

4500 Pts - Vermin Swarm

Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Cost
Plague Patriarch (1$\frac{1}{2}$, 745 pts)																	
Plague Patriarch	1	Lg	Con			6		4	5	2+		3*/5*	5/7	4	1	4	745
Composition: Characters General: Putrid Scholar; Wizard Adept; Paired Weapons; Light Armour; Battle Focus; Callous; Channel (1); Commanding Presence; Frenzy; Hatred; Honourless; Safety in Numbers																	
Swarm Master	1	Paired Weapon enchantment. The wielder always has Attack Value 3D6 when using this weapon Attacks made with this weapon always have Strength 3 and Armour Penetration 1 and become Magical Attacks.															[35]
Putrid Protection	1	Light Armour enchantment. The wearer gains +2 Armour. For each successful Armour Save made by the wearer against Melee Attack, the model that caused the wounding hit suffers 1 hit with Toxic Attacks. This is considered a Special Attack.															[60]
Path of Occultism	1	Must choose spells from the Path of Occultism.															[0]
Plague Pendulum	1					5					4+			5	2	3	[410]
Composition: Class 2 Chariot; Fear; Fearless; Frenzy; Grinding Attacks (D6+2); Inanimate; Pendulum; State of Trance (Plague Brotherhood); Stubborn; Towering Presence; War Platform; Aegis (4+)																	
Ram	1													6	3	0	[0]
Harnesses; Impact Hits (D6+2); Inanimate																	
Crew	4			5"	10"							1/2	3/4	3	0	3	[0]
Paired Weapons; Battle Focus; Hatred																	
Chief (1$\frac{1}{2}$, 185 pts)																	
Chief	1	Std	Inf	5"	10"	6	3	5	4	4+		3	5	4	1	6	185
Composition: Characters Battle Standard Bearer; Heavy Armour; Shield; Callous; Honourless; Not a Leader; Rally Around the Flag; Safety in Numbers																	
Potion of Strength	1	One use only. May be activated at the start of any phase or Round of Combat. Until the end of the Player Turn the bearer gains Crush Attack.															[10]
Magister (1$\frac{1}{2}$, 350 pts)																	
Magister	1	Std	Inf	5"	10"	6	3	3	3			1	3	3	0	4	350
Composition: Characters Wizard Master; Callous; Channel (1); Honourless; Safety in Numbers																	
Path of Witchcraft	1	Must choose spells from the Path of Witchcraft.															[0]
Vermin Guard (29$\frac{1}{2}$, 554 pts)																	
Vermin Guard	29	Std	Inf	5"	10"	5	1	4	3	4+		1	4	3/4	0/1	5	554
Composition: Core Champion; Musician; Standard Bearer; Halberd; Heavy Armour; Shield; Fight in Extra Ranks; Safety in Numbers; Scoring																	
Lightning Rod	1	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. No Flying Movement may take place.															[100]
Plague Brotherhood (32$\frac{1}{2}$, 435 pts)																	
Plague Brotherhood	32	Std	Inf	5"/6"	10"/12"	5	1	2	4			1/2	3/4	3	0	3	435
Composition: Core Champion; Musician; Standard Bearer; Paired Weapons; Battle Focus; Fearless; Frenzy; Hatred; Safety in Numbers; Scoring																	
Banner of Speed	1	A unit with one or more Banners of Speed gains +1 Advance Rate and +2 March Rate.															[50]
Footpads (10$\frac{1}{2}$, 160 pts)																	
Footpads	10	Std	Inf	6"	12"	6	1	3	3			1/2	3/4	3	0	4	160
Composition: Core Vanguard; Paired Weapons; Sling (3+); Callous; Safety in Numbers; Scoring																	
Meat Grinder (1$\frac{1}{2}$, 150 pts)																	
Meat Grinder	1	Std	Inf	5"	10"	5	2	3	3	2+		2	3	3	0	4	150
Composition: Special Not a Leader; Meat Grinder; Heavy Armour; Brood's Courage (Rats-at-Arms, Vermin Guard); Callous; Insignificant; One with the Swarm; Safety in Numbers; Tag-Along; War Platform; Grinding Attacks (2D6); Impact Hits (2D6)																	
Weapon Team (1$\frac{1}{2}$, 150 pts)																	
Rotary Gun Team	1	Std	Inf	5"	10"	5	2	3	3	5+		2	3	3	0	4	150
Composition: Class 1 Rotary Gun (4+); Heavy Armour; Brood's Courage (Rats-at-Arms, Vermin Guard); Callous; Insignificant; Quick to Fire; Safety in Numbers; Scorched Fur; Tag-Along																	
Weapon Team (1$\frac{1}{2}$, 150 pts)																	
Rotary Gun Team	1	Std	Inf	5"	10"	5	2	3	3	5+		2	3	3	0	4	150
Composition: Class 1 Rotary Gun (4+); Heavy Armour; Brood's Courage (Rats-at-Arms, Vermin Guard); Callous; Insignificant; Quick to Fire; Safety in Numbers; Scorched Fur; Tag-Along																	
Weapon Team (1$\frac{1}{2}$, 150 pts)																	
Rotary Gun Team	1	Std	Inf	5"	10"	5	2	3	3	5+		2	3	3	0	4	150
Composition: Class 1 Rotary Gun (4+); Heavy Armour; Brood's Courage (Rats-at-Arms, Vermin Guard); Callous; Insignificant; Quick to Fire; Safety in Numbers; Scorched Fur; Tag-Along																	
Jezails (5$\frac{1}{2}$, 190 pts)																	
Jezails	5	Std	Inf	5"	10"	5	2	3	3	*		2	3	3	0	4	190
Composition: Class 1 Jezail (4+); Pavise; Callous; Safety in Numbers; Accurate																	

Name	#	Size	Type	Adv	Mar	Dis	HP	Def	Res	Arm	Spe	Att	Off	Str	AP	Agi	Cost	
Verminous Artillery (1 ⚡, 265 pts)																		
Lightning Cannon	1	Lg	Con				5		4								265	
	Composition: Class 1 Lightning Cannon (4+); Chariot; Move or Fire; Reload!; War Machine; Lightning Attack																	
Crew	3			5"	5"	5		1				1	3	3	0	4	[0]	
	Move or Fire; Safety in Numbers																	
Verminous Artillery (1 ⚡, 265 pts)																		
Lightning Cannon	1	Lg	Con				5		4								265	
	Composition: Class 1 Lightning Cannon (4+); Chariot; Move or Fire; Reload!; War Machine; Lightning Attack																	
Crew	3			5"	5"	5		1				1	3	3	0	4	[0]	
	Move or Fire; Safety in Numbers																	
Abomination (1 ⚡, 375 pts)																		
Abomination	1	Gig	Bst	3D6		8	6	3	5		4)+	3D6	3	6	3	4	375	
	Composition: Class 2 Fearless; Fortitude (4+); Random Attacks (3D6); Random Movement (3D6); Stomp (D6); Stubborn; Terror; Towering Presence																	
Abomination (1 ⚡, 375 pts)																		
Abomination	1	Gig	Bst	3D6		8	6	3	5		4)+	3D6	3	6	3	4	375	
	Composition: Class 2 Fearless; Fortitude (4+); Random Attacks (3D6); Random Movement (3D6); Stomp (D6); Stubborn; Terror; Towering Presence																	
																	Total Cost:	4499

Option Footnotes

Options	
Champion	A Champion gains Front Rank. First Among Equals: A Champion gains +1 Attack Value. If it is a multipart model, the Characteristics increase only affects a single model part, which must be a model part without Restraints or Inanimate. Ordering the Charge: When a unit with a Champion rolls for their Charge Range, they always count as rolling at least a '4'. If the charge is still failed, ignore this rule and use the rolled dice to determine the Failed Charge Move.
Halberd	Close Combat Weapon. Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.
Hand Weapon	Close Combat Weapon. All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving the Parry Personal Protection.
Heavy Armour	+2 Armour
Jezeil	Shooting Weapon. Range 36", Shots 1, Str 6, AP 4, Attack Attributes: Unwieldy, Magical Attacks, Accurate. If rolling a natural '1' to hit, the bearer suffers a hit with the Toxic Attacks.
Light Armour	+1 Armour
Lightning Cannon	Cannon Artillery Weapon. Range 48", Shots 1, Str D7, AP 10, Attack Attributes: Accurate, Magical Attacks, Lightning Attacks, Area Attack (1x5), [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 this game.
Meat Grinder	Close Combat Weapon. When using this weapon, the wielder gains Impact Hits (2D6) and Grinding Attacks (2D6). These Impact Hits and Grinding Attacks are resolved at Strength 4 and have Armour Penetration 2.
Musician	A Musician gains Front Rank and Stand Behind. Swift Reform: A unit with a Musician can make a Swift Reform: the unit makes a Reform with the following exceptions. - The unit is not prohibited from shooting in the next Shooting Phase. - The unit can perform an Advance Move after the Reform. No model can end its movement (after the Advance Move) with its center further away than its March Rate from its starting position (before the Reform). March to the Beat: March Tests taken by units within 8" of one or more enemy units with a Musician are taken at -1 Discipline unless the unit that wishes to March also has a Musician.
Paired Weapons	Close Combat Weapon. The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks (while Paired Weapons are often modeled as two Hand Weapons, they are considered a separate weapon category for rules purposes).
Pavise	The model gains +3 Armour against Ranged Attacks.
Rotary Gun	Volley Gun Artillery Weapon. Range 18", Shots (2D6)*2 or Shots (3D6)*2 (the owner chooses which to use), Str 4, AP 1, Attack Attributes: Magical Attacks, Quick to Fire.
Shield	+1 Armour
Sling	Shooting Weapon. Range 18", Shots 1, Str 3, AP 0, Attack Attributes: Quick to Fire.
Standard Bearer	A Standard Bearer gains Front Rank and Stand Behind. Combat Bonus: A side with Standard Bearers adds +1 to its Combat Score for each Standard Bearer.
Universal Rules	
Brood's Courage	A unit with more than half of its models with Brood's Courage (X) within 6" of a unit that includes at least one model from one of the unit entries stated in brackets (X) may use the Full Ranks of this unit for the purpose of calculating the Discipline modifiers it gains from Safety in Numbers.
Callous	The 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 this 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 randomized to see which units it hits. Roll a D6 for each hit. On 3+ it hits the intended target. Otherwise it hits a friendly unit that is Engaged in Combat. If there are several friendly units involved in the Combat, randomize which one is hit.
Channel	During step 3 of the Magic Phase Sequence, each of the Active Player's models with Channel may add X Veil Tokens to its owner's Veil Token pool. This Universal Rule is cumulative, adding the X of each instance of Channel to the model's total Channel value (e.g. a model with Channel (1) and Channel (2) is treated like a model with Channel (3)).

Chariot	The model must roll an additional D6 when taking Dangerous Terrain Tests. A model with Chariot can only be part of a unit consisting entirely of models with Chariot, unless specifically stated otherwise.
Commanding Presence	All Generals have the Commanding Presence Universal Rule. The Discipline of all units within 12" of a friendly non-Fleeing model with Commanding Presence may be set to the Discipline value of that model (this ability follows the normal rules for "Values Set to a Fixed Number" meaning that effects modifying the Discipline of the model with Commanding Presence are applied before setting the recipient model's Discipline to that value; this value may then be further modified).
Fear	Models in units in base contact with one or more enemy models with Fear suffer -1 Discipline. At the start of each Round of Combat, such units must take a Discipline Test, called a Fear Test. If this test is failed, the models in the unit are Shaken and Close Combat Attacks made by the models in the unit suffer -1 to hit, while Close Combat Attacks allocated towards the models in the unit gain +1 to hit. These effects apply until the end of the Round of Combat. Models that have Fear themselves are immune to the effects of Fear.
Fearless	If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.
Frenzy	The model gains Fearless. At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn if possible. Frenzy Tests and Discipline Tests to restrain from Pursuing taken by units with at least one model with Frenzy are subject to Maximized Roll. - When measuring if a unit must take a Frenzy Test, use the lowest available Advance Rate among the unit's models. - If the unit has Fly and there is more than one Advance Rate available, you must use the type of movement (ground or Fly) that has the highest chance of completing the charge. - When a unit is forced to Declare a Charge due to a failed Frenzy Test, it is not forced to charge the enemy unit that triggered the Frenzy Test.
Front Rank	Front Rank specifies where in a unit the model may be placed and how the model moves inside its unit. A model with Front Rank can either have a Matching Base or a Mismatching Base. Matching Bases: Matching Base refers to one of the following: - The model has the same base size as the R&F models in its unit. - The model's base is the same size as two or more (whole number) of the R&F models' bases (such as a 40x40mm base in a 20x20mm unit). A model with Matching Base must always be placed as far forward as possible in its unit. Normally this means that it must be placed in the first rank. If the first rank is occupied by models with Front Rank, it is placed in the second rank instead. If this rank is also occupied by models with Front Rank, it is placed in the third rank, and so on. If the model has a larger base than the R&F models, it is considered to be in all ranks its base occupies for the purposes of calculating Full Ranks. For calculating the number of models in the unit's ranks (e.g. for Full Ranks, Line Formation, Area Attack), the large base counts as the number of models it replaces. A model cannot join a unit that has more than one rank if its base is wider than the unit it wishes to join, nor can a unit Reform into a formation that is narrower than any model joined to the unit. If a model with a Matching Base has a longer base than the R&F models in the unit, the unit is allowed to have more than one incomplete rank if all incomplete ranks after the first consist entirely of models with such bases (i.e. For instance the rear parts of long bases such as War Platforms are allowed to form several incomplete ranks). When making an Advance Move, March Move, or Reform with a unit that includes models with Front Rank, these models can be reorganized into a new position (still as far forward as possible) as part of the move. This counts towards the distance moved by the unit (measure the distance from the starting position to the ending position of the center of the model with Front Rank to determine how far it has moved). If a model with Front Rank leaves a unit or is removed as a casualty, the gap it leaves must be filled with models from other ranks, possibly moving up models with Front Rank, if this means they are moved to positions further forward. If more than one model with Front Rank could move forward, the owner of the models chooses which model to move. If all models with Front Rank already are as far forward as possible, fill any empty gaps with R&F models from the back ranks. Sometimes models with Front Rank must be redistributed in order for all such models to be as far forward as possible. When this happens, move as few models as possible in order to have all models with Front Rank as far forward as possible. Mismatching Bases: Anything that is not a Matching Base is a Mismatching Base (such as a 50x75mm base inside a 25x50mm unit). A model with Mismatching Base is placed in base contact to the side of the unit, aligned with its front. Only two Mismatching Bases can be joined to a single unit (one at each side). These models are considered to be only in the front rank but are ignored when counting the number of models in each rank in order to establish the number of Full Ranks and whether or not a unit is in Line Formation. They form a file of one model. When making an Advance Move, March Move, or Reform with a unit that includes models with Mismatching Bases, these models can be reorganized into a new position (i.e. moved to the other side of the unit) as part of the move. This counts towards the distance moved by the unit (measure the distance from the starting position to the ending position of the center of the model with Front Rank to determine how far it has moved).
Honourless	A Character with Honourless cannot be chosen by the enemy as the model that refuses a Duel.
Insignificant	Units consisting entirely of models with Insignificant do not cause Panic Tests on friendly units without Insignificant. Only Insignificant Characters can join units with Insignificant R&F models.
Make Way	At step 3 of the Round of Combat Sequence, any Character placed in the front rank and not in base contact with an enemy model may move into contact with an enemy model. This enemy model must be in base contact with the Character's unit, and it must be attacking the Character's unit in its Front. To do a Make Way move, the Character switches position with another model (or models) in its unit; these models cannot be Characters. Characters with Mismatching bases can never perform a Make Way move.
Not a Leader	The model cannot be the General.
One with the Swarm	The model can only join units of Rats-at-Arms and loses Insignificant while joined to such units.
Putrid Scholar	The model can select its spells from all Learned Spells of its chosen Path and the Hereditary Spell of its army. This overrides the normal Spell Selection rules connected to being a Wizard Apprentice/Adept.
Rally Around the Flag	All units within 12" of a friendly non-Fleeing model with Rally Around the Flag may reroll failed Discipline Tests.
Safety in Numbers	Non-fleeing units comprised entirely of models with Safety in Numbers add their number of Full Ranks after the first one to their Discipline, 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 comprised entirely of models with Safety in Numbers gain +1" to their Flee Distances rolls.
Scorched Fur	When the model rolls Breakdown on the Misfire Table it is removed as a casualty.
Scoring	Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives. Every army needs Scoring units to be able to complete Secondary Objectives, which is why units with Scoring are marked in the Army Books with a special pennant icon. Scoring can be lost during the game: A unit that is Fleeing loses Scoring for as long as it is Fleeing. An Ambushing unit that enters the Battlefield on Game Turn 4 or later loses Scoring. A unit that has performed a Post-Combat Reform loses Scoring until the start of the following Player Turn.
Stand Behind	The model can be placed anywhere in its unit (it doesn't have to be placed as far forward as possible, even if it has Front Rank). It cannot be placed further forward inside a unit than any model with Front Rank without Stand Behind. Ignore Stand Behind for Models on Mismatching Bases.

State of Trance	The model's unit gains Fearless. The model must be deployed in and can only join units that has at least one model from one of the unit entries stated in brackets (X). The model can never voluntarily leave its unit.
Stubborn	A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.
Tag-Along	If the model is within 3" of a friendly non-fleeing unit with at least one Rats-at-Arms or Vermin Guard model, it gains Aegis (4+, against Ranged Attacks).
Terror	The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.
Towering Presence	The model gains Tall and can never be joined or join a unit (unless it is a War Platform). A model with Towering Presence increases its Rally Around the Flag and Commanding Presence ranges by 6".
Vanguard	After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as a combination of Advance Move and/or Reforms, as in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, joining units, leaving units, and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way lose Scoring until the end of Game Turn 1 and may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last (note that this is an exception to the rules for Simultaneous Effects). Instead of moving a unit, a player may declare to not move any more Vanguarding units.
War Machine	The model cannot Pursue (which does not prevent it from being affected by Random Movement), declare Charges, or declare Flee Charge Reactions. Characters can never join units with War Machine, and Characters with War Machine cannot join units. When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines on round bases and units Engaged in Combat with them cannot make Combat Reforms. When a unit Charges a War Machine on a round base, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximize the number of models in base contact. No align move is allowed). When a unit Breaks from Combat and Flees away from a War Machine on a round base, always Pivot the Fleeing unit 180°, so that it's Rear Facing is in contact with the War Machine's base. Otherwise follow the normal rules for units Breaking from Combat and Fleeing.
War Platform	Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions: - It does not count towards the Characters Category (for Army List creation). - It does not count as Character when Deploying Units (it may still be deployed inside units). - It cannot Issue Duels, Accept Duels, or Make Way. - It can perform Swirling Melee. - It does not count as Character regarding Bodyguard and Multiple Wounds, unless the War Platform is specifically mentioned in the Bodyguard rule. The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. Additionally, it does not prevent Characters without Chariot from joining a unit containing a model with War Platform and Chariot. When joined to a unit, it must always be placed in the center of the first rank, possibly pushing back other models with Front Rank, and must keep its position in the center of the first rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the center of the first rank (e.g. due to Mismatching Bases or the front rank being too narrow) for any reason, the model cannot join the unit. This means that A War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.
Wizard Adept	The Wizard gains Channel (1) and knows 2 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3 and 4 of its chosen Path and its Hereditary Spell.
Wizard Master	The Wizard gains Channel (1), and a +1 modifier to its casting rolls, and knows 4 spells. During Spell Selection the Wizard must choose between the Learned Spells 1, 2, 3, 4, 5 and 6 of its chosen Path and its Hereditary Spell.
Personal Protections	
Aegis	Aegis is a Special Save. A model must reroll successful Aegis saves against attacks with Divine Attacks.
Fortitude	Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks.
Hard Target	Shooting Attacks targeting a unit that has more than half of its models with Hard Target (X) suffer a -X to-hit modifier. This rule is cumulative.
Parry	Parry can only be used against Close Combat Attacks from the Front Facing. The model gains +1 Defensive Skill, or its Defensive Skill is always equal to the Offensive Skill of the attacker, whichever is higher.
Attack Attributes	
Accurate	Attacks & Weapons, Shooting. The attack doesn't suffer the -1 to-hit modifier for shooting at Long Range.
Area Attack	Attacks & Weapons. When the attack hits a unit, choose up to X different ranks of this unit; these must be the ranks resulting in the maximum amount of hits. For each rank selected this way: the unit suffers X hits, to a maximum equal to the number of models in this rank. A single Area Attack can never cause more hits than there are models in the unit. Some Area Attacks have a higher Strength and/or additional Attack Attributes stated in square brackets (such as Strength 3 [7], [Multiple Wounds (D3)]). If so, a single hit from this attack, chosen by the attacker, uses the Strength value and Attack Attributes in brackets. The bracketed values and Attack Attributes are not applied to any other hits.
Battle Focus	Attacks & Weapons, Close Combat. If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.
Fight in Extra Ranks	Attacks & Weapons, Close Combat. Model parts with Fight in Extra Rank, or using a weapon with Fight in Extra Rank, can make Supporting Attacks from an additional Rank (normally, this means that models with Fight in Extra Rank will be able to make Supporting Attacks from the third rank). This rule is cumulative, allowing an additional rank to make Supporting Attacks for each instance of Fight in Extra Rank.
Harnessed	Close Combat. Model parts with Harnessed cannot make Supporting Attacks and cannot use weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with at least one model part with Harnessed is considered to be mounted.
Hatred	Attacks & Weapons, Close Combat. During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.
Inanimate	Close Combat. Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).
Lightning Attack	Close Combat and Attacks & Weapons. At the end of a phase in which a unit that consist 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.

Magical Attack	Attacks & Weapons, Close Combat, Shooting. The attack doesn't have any special effects. However, the Attack Attribute interacts with other rules, such as Aegis (X, against Magical Attacks). Model parts with Magical Attacks also apply the Attack Attribute to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).
Move or Fire	Attacks & Weapons, Shooting. The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.
Multiple Wounds	Attacks & Weapons, Close Combat. Unsavd wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsavd wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsavd wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle. If Clipped Wings is stated after the X value in brackets, any unsavd wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.
Pendulum	Close Combat. The model part can only use its Grind Attacks against enemy units Engaged in the model's Front Facing.
Quick to Fire	Attacks & Weapons, Shooting. The attack doesn't suffer the -1 to-hit modifier for Moving and Shooting.
Random Attacks	Close Combat. A model part with this rule has a random number of Attacks equal to the value between brackets, before adding any modifier to it. For example, a model with Random Attacks (D3+2) can have between 3 and 5 Attacks.
Reload!	Attacks & Weapons, Shooting. The attack cannot be used for a Stand and Shoot Charge Reaction.
Toxic Attacks	Attacks & Weapons, Close Combat. The attack has its Strength always set to 3 and its Armour Penetration always set to 10.
Unwieldy	Attacks & Weapons, Shooting. The attack suffers an additional -1 to-hit modifier for Moving and Shooting (for a total of -2). When combined with Quick to Fire, the attack can only ignore the normal -1 to-hit modifier from Moving and Shooting, not the additional -1 to-hit modifier from Unwieldy.
Artillery Weapon	
Cannon	Cannon attacks ignore to-hit modifiers from Soft Cover and Hard Cover. They gain a +1 to-hit modifier when targeting units consisting entirely of models of Gigantic Height that do not benefit from Cover. On a natural to-hit roll of '1' a Cannon Misfires: roll on the Misfire Table and apply the corresponding result (a to-hit roll resulting in a Misfire cannot be rerolled).
Volley Gun	The number of shots fired by a Volley Gun is a random number. When rolling for the number of shots for a Volley Gun attack, if a single natural '6' is rolled (after any reroll), this attack suffers a -1 to-hit modifier; instead, if two or more natural '6' are rolled, the attack fails and the Volley Gun Misfires: roll on the Misfire Table and apply the corresponding result.
Special Attacks	
Grinding Attacks	A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own Strength and Armour Penetration. If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.
Impact Hits	At Initiative Step 10, a Charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's Strength and Armour Penetration. If a model has both Grind Attacks and Impact Hits, it may only use one of these rules in the same Round of Combat (its controlling player may choose which). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.
Stomp	At Initiative Step 0 a model part with Stomp Attacks must choose an enemy model of Standard Size in base contact with it. The chosen model's unit suffers a number of hits equal to the value stated in brackets (X). These hits can only be distributed onto models of Standard Size (ignore models of a different Size when distributing hits). They are resolved with the model part's own Strength and Armour Penetration. In multipart models, only model parts that also have Harnessed can use Stomp Attacks. When several models in the same unit have this Special Attack, and when X is a random number (e.g. Stomp Attacks (D6)), roll for the number of hits separately.

Army List Design Information

Army Book Version 2.0

Validation Report

Game: 9th Age (2nd Ed.); Competition Level: Tournament; Core Rules Version: 2.0; Data File Version: 2.38; Roster Output Format: Verbose
Army List satisfies all enforced validation rules

Army List Statistics

General's Discipline: 6

of Models: 87

of Units with Scoring: 3

Pts of Spec Items: 255

Group	Min	Max	Used
Points of Characters	0	1800	1280
Points of Core	1125	Unlimited	1149
Points of Special	0	0	150
Points of Tunnel Gunnery (C1)	0	1350	1170
Points of Built and Bred (C2)	0	1350	1160