

Fantasy Battles

The 9th Age

The Vermin Swarm

Army Rules
Fan-made ([Idea in Blue](#))

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, this unit gains a +1 modifier to its Flee Distance rolls.

Callous

A model with this special rule is allowed to use non-Artillery 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

A Character with 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 suffer a -2 to-wound modifier against models with this special rule.

Unstable

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

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. Move the model D6" in a random direction. If it contacts any unit on 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 model is a :

- Weapon Team, the shooting is resolved against the first other unit (friend or foe) on 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: All models under the line and within 6D6" line suffer 1 Strength 10 hit with Magical Attacks and Lightning Attacks.
- ~~Plague Catapult, replace the model's shooting attack with the following: All models within 2D6" suffer 1 hit with Magical Attacks and Toxic Attacks.~~

6 Spent

The Shooting Attack is resolved as normal (a Dreadmill will fire at Strength 10, while a Lightning Cannon ~~or Plague Catapult~~ 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, [Toxic Attacks](#), [Unstable](#).

Ratlock Pistol

Shooting Weapon. Range 12", Strength 5, Quick to Fire, Armour Piercing (1), Magical Attacks, [Unstable](#).
In Close Combat counts as Paired Weapons.

Vermin Gun

Shooting Weapon. Range 24", [Multiple Shots \(2D6*2\)](#), [Reload!](#), [Magical Attacks](#), [Volatile](#) and:

- Rotary Gun : Strength 4, [Accurate](#).
- Globe Launcher : [Toxic Attacks](#), [Volley Fire](#).
- Naphtha Thrower : Strength 5, [Flaming Attacks](#).

This weapon never suffers from negative to-hit modifiers due to Moving and Shooting or Multiple Shots.
If a double is obtained when rolling for the number of shots, the weapon misfires.

Close Combat Weapons

Plague Flail

Type: Flail. Unless using another weapon, the wielder of a Plague Flail must make a single additional Special Attack with [Toxic Attacks](#) against an enemy model in base contact, at Initiative 10. The attack hits automatically.

Strange Machine

Type: Hand Weapon. A model with a Strange Machine gains [Impact Hits \(X\)](#) and [Grinding Attacks \(X\)](#).

- Meat Grinder : (2D6) are resolved at Strength 4 with [Armour Piercing \(1\)](#).
- Tunnel Machine : (1D6+1) are resolved Strength 3 with [Armour Piercing \(3\)](#), [Magical Attacks](#).

Other Equipment

Tail

[At the start of each Round of Combat when using mundane weapons, the wielder may choose to gain +1 Attack or Parry special rule.](#)

Dark Shard

One Use Only. The bearer may use a single Dark Shard when casting a non-bound spell (declare usage before rolling any Magic Dice). Any [Dispel Attempt](#) this phase 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](#).

Army Organisation

Characters

Max 40%

Core

[At least 20%](#)

Special

No limit

Tunnel Gunners

Max 30%

Built and Bred

Max 30%

Magical Items

Magical Weapons

The Doom Blade (200 pts) – Tyrant only

Type: Hand Weapon. Attacks made with this weapon gain Strength 10, Multiple Wounds (D6) and 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 (40 pts)

Type: Halberd. Attacks made with this weapon gain Lightning Attacks. When the bearer casts *Hand of Heaven* from Thaumaturgy, add Lightning Attacks.

Blade of the Swarm (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.

Magical Armour

Putrid Plate (50 pts)

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

Deceiver's Buckler (40 pts)

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

Talismans

Armet of Power (50 pts)

The bearer can cast a Bound Spell (Power Level 3).

Type: Caster. Duration: Lasts one Turn.

The target doubles its Strength. Mounts are unaffected.

Enchanted Items

Dark Shard Brew (65 pts)

Before the battle (After deployment, before rolling for first turn), roll a D6 and consult the table below to see what rules the bearer (not any mount) and 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 : Fight in Extra Ranks.

5-6 : Lightning Reflexes.

The unit immediately suffers D6 Strength 4 hits with Armour Piercing (6).

Sceptre of Vermin Valour (50 pts) - Infantry only

The bearer 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.

Smoke Bomb (50 pts) - Infantry only

One use only. May be activate at the start of a Player Turn. During this Player Turn, the bearer and its unit gain Hard Target and Distracting.

Scabbing Potion (40 pts) - Cannot be taken by Towering Presences

One use only. May be activated at the beginning of any of the owning Player's phases. The bearer recovers D3 Wounds.

Magical Standards

The Lightning Rod (100 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. No Flying Movement may take place.

Icon of Ruin (50 pts)

Any enemy wishing to dispel an "Augment" or "Universal" spell that has targeted the bearer's unit suffers a -2 modifier to the Dispel Attempt against that spell.

Army List

CHARACTERS (max 40%)

Vermin Daemon 475 pts

0-1 per Army

single model

This unit counts both towards Characters and Built and Bred

	M	WS	BS	S	T	W	I	A	Ld		
Vermin Daemon	8	8	4	5	5	5	8	5	7	Monster	50x50mm base
Exalt Vermin Daemon	-	-	-	+1	+1	+1	+1	-	+1	Monster	100x50mm base

Special Rules:

Otherworldly

Swiftstride

Armour Piercing (6)

Innate Defense (4+)

Daemonic Instability

Lord of Vermin Swarm: The models gain *Inspiring Presence* with the following exception: it has a range of 6" even if is the General.

Magic:

Wizard Apprentice

Generates spells from Occultism

Options:

May be upgraded to Exalt Vermin Daemon

May take 3 Dark Shards

May have the Not a Leader special rule

May take a weapon (one choice only):

Paired Weapons

Great Weapon

Halberd

Flail

pts

250

60

free

40

40

40

40

Magic Options:

May become Wizard Master

Must take learned spells (choose one):

1 spell

2 spells

3 spells

4 spells

free

50 pts

100 pts

150 pts

pts

70

Dictators

single model

	M	WS	BS	S	T	W	I	A	Ld		
Tyrant	5	6	4	4	4	3	7	4	7	Infantry	20x20mm base
Chief	5	5	4	4	4	3	6	3	6	Infantry	20x20mm base

Armour:

Light Armour

Tail

Vermin Special Rules:

Safety in Numbers

Honourless

Callous

Greater Clan: The Vermin Swarm army may choose to represent a Greater Clan. If the army represents a Greater Clan, the General, all Tyrant and Chief must take the same upgrade. Certain unit entries in this Army Book include the term Greater Clan, followed by the name of a Clan between brackets. If the army includes a Greater Clan, each unit must take this upgrade.

Must become one of the following:

**Tyrant
(160 pts)**

**Chief
(110 pts)**

0-4 Choice per Army

Options:

May be the Battle Standard Bearer

May take Magical Items

May take any of the following:

Shield

Heavy Armour

May take a weapon (one choice only):

Ratlock Pistol

Paired Weapons

Great Weapon

Halberd

May take a mount (one choice only):*

Vermin Guard Litter

Vermin Hulk Bodyguard

Monstrous Rat

May be upgraded Greater Clan

Tyrant

pts

-

up to 200

10

16

20

20

20

20

80

125

220

75

Chief

pts

50

up to 100

4

10

12

8

8

8

-

95

260

50

A Character with Greater Clan gain the following upgrades and must take only mount (see below):

Clan	Bonus	Special Rules:	Mount:
Plague	+1 Toughness	Frenzy, Hatred and Resistant.	Monstrous Rat
Impostor	+1 Movement	Lightning Reflexes.	Any
War	+1 Weapon Skill	Weapon Master and may purchase any number of mundane Close Combat and Shooting Weapons available to him rather than just one of each type.	Vermin Guard Litter only
Pack	+2 Movement	Swiftstride	Vermin Hulk Bodyguard or Monstrous Rat only
Engineer	+1 Ballistic Skill	Aether Turbine (see Rakachit Machinist)	Any

Magister 160 pts

single model

M	WS	BS	S	T	W	I	A	Ld		
5	3	3	3	3	3	4	1	6	Infantry	20x20mm base

Vermin Special Rules:

Safety in Numbers
Honourless

Magic Options:

May become Wizard Master pts
70

Must generate spells from (choose one):

Witchcraft	Thaumaturgy	Occultism
------------	-------------	-----------

Must take learned spells (choose one):

1 spell free	2 spells 50 pts	3 spells 100 pts	4 spells 150 pts
-----------------	--------------------	---------------------	---------------------

Magic:

Wizard Apprentice

Options: pts

May take Magical Items:

Wizard Apprentice up to 100

Wizard Master up to 200

May take 2 Dark Shards 40

A Wizard Master may take a mount (one choice only):

Vermin Guard Litter 80

Vermin Hulk Bodyguard 125

Monstrous Rat 220

Doom Bell 375

Rakachit Machinist 160 pts

single model

M	WS	BS	S	T	W	I	A	Ld		
5	4	4	4	4	3	5	2	6	Infantry	20x20mm base

Armour:

Light Armour

Options: pts

May take Magical Items 100

May take Heavy Armour 10

Vermin Special Rules:

Safety in Numbers

Honourless

Callous

May take a weapon (one choice only):

Halberd 8

Gas Globes 10

Ratlock Pistol 12

Jezeil 40

Special Rules:

Channel

Magical Attacks

Engineer

Aether Turbine:

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

- Hand of Heaven from Thaumaturgy.
- Cleansing Fire from Thaumaturgy.
- Glory of Gold from Alchemy. This spell can only target the Caster's Unit.

Sciarra Agent

single model

	M	WS	BS	S	T	W	I	A	Ld		
Sciarra Assassin	6	6	5	4	4	3	8	3	7	Infantry	20x20mm base
Sciarra Triade	6	6	5	4	4	5	8	D3+3	7	Infantry	50x50mm base

Must become one of the following:

Sicarra Assassin
(275 pts)

Sicarra Triade
(400 pts)
0-1 Choice per Army

Weapons:

Paired Weapons
Throwing Weapons
Tail

Vermin Special Rules:

Safety in Numbers
Honourless
Callous

Special Rules:

Lightning Reflexes
Ward Save (5+)
Poisoned Attacks
Not A Leader
Lethal Strike
Multiple Wounds (D3)*

**affects only mundane Close Combat and Shooting Weapons*

Options:

May gain any of the following:	<i>pts</i>
Vanguard	30
Ambush	30
May take Magical Items	up to 100
May exchange Throwing Weapons for a Sling	free

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

Professional Courtesy:

Sicarra Assassins cannot join (or be deployed in) units that contain another Sicarra Assassin. Sicarra Assassins may perform Make Way moves even when they are in base contact with an enemy model.

Weapons:

Lethal Arsenal: Hand Weapon and Shooting Weapon. Range 12", Strength Same as user, Multiple Shots (D3+1), Quick to Fire.

Vermin Special Rules:

Safety in Numbers
Honourless
Callous

Special Rules:

Lightning Reflexes
Ward Save (5+)
Poisoned Attacks
Random Attacks (D3+3)
Lethal Strike
Multiple Wounds (D3)*

**affects only mundane Close Combat and Shooting Weapons*

Options:

May gain any of the following:	<i>pts</i>
Vanguard	80
Ambush	80

Murdeur Agent: Sicarra Triade have *Not A Leader* speciale rule and cannot join (or be deployed in) units and cannot be joined by Characters.

Plague Prophet 160 pts

single model

M	WS	BS	S	T	W	I	A	Ld		
5	5	3	4	5	3	5	3	6	Infantry	20x20mm base

Vermin Special Rules:

Safety in Numbers

Honourless

Resistant

Special Rules:

Frenzy

Hatred

Options:

May take Magical Items

May become a (one choice only):

Wizard Apprentice

May take 2 Dark Shards

May take a weapon (one choice only):

Paired Weapons

Halberd

Flail

Plague Flail

May take a mount (one choice only):

[Monstrous Rat](#)

[Plague Altar](#)

pts

100

80

40

6

8

8

20

220

440

Magic Options:

If upgraded to a Wizard, generates spells from Shamanism

Must take learned spells (choose one):

1 spell

2 spells

free

50 pts

CHARACTER MOUNTS

Vermin Guard Litter

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

Infantry, 40x40mm base

Mount's Protection (5+)

Herding the Swarm: A model with this rule increases the range of its Inspiring Presence by 6".

Vermin Hulk Bodyguard

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

Monstrous Infantry, 40x40mm base

Mount's Protection (6+)

Swiftstride

Thunderous Charge

Monstrous Rat

0-3 Mount per Army

This mount counts towards Built and Bred, while the combined model count towards Characters.

M	WS	BS	S	T	W	I	A	Ld
7	4	1	5	5	4	4	5	5

Monstrous Beast, 50x100mm base

Callous

Fear

Towering Presence

Regeneration (4+)

Breath Weapon (Toxic Attacks)

Immune to Psychology

Plague Altar

0-1 Mount per Army

This mount counts towards Built and Bred, while the combined model count towards Characters.

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

Chariot, 60x100mm base

Mount's Protection (5+)

Chariot

Special Rules:

Towering Presence

State of Trance (Plague Brotherhood)

Ward Save (4+)

War Platform

Fear

Must become one of the following:

Pendulum

Cauldron of Blight*

Chariot Special Rules:
Grinding Attacks (D6+2)
Impact Hits (D6+2)

Chariot Special Rules:
Grinding Attacks (D3+1)
Impact Hits (D3+1)

Crew:

Weapons:

Paired Weapons

Special Rules:

Frenzy

Resistant

Stubborn

Hatred

*A Wizard with Cauldron of Blight gain Wizard Master and does not generate spells as normal but always knows the following 3 spells:

- *Awaken the Beast* from Shamanism

- *Savage Fury Spell* from Shamanism

- *Break the Spirit* from Shamanism

These spells cannot be duplicated within the Army. This also gives the bearer access to the Shamanism Attribute Spell.

Doom Bell

0-1 Mount per Army

This mount counts towards Built and Bred, while the combined model count towards Characters.

	M	WS	BS	S	T	W	I	A	Ld
Chariot	5	-	-	5	5	5	-	-	-
Bell Ringer (1)	-	3	3	3	-	-	4	1	5
Vermin Hulk (1)	-	4	1	5	-	-	4	4	6

Chariot, 60x100mm base

Innate Defence (5+)

Chariot

Special Rules:

Towering Presence

Magic Resistance (2)

Ward Save (4+)

Terror

War Platform

State of Trance (Rats-at-Arms, Vermin Guard)

Above the Masses *

Sounding The Bell **

Bell Ringer

Weapon:

Great Weapon

Special Rules:

Stubborn

Options:

May exchange Bell Ringer for Vermin Hulk *pts* 30

Vermin Hulk

Special Rules:

Stubborn

***Above the Masses:** When a 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 a Magister riding the Doom Bell chooses targets for a Spells with Type: Missile, it can draw Line of Sight in 360 o (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 D6 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.

9-10 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.

11-12

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

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

If a double is obtained when rolling for Sounding The Bell, all units in base contact with the Doom Bell suffer D6 Strength 4 hits with Armour Piercing (6).

CORE (at least 20%)

Rats-at-Arms 160 pts

20 models, may add up to 40 models for 8 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

free

May upgrade one model to each of the following:

Vermin Special Rules:

Safety in Numbers

Champion

20

Callous

Musician

20

Standard Bearer

20

- may become the Veteran Standard Bearer

Special Rules:

Scoring

Greater Clan (X) options:

(Impostor) Swap Shield for Sling & Paired Weapons

2/ model

(War) Swap Light Armour for Heavy Armour

2/ model

Slaves 90 pts

25 models, may add up to 35 models for 4 pts / model

0-4 Units per Army

	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

20

Special Rules:

Insignificant

Greater Clan (Plague) options:

Must gain Fleabag

1/ model

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

Fleabag: The model's gains +1 Toughness. At the start of each friendly Player Turn, the unit immediately suffers D6 hits that wound automatically.

Giant Rats 90 pts

15 models, may add up to 45 models for 6 pts / model

0-4 Units per Army

	M	WS	BS	S	T	W	I	A	Ld		
	7	3	-	3	3	1	4	1	5	Infantry	20x20mm base

Vermin Special Rules:

Safety in Numbers

Options:

May upgrade one model to a Champion*

pts

20

Special Rules:

Swiftstride

*Unit with Champion may always perform a Swift Reform as if it had a Musician.

Thunderous Charge

Greater Clan (Pack) options:

Must gain Scoring

pts

20

SPECIAL (no limit)

Vermin Guard 160 pts

15 models, may add up to 35 models for 14 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 take a weapon (one choice only):

Swap Shield for Halberd

Halberd

Great Weapon

pts

free

2/ model

4/ model

Armour:

Heavy Armour, Shield

May upgrade one model to each of the following:

Champion

Musician

Standard Bearer

20

20

20

Vermin Special Rules:

Safety in Numbers

Special Rules:

Scoring

- may take a Magical Standard

up to 100

Plague Brotherhood 160 pts

15 models, may add up to 35 models for 14 pts / model

M	WS	BS	S	T	W	I	A	Ld		
5	3	3	3	4	1	3	1	5	Infantry	20x20mm base

Weapon:

Paired Weapons

Options:

May swap Paired Weapons for Plague Flail

May upgrade one model to each of the following:

Champion

Musician

Standard Bearer

pts

6/model

20

20

20

Vermin Special Rules:

Safety in Numbers

Special Rules:

Resistant

Frenzy

Hatred

Scoring

- may take a Magical Standard

up to 100

Rat Swarm 110 pts

2 models, may add up to 8 models for 40 pts / model

0-3 Units per Army

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

Poisoned Attacks

Tiny: Models with this rule 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.

Wolf Hulks 215 pts

0-2 Units per Army

5 models, may add up to 15 models for 43 pts / model

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

8	3	-	4	4	2	4	2	5	War Beast	25x50mm base
---	---	---	---	---	---	---	---	---	-----------	--------------

Vermin Special Rules:
Safety in Numbers

Go for the throat : In the first round of a combat after a model with this rule has successfully charged, model parts gain *Lightning Reflexes* special rule. This rule can only be used for Attacks directed against the charged enemies.

Special Rules:
Immune to Psychology
Thunderous Charge

Vermin Hulks 210 pts

0-4 Units per Army

3 models, may add up to 9 models for 80 pts / model

M	WS	BS	S	T	W	I	A	Ld
---	----	----	---	---	---	---	---	----

6	3	1	5	5	3	4	3	6	Monstrous Infantry	40x40mm base
---	---	---	---	---	---	---	---	---	--------------------	--------------

Vermin Special Rules:
Safety in Numbers

Options: *pts*
May upgrade one model to each of the following:

Special Rules:
Immune to Psychology
Swiftstride
Thunderous Charge
Scoring

Champion	20
Musician	20
Standard Bearer	20

Gutter Blades 180 pts

0-3 Units per Army

5 models, may add up to 5 models for 30 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
Tail

Options: *pts*
May exchange Throwing Weapons for a Sling free
May exchange Paired Weapons for a Net 2/ model
May upgrade one model to a Champion 20

Vermin Special Rules:
Safety in Numbers
Callous

Nets: Type: Paired Weapons. Enemy units suffer -1 Initiative (to a minimum of 1) for each unit whitt Nets in base contact with them.

Special Rules:
Skirmishers
Light Troops
Hard Target
Poisoned Attacks
Ward Save (6+)

Infiltration & Objective: Each unit of Gutter Blades must be given one of the special rules listed below (written on the Army List): Ambush, Vanguard, Scoring, Scout. Each special rule may only be taken by a single unit of Gutter Blades in your army.

Strange Machine 120 pts
single model

0-2 Units per Army

M	WS	BS	S	T	W	I	A	Ld		
5	3	3	3	3	2	4	2	5	Infantry	40x40mm base

Must become one of the following:

Meat Grinder

Weapons:
Meat Grinder

Armour:
Heavy Armour
Innate Defence (6+)

Vermin Special Rules:
Safety in Numbers

Special Rules:
War Platform

One with the Swarm: Meat Grinders must join units of Rats-at-Arms or Vermin Guard.

Tunnel Machine

Weapons:
Tunnel Machine

Armour:
Heavy Armour

Vermin Special Rules:
Safety in Numbers

Special Rules:
War Platform

Run with the Swarm: Tunnel Machine must join units of Rats-at-Arms. Tunnel Machine and Rats-at-Arms (unit of 30 models or less) gain Scout.

TUNNEL GUNNERS (max 30%)

Vermin Gun 150 pts

0-3 Units per Army

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

Options:

Must take a single weapon:

Naphtha Thrower

Rotary Gun

Globe Launcher

pts

free

free

free

Vermin Special Rules:

Safety in Numbers

Callous

Special Rules:

Brood's Courage: A unit with this special rule can use the Full Ranks of units of (Rats-at-Arms, Vermin Guard) within 6" as their own for the purpose of calculating the Leadership bonus from Safety in Numbers.

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

Jezails 120 pts

0-30 Models per Army

3 models, may add up to 7 models for 45 pts / model

M	WS	BS	S	T	W	I	A	Ld		
5	3	3	3	3	2	4	2	5	Infantry	25x50mm base

Weapons:

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

Armour:

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

Vermin Special Rules:

Safety in Numbers

Callous

Grenadiers 120 pts

0-3 Units per Army

5 models, may add up to 10 models for 18 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

Options:
May exchange Gas Globes for a Ratlock Pistol *pts*
2/ model

Armour:
Heavy Armour

Greater Clan (Engineer) options:
May upgrade one model to a Champion* 120

Vermin Special Rules:
Safety in Numbers
Callous

**The model gains +1 Wound in addition to the normal Characteristics increases associated with being a Champion and Aether Turbine (see Rakachit Machinist).*

Special Rules:
Skirmishers
Resistant

Calculating: When Grenadiers randomize each hit scored with Callous special rule, on a 3+ it hits the target.

Thunder Hulks 355 pts

0-2 Units per Army

3 models, may add up to 3 models for 85 pts / model

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

Armour:
Heavy Armour

Options:
Each model must take one of the following (you may mix different weapons within the unit): *Pts*

Vermin Special Rules:
Safety in Numbers
Callous

Rotary Gun 20
Naphtha Thrower 20
Globe Launcher 20
Meat Grinder 10
Tunnel Machine 10

Special Rules:
Immune to Psychology

Thunder Hulks: In each Player Turn, a single 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.

Verminous Artillery

0-2 Units per Army

single model

	M	WS	BS	S	T	W	I	A	Ld	
Machine	-	-	-	-	4	5	-	-	-	
Crew (3)	5	3	3	3	-	-	4	1	5	War Machine 75mm round Base

Must take one Artillery Weapon, gaining the correspondent crew:

Plague Catapult

(170 pts)

Catapult (4) Artillery Weapon

with

Range 12-48", Toxic Attacks, Magical Attacks

Vermin Special Rules:

Safety in Numbers

Volatile

Special Rules:

Resistant

Frenzy

Lightning Cannon

(250 pts)

Cannon Artillery Weapon with

Range 60", Strength D6+4, Armour Piercing (6), Magical Attacks, Lightning Attacks, [Multiple Wounds (D3+1, Clipped Wings)].

Vermin Special Rules:

Safety in Number

Volatile

Dreadmill 250 pts

single model

0-2 Units per Army

	M	WS	BS	S	T	W	I	A	Ld	
Chariot	-	-	-	5	5	5	4	-	-	
Rakachit Technician	-	3	3	3	-	-	4	1	7	
Mill Rats	3D6	3	-	3	-	-	4	2D6	-	Chariot 50x100mm base

Armour:

Innate Defence (4+)

Chariot

Special Rules:

Towering Presence

Grinding Attacks (D3+1)

Impact Hits (+1)

Rakachit Technician

Vermin Special Rules:

Safety in Numbers

Volatile

Special Rules:

Immune to Psychology

Mill Rats

Random Movement (3D6)

Random Attacks (2D6)

Artillery Weapon:

Electric Discharge: 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, the controlling player may choose if several units are equally close) even if it is 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 hit 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.

BUILT AND BRED (max 30%)

Abomination 400 pts
single model

0-2 Units per Army

M	WS	BS	S	T	W	I	A	Ld	
3D6	4	1	6	6	5	4	2D6+1	7	Monster 60x100mm base

Vermin Special Rules:

Safety in Numbers

Special Rules:

Stubborn

Immune to Psychology

Random Movement (3D6)

Random Attacks (2D6+1)

Regeneration (4+)

Fatal blow: If a total of 13 is rolled when the Abomination is making its Random Attacks, add a +1 Strength modifier to their normal Close Combat Attacks, during this Round of Combat.