gutter Blade
	4+	Grenadier	Globe Launcher	4+	Thunder Hulk, Weapon Team
Jezail	3+	Rakachit Machinist	Naphta Launcher	4+	Thunder Hulk, Weapon Team
	4+	Jezail	Rotary Gun	4+	Thunder Hulk, Weapon Team
Ratlock Pistols	3+	Characters	Plague Catapult	4+	Plague Catapult
Sling	2+	Sicarra Assassin	Lightning Cannon	4+	Lightning Cannon
	3+	Footpad, Gutter Blade	Electric Discharge	4+	Dreadmill