

Vermin Swarm

Vermin Swarm adventuring parties are Weirdstone fiends who will fight to the death to get their hands on the stuff.

Special Skills

Black Hunger

This warrior may declare they are using this skill at the beginning of their turn. They gain +1A and +D3 M for their turn, but suffer D3 S3 hits with no armour save possible at the end of it.

Tail Fighting

This warrior counts as having an extra hand that can carry a shield, knife, or sword.

Wall Runner

This warrior does not need to test when climbing up walls.

Infiltrate

This Hero is always placed on the battlefield after the opposing party and can be placed anywhere on the table as long as it is out of sight of the opposing party and more than 12" away from an enemy model. If both parties have models with Infiltrate, roll a D6 to decide who deploys them first.

Art of Silent Death

This warrior can fight un-armed with no penalties and if doing so gains +1A. These attacks cause critical hits on a 5 or 6. May be used in conjunction with Fighting Claws (+2A instead of +1A).

Maximum Statistics

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

Starting Gold	Model Count
500pg	3-20

Hired Hands and Legendary Figures

Hired Hands	Legendary Figures
<ul style="list-style-type: none">• Iron Orc Overseer• Ninja Scrapling• Ogre Mercenary• Warlock• Witch	<ul style="list-style-type: none">• Demicus, the Great Wizard• Fekkit, Murderlord of Clan Sicarra

Heroes

Hero	Number Allowed	Start XP	Cost to Hire
Assassin	1	20	60pg
Sorcerer	1	8	45pg
Elite Vermin	1-2	8	40pg
Night Runner	1-2	0	20pg

Henchmen

Henchmen	Number Allowed	Cost to Hire
Verminkin	-	20pg
Giant Rat	-	15pg
Rat Ogre	1	210pg

Special Equipment

Blowpipe (25pg, Rare 7)

Range	Strength
8"	1

Special Rules

Target gains +1 armour save.

Poisoned Attacks

If fired when Hidden, the target must pass an I test to detect the user.

Warp Pistol (35pg, 70pg for brace, Rare 11)

Range	Strength
8"	5

Special Rules

Armour Piercing (3)

Prepared Shot

Fighting Claws (35pg, Rare 7)

Range	Strength
Close combat	As User

Special Rules

+1A, takes up two hands.

+1 I for Climbing tests

Parry, with one re-roll

You may not use any other weapon for the entire skirmish.

Weeping Blades (50pg, Rare 9)

Range	Strength
Close combat	As User

Special Rules

+1A, takes up two hands.

Permanently coated in Black Lotus.

Parry

Equipment

Hero	Cost to Equip
Dagger	1 st free / 2pg
Sling	2pg
Buckler	5pg
Sword / Spear / Halberd / Helmet	10pg
Flail / Throwing Stars	15pg
Light Armour	20pg
Blowpipe	25pg
Fighting Claws	35pg
Warp Pistol	35pg (70pg for a brace)
Weeping Blades	50pg

Henchman	Cost to Equip
Dagger	1 st free / 2pg
Sling	2pg
Club	3pg
Shield	5pg
Sword / Spear / Helmet	10pg
Light Armour	20pg

Warrior Profiles

Assassin

An Assassin is a master killer who hopes to amass great wealth through adventuring.

M	WS	BS	S	T	W	I	A	Ld
6	4	4	4	3	1	5	1	7

Equipment – any from Hero list.

Skills – Combat, Shooting, Academic, Strength, Speed, Special

Special Rules

Leader

All attacks made by this warrior, both close combat and shooting, have Armour Piercing (1) which is cumulative.

Sorcerer

Vermin Sorcerers are the manufacturers of the party's enchanted weapons, and are also powerful combat wizards.

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

Equipment – any from Hero list, except for armour.

Skills – Academic, Speed, Special

Special Rules

Wizard – uses Rituals of the Rat

Elite Vermin

Elite Vermin are especially tough ratmen.

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

Equipment – any from Hero list.

Skills – Combat, Shooting, Strength, Speed, Special

Night Runner

Night Runners are apprentices to the Assassin.

M	WS	BS	S	T	W	I	A	Ld
6	2	3	3	3	1	4	1	4

Equipment – any from Henchman list.

Skills – Combat, Shooting, Special

Verminkin

Verminkin are the warriors who form the bulk of the party.

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

Equipment – any from Henchman list.

Giant Rat

Giant Rats have been specifically bred and mutated to grow to the size of dogs.

M	WS	BS	S	T	W	I	A	Ld
6	2	0	3	3	1	4	1	4

Equipment – none.

Special Rules

Animal

Rat Ogre

Rat Ogres are terrible monsters bred to be bodyguards to important Vermin.

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

Equipment – none.

Special Rules

Fear

Stupidity

Animal

Large Target

Rituals of the Rat

1. Warfire
2. Vermin Call
3. Gnawdoom
4. Fury
5. Eye of the Warp
6. Sorcerer's Curse

Warfire – Difficulty 8

Range 8". Hits first model in path. Causes D3 S4 hits, and one S3 hit on all models within 2" of the target.

Vermin Call – Auto cast

Casts following deployment. Place D3 Giant Rats within 6" of the caster. These disappear at the end of the skirmish, and do not count towards minimum/maximum party size or Weirdstone price.

Gnawdoom – Difficulty 7

Range 8". Target a single enemy model. The target takes 2D6 S1 hits.

Fury – Difficulty 8

The caster may immediately charge any enemy model within 12", ignoring all terrain and other models. The caster gains +2A and +1S in the following close combat phase.

Eye of the Warp – Difficulty 8

All models in base contact with the caster must take a Ld test. If failed, the model suffers a S3 hit and Flees.

Sorcerer's Curse – Difficulty 6

Range 12". Target a single enemy model. The target must re-roll any successful to hits and armour saves in close combat in the next two close combat phases.