

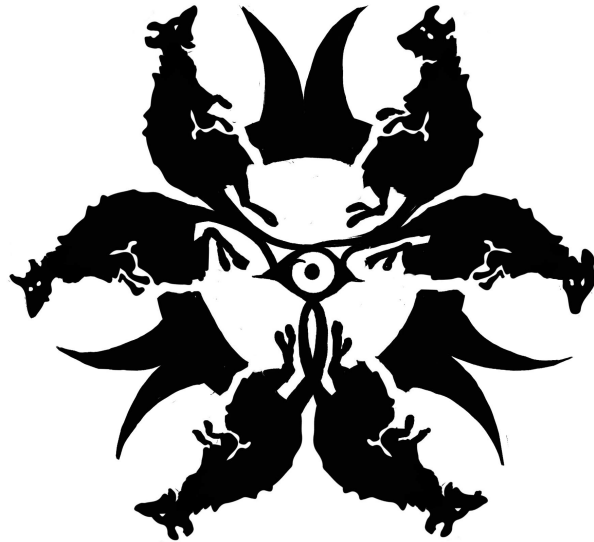
THE IX AGE FANTASY BATTLES



CULT OF ERRAHMAN

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FANTASY BATTLES



Cult of Errahman

Vermin Swarm Supplement Army Book

2nd Edition, version 2023 alpha 1 – September 14, 2023

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The 9th Age: Fantasy Battles is a community-made miniatures wargame. All rules in this book are supplementary to the Core Rules of The 9th Age. They are produced by our teams and should be viable for use in any game, but you should seek permission from your opponent or tournament organiser to use, as they significantly increase the complexity of the game. 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.

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The Bringers of Plague

Errahman is the god of plague; some say He has been worshipped in many guises by many peoples. Today He enjoys uncountable followers among the Vermin. Historically, this species has worshipped the gods of Avras where it was created, but like the Avras of old, they spread their Empire to distant lands, and encountered strange new deities.

Errahman's temple was discovered in Sagarika by the prophet Barbas; the stories say he was born the sole survivor of a dreadful epidemic. He gathered followers among the Vermin and moved west, seeking to convert as many as possible, "baptising" new believers in plague. Though Barbas was eventually assassinated, his disciples have taken his work to new heights. Already, the cult of pestilence has a foothold in almost every Vermin city, and even wields small but growing power within the Senate itself. We dread to think what may follow should it become the dominant religion of the Avras Republic.

—Report to Governor Belmalë of Gan Harod

Army Specific Rules

Sacred Plagues

Sacred Plagues are upgrades that certain Cult of Errahman Characters and Champions may take. Sacred Plagues are Bound Spells with Power Level (4/8) and Duration: Permanent.

Certain Champions may choose 1 Sacred Plague from the list below that **must** be noted on the Army List and that has Range 8". Certain Characters may choose up to 4 different Sacred Plagues that they select from the list below during Spell Selection and that have Range 18".

Instead of measuring a Sacred Plague's Range from the Caster as normal, it can be measured from any unit under the effect of a Sacred Plague within 18" of the Caster. If so, the Range is **set** to 8".

Sacred Plague	Type	Effect
Dread Rot	Universal	At the start of each Magic Phase, the target suffers 2D6 hits with Strength 2, Armour Penetration 1, and Lethal Strike .
Gnashing Fever	Universal	The target gains Battle Focus , Fearless , and Frenzy .
Slug Pox	Hex	The target suffers -2 Agility and -2" Advance Rate.
Trollscale	Augment	The target gains Fear and +1 Resilience.

An army cannot attempt to cast the same Sacred Plague more than twice during the same Magic Phase. Only one Sacred Plague can affect a unit at a time (the one most recently successfully cast).

At the end of step 3 of any Magic Phase Sequence (after Siphon the Veil), the opponent may remove one or more dice from their Magic Dice Pool. For each removed Magic Dice, the opponent nominates a unit (friend or foe) under the effect of a Sacred Plague. The Sacred Plague affecting the nominated unit immediately ends.

Army Model Rules

Universal Rules

Callous

Health Point losses of the model that are caused by friendly models are ignored for Panic (including units destroyed due to attacks from friendly models). The model may use Shooting Attacks against enemy units Engaged in Combat, with the following rules and restrictions:

- Friendly units Engaged in this Combat are ignored for Cover purposes (but not for drawing Line of Sight).
- Roll to hit as normal against the intended target. Immediately after determining the number of hits, roll a D6 for each hit. On a roll of 4+, the hit is distributed onto a randomly chosen friendly unit Engaged with the original target. Otherwise, proceed as normal.

Fear no Evil

While the model's unit is Steadfast and does not suffer from Disrupted Ranks, it gains **Fearless** and **Unbreakable**. In addition, while joined by one or more Characters with Cult of Errahman, Charge, Pursuit, and Overrun Moves of the model's unit gain **Swiftstride**.

Life is Cheap

When calculating Combat Score, halve the first 10 Health Point losses of models with Life is Cheap per unit, rounding fractions up. This does not affect Combat Score bonuses from Overkill.

Martyrdom

When a friendly model with Martyrdom is removed as a casualty, place a marker for each of the model's initial Health Points in a Martyr Pool next to the Battlefield. At the start of any friendly Siphon the Veil, you may remove 10 or more markers from your Martyr Pool and gain 1 Veil Token for every 10 removed markers, up to a maximum of 3 Veil Tokens per Magic Phase.

Special Attacks

Cult of Errahman

Whenever a natural '1' is rolled to hit for an enemy Close Combat Attack allocated towards a model with Cult of Errahman, the model part inflicts 1 hit with **Toxic Attacks** on the attacking model's unit in the same Initiative Step, before any casualties are removed.

R&F models with Cult of Errahman cannot be joined by models without Cult of Errahman.

Armoury

Bloodpox Blades – Close Combat Weapon

Paired Weapons. Attacks made with Bloodpox Blades become **Poison Attacks**.

Plague Flail – Close Combat Weapon

Halberd. The wielder gains **Devastating Charge (Lethal Strike)**. In addition, the wielder and enemy units in base contact with one or more models using a Plague Flail suffer -1 Defensive Skill.

Special Items

Weapon Enchantments

Pestilential Wrath 65 pts
Enchantment: Bloodpox Blades.
Attacks made with this weapon gain +1 Armour Penetration. In addition, attacks with a natural to-hit roll of '6' made with this weapon become **Divine Attacks** and gain **Multiple Wounds (D3)**.

Toxic Incense 35 pts
Dominant.
Enchantment: Plague Flail.
While using this weapon, the wielder gains **Grind Attacks (D3)** that are resolved with **Toxic Attacks** at Initiative Step 10.

Armour Enchantments

Plague Prophet's Blessing 50 pts
Models on foot only.
Enchantment: Suit of Armour.
The wearer gains +1 Health Point and **Fortitude (5+)**. Successful to-hit rolls with Close Combat Attacks against the wearer **must** be rerolled.

Banner Enchantments

Eye of Errahman 50 pts
The bearer and R&F models in the bearer's unit gain **Battle Focus**. In addition, for each natural to-hit roll of '1' with a Close Combat Attack made by the bearer's unit, the bearer's unit suffers 1 hit with Strength 3 and Armour Penetration 0 in the same Initiative Step. This is considered a Special Attack.

Martyr's Shroud 45 pts
R&F models with Cult of Errahman in the bearer's unit gain **Fortitude (6+)**.

Artefacts

Crucible of Contagion 65 pts
Cannot be taken by Constructs.
The bearer's model gains +1 Health Point, and enemy units in base contact with the bearer's model suffer -1 Resilience.

Putrid Pamphlet 40 pts
The bearer's unit **must** reroll natural to-hit rolls of '1'.

Orator's Toga 35 pts
0-2 per Army. Models on foot only.
The bearer gains **Stand Behind** and cannot issue Duels.

Thomet, a servant of the Prophet Barbas, called to be an apostle of the gospel of Plague: the good tidings that all may find redemption through contagion, and be made pleasing in God's sight.

To all in Avras who are loved by the Plaguefather and called to be his holy survivors: Grace and peace to you from the Prophet and his Disciples.

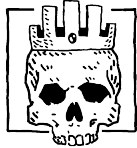
I thank my Lord for all of you, because your faith is reported all over the world. I am eager to preach the gospel to you who are in Avras, wherein the righteousness of God is revealed – and the wrath of God also against the godlessness and wickedness of people who suppress the truth that the Plaguefather has made plain to them.

To others, we vermin have always been called a plague; God has shown us the way to embrace our truth and find unquenchable glory and strength within it. We do not wish war upon vermin or any other; we wish only to spread the gospel and the purifying touch of disease that brings the one sure salvation. Yet God's truth has many enemies; thus He spoke unto the Prophet and commanded him to make ready his armies, that the unbelievers who refuse to accept the gospel in peace and blessed rapture might instead know its power in war.

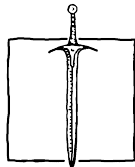
It brings me joy to tell you of the forces the faithful now command. Behold their righteousness, and rejoice!

—From the Letter to the Avrasi, attributed to the Errahmite prophet Thomet

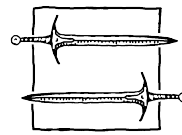
Army Organisation



Characters
Max. 40 %



Core
Min. 25 %



Special
No limit



Towering Faith
Max. 45 %

Characters (Max. 40 %)



Plague Patriarch

160 pts

single model

0-3 Units/Army

Height Standard

Type Infantry

Base 20x20 mm

Our patriarchs are the defenders of the faith, spreading the gospel by the sword, and bringing pestilence and war to the doors of the unbelievers. They are as fathers to the afflicted, guiding them down the path of illness and rooting out heretics that would "cure" the faith. Blessed by the Plaguefather with preternatural resilience, death will not take them until their appointed time has come.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Apostle of Plague , Callous, Fearless, Martyrdom		
Defensive	HP	Def	Res	Arm		
	3	4	5	0	Heavy Armour	
Offensive	Att	Off	Str	AP	Agi	
Plague Patriarch	3	4	4	1	5	Cult of Errahman, Hatred

— Model Rules —

Apostle of Plague: Universal Rule.

While within 12" of the model, friendly units gain **Minimised (Discipline Tests)**.

— Magic Options —

Up to 4 Sacred Plagues

20/Plague

— Options —

Special Items

up to 150

If General

up to 200

Shield

10

One choice only:

Bloodpox Blades

10

Great Weapon

10

Plague Flail

20

— Mount Options —

Favoured Disciple

50

Leprous Cauldron

240



Swarm Priest

110 pts

single model

Height Standard
Type Infantry
Base 20×20 mm

The spiritual guides of our faith, these preachers of truth are the inheritors of the Prophet's word. They safeguard the minds of Errahman's children from heresies and ensure unity among the faithful. They work together in blessed trios, using magic so that God's power might touch the world, spreading the consecrated contagion, filling the hearts of unbelievers with holy terror and the afflicted with sacred purpose.

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Callous, Martyrdom, Wizard Apprentice	
Defensive	HP	Def	Res	Arm	
	2	2	3	0	
Offensive	Att	Off	Str	AP	Agi
Swarm Priest	1	2	3	0	4

Cult of Errahman, Bloodpox Blades

— Magic Options —

Wizard Adept

pts—

95



Occultism



Thaumaturgy

— Options —

Holy Triumvirate (0–3 Models/Army)

pts—

25

Light Armour

5

Special Items

up to 100

— Mount Options —

Favoured Disciple

pts—

55

Sacred Platform

295

— Optional Model Rules —

Holy Triumvirate: Universal Rule.

If there are at least 3 models with **Holy Triumvirate** on your Army List, these models can all select spells as follows:

- **Wizard Apprentices:** select from the Learned Spells 1, 2, 3, and 4 of their chosen Path.
- **Wizard Adepts:** select from the Learned Spells 1, 2, 3, 4, 5, and 6 of their chosen Path.
- During Spell Selection, each Wizard can choose to select one Learned Spell fewer than usual and to select 1 **Sacred Plague** instead.

Character Mounts (No limit)



Sacred Platform

Height **Gigantic**
 Type **Construct**
 Base **60×100 mm**
 0–2 Mounts/Army

To glorify God, we use mighty trees felled by leaf-blight to build platforms from which the priesthood can deliver wondrous sermons to the masses, spreading the holy infection yet further. In battle, these blessed chariots provide a suitable station from which the knowledge of God's purpose can enter the minds and sinuses of both believers and infidels.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	Attached, Channel (1), Exclusive (Cult of Errahman), Fearless, Pestilent Pulpit , War Platform		
Defensive	HP	Def	Res	Arm		
	7	1	5	2	Aegis (5+)	
Offensive	Att	Off	Str	AP	Agi	
Acolyte (8)	1	2	3	0	3	Great Weapon
Chassis			5	2		Impact Hits (2D3), Inanimate

— Model Rules —

Pestilent Pulpit: Universal Rule.

The model knows one additional Learned Spell, and the model's unit gains **Fearless** and Poison Attacks. If the models already had Poison Attacks, then they wound automatically on a successful natural to-hit roll of '5' or '6', unless the target has Immune (Poison Attacks).



Favoured Disciple

Height **Large**
 Type **Infantry**
 Base **40×40 mm**
 0–4 Mounts/Army

The greatest and most devoted of the brute disciples are assigned to protect those who are holiest in God's eyes. Their hearts and minds are gladly filled with faith, and their prodigious endurance allows them to survive symptoms that would fell unbelievers a dozen times over – a sure sign of the Plaguefather's favour!

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	C			
Defensive	HP	Def	Res	Arm		
	3	C	5	C+1		
Offensive	Att	Off	Str	AP	Agi	
Favoured Disciple	4	3	5	2	4	Harnessed, Poison Attacks



Leprous Cauldron

Height Large
Type Construct
Base 40×80 mm
0–2 Mounts/Army

The Lord fills these sacred vessels with purifying afflictions that cause deformation and desensitisation of the flesh, and they go forth atop lumbering chariots pulled by our most ardent followers from the fire swamps. When battle is joined, the cauldron's guardian stirs the holy discharge contained within the crucible, creating a thick miasma that fortifies the faithful against all wickedness.

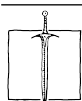
Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	Rally Around the Flag, Virulent Fumes , War Platform		
Defensive	HP	Def	Res	Arm		
	6	C	5	C	Fortitude (5+)	
Offensive	Att	Off	Str	AP	Agi	
Plague Disciple (2)	2	2	3	0	3	Bloodpox Blades
Rodent of Unusual Symptoms (4)	1	2	4	2	4	Devastating Charge (+1 Att), Harnessed, Poison Attacks
Chassis			4	1		Impact Hits (D6), Inanimate

—Model Rules—

Virulent Fumes: Universal Rule.

Infantry models in friendly units within 6" of the model gain **Fortitude (+1, max. 4+)**.

Core (Min. 25 %)



Plague Disciples

200 pts + 9 pts/extra model 20–40 models

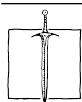


Height Standard
Type Infantry
Base 20×20 mm

The unit counts both towards Core and Towering Faith.

Those who have given their life to the Plaguefather have not only withstood His cleansing plagues, but also accepted the transient nature of earthly life and the inevitability of death. Beloved of Avras, I tell you: together, these are the keys to salvation! Sure in the knowledge they have been saved, our followers take to righteous battle with great joy. An uncommon courage fills their putrid hearts, and the godly infections of the Lord coat their blades.

Global	Adv	Mar	Dis	Model Rules				
	5"	10"	5	Bodyguard (Sacred Platform), Callous, Fear no Evil, Life is Cheap, Scoring				
Defensive	HP	Def	Res	Arm				
	1	2	3	0				
Offensive	Att	Off	Str	AP	Agi			
Plague Disciple	2	2	3	0	3	Cult of Errahman		
— Options —			pts-		— Command Group Options —		pts-	
Must choose (one choice only):					Champion		10	
Bloodpox Blades			free		Up to 1 Sacred Plague		15	
Great Weapon			1/model		Musician		10	
					Standard Bearer		10	
					Banner Enchantment		no limit	



Cult Converts

170 pts + 5 pts/extra model 30–80 models



Height Standard
Type Infantry
Base 20×20 mm

Just as we have gladly welcomed you, the first believers in Avras, into our congregation, so have fresh converts flocked to our temples across the Republic. Like you, they seek redemption, meaning, and a more just world. Even those who have not yet been tested and found true may have their role to play, supporting God's armies in their untold numbers, and learning the faith by their example – for God loves all who can be made sick.

Global	Adv	Mar	Dis	Model Rules				
	5"	10"	5	Callous, Life is Cheap, Scoring				
Defensive	HP	Def	Res	Arm				
	1	2	2	0				
Offensive	Att	Off	Str	AP	Agi			
Cult Convert	1	3	3	0	4	Spear		
— Command Group Options —			pts-		— Command Group Options —		pts-	
Champion			10		Standard Bearer		10	
Musician			10					

Special (No limit)



Giant Plague Rats

80 pts + 5 pts/extra model

10-30 models 0-4 Units/Army

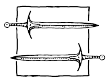
Height Standard
Type Beast
Base 20×20 mm



A maximum of 2 units of 20 or more models count towards Core instead of Special.

The Lord has a design for all creatures. Even those rodents who have failed to attain the knowledge of good and evil that marks out an intelligent being, once infected, might do God's work as a holy vector for the transmission of His sacrament. Our quadrupedal pets can reach great sizes, and they are savage in battle, assailing the Plaguefather's enemies with animal speed and ferocity.

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	5	Callous, Insignificant, Unstable		
Defensive	HP	Def	Res	Arm		
	1	2	2	0		
Offensive	Att	Off	Str	AP	Agi	
Giant Rat	1	2	3	1	5	Devastating Charge (+1 Att), Poison Attacks



Plague Swarms

105 pts + 30 pts/extra model

2-8 models 0-3 Units/Army

Height Standard
Type Infantry
Base 40×40 mm

The smallest beings too have a part to play in the Lord's salvation. In His mercy, God made the common rat to dwell in every part of the world, and its nature to spread the blessed plagues wherever they may go, and devour also the grain of the unbelievers. These humble and contagious servants of the divine will flock to the call of any priest or war-leader who speaks the truth of the Plaguefather.

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Callous, Fearless, Insignificant, Light Troops, Skirmisher, Unstable		
Defensive	HP	Def	Res	Arm		
	5	2	2	0	Distracting, Hard Target (1)	
Offensive	Att	Off	Str	AP	Agi	
Plague Swarm	5	2	2	1	3	Extra Support (3), Poison Attacks



Pestilent Onager

180 pts

single model

0–2 Units/Army

Height Large
Type Construct
Base 75 mm round

Great catapults were used in the first plague rebellions of old; they are equally effective in defence of the Plaguefather's strongholds as they are besieging those of His enemies. Large pots of bile-brew are flung at enemy formations or dwellings, their swift-acting contents sapping the life-force of those who have rejected the word of God. The faithful rejoice in the pungent aroma that soon spreads.

Global	Adv	Mar	Dis	Model Rules		
	5"	5"	6	Callous, Fearless, War Machine		
Defensive	HP	Def	Res	Arm		
	5	1	4	0		
Offensive	Att	Off	Str	AP	Agi	
Crew	4	2	3	0	4	Move or Fire, Bubonic Brew (4+)

Model Rules

Bubonic Brew: Artillery Weapon.

Catapult (6×6). Range 12–60", Shots 1, Str 1, AP 10. Units that suffer one or more Health Point losses from a Shooting Attack made with this weapon count as having the Sacred Plague **Dread Rot** successfully cast on them.



Underworld Beast

310 pts

single model

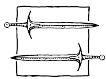
0–3 Units/Army*

Height Gigantic
Type Beast
Base 60×100 mm

*Underworld Beasts and Infected Giants share the same 0–3 Units/Army limitation.

The great troglodyte creatures of the Deeps are as susceptible to the truth of plague as the beasts of the field or the birds in the sky. Once they bear the mark of our congregation, they are purified of the influence of the false Caelysian gods, becoming instead champions of the Plaguefather and heralds of the last days.

Global	Adv	Mar	Dis	Model Rules		
	3D6"		6	Callous, Fearless, Random Movement (3D6")		
Defensive	HP	Def	Res	Arm		
	6	3	5	2	Fortitude (5+)	
Offensive	Att	Off	Str	AP	Agi	
Underworld Beast	4D3	3	7	3	3	



Brute Disciples

275 pts + 55 pts/extra model

6-12 models 0-24 Models/Army

Height Large
Type Infantry
Base 40x40 mm

Despite possessing an intellect inverse to their size and strength, happily some brutes have nonetheless been able to grasp the basics tenets of the faith. Indeed, with the help of priests who possess the virtue of patience, and repeated sermons, these hulking vermin now number among our most effective and enthusiastic converts.

Global	Adv	Mar	Dis	Model Rules		
	6"	12"	5	Callous, Fear		
Defensive	HP	Def	Res	Arm		
	3	3	5	0		
Offensive	Att	Off	Str	AP	Agi	
Brute Disciple	3	2	4	2	4	Fight in Extra Rank, Bloodpox Blades
— Command Group Options — pts —						
Champion	10					



Urban Agitators

135 pts + 6 pts/extra model

15-30 models 0-3 Units/Army



Height Standard
Type Infantry
Base 20x20 mm

The disaffected and dispossessed swarm across every city-warren of the Republic, failed and abandoned by the Senate's godless leadership. Many are willing to spread their patron's propaganda for mere coin, and have developed talents useful for provocation in many settings. Imagine how much greater their potential when they are brought into the fold!

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Callous, Life is Cheap, Scoring, Vanguard (6")		
Defensive	HP	Def	Res	Arm		
	1	2	2	0	Light Armour	
Offensive	Att	Off	Str	AP	Agi	
Urban Agitator	1	3	3	0	4	Paired Weapons
— Options — pts —						
Must choose (one choice only):						
Sling (4+)	free					
Throwing Weapons (4+)	free					
Insurgents (0-15 Models/Unit)	2/model					
— Command Group Options — pts —						
Champion	10					
Musician	10					
Standard Bearer	10					
Banner Enchantment	no limit					

— Optional Model Rules —

Insurgents: Universal Rule.

The model gains **Hard Target (1)**, **Light Troops**, **Skirmisher**, and loses Scoring.

Sling: Shooting Weapon.

Range 18", Shots 1, Str 3, AP 0. The attack gains +1 Strength when shooting from Short Range.

Towering Faith (Max. 45 %)



Plague Acolytes

180 pts + 11 pts/extra model

15–50 models



Height Standard
Type Infantry
Base 20×20 mm

Our most ardent and beloved disciples, those who have embraced seven sacred plagues, can achieve the rank of acolyte, and may receive a vision of the last days from the Most Holy and Pestilent Censer. They are forever changed by this encounter, having seen the ending of the world through plague and death, and the dreadful coming of the Lord God Himself.

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Callous, Fear no Evil, Life is Cheap, Martyrdom, Scoring	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	
Offensive	Att	Off	Str	AP	Agi
Plague Acolyte	2	3	3	0	3
Cult of Errahman, Hatred, Plague Flail					
Options			pts-		
Vanguard (0–60 Models/Army)			2/model		
The End is Nigh (0–15 Models/Unit)			2/model		
Command Group Options			pts-		
Champion			10		
Up to 1 Sacred Plague			15		
Musician			10		
Standard Bearer			10		
Banner Enchantment			no limit		
Optional Model Rules					
The End is Nigh: Universal Rule.					
The model gains Fearless, Frenzy, Hard Target (1), Light Troops, Skirmisher, and loses Scoring.					



Leper Monks

150 pts + 12 pts/extra model

10–30 models



Height Standard
Type Infantry
Base 20×20 mm

Orders of our leprous brothers and sisters that reside in the mountain monasteries near the Prophet's Tomb have organised martial fraternities in recent years, to better aid the spread of God's infections. Having been blessed with maladies hazardous even to the faithful, these brothers in worship are inoculated against all pain by their faith and virtue. Under the banner of their order and a cloud of flies, their very presence on the field spells sure demise for the Lord's foes.

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Callous, Fear no Evil, Life is Cheap, Martyrdom, Scoring, Stubborn	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	Distracting, Fortitude (6+)
Offensive	Att	Off	Str	AP	Agi
Leper Monk	2	2	3	0	3
Cult of Errahman, Rabid Spasms					
Model Rules					
Rabid Spasms: Attack Attribute – Close Combat.					
Whenever the model would inflict 1 Toxic Attacks hit from Cult of Errahman, it inflicts 2 hits instead.					
Command Group Options			pts-		
Champion			10		
Up to 1 Sacred Plague			15		
Musician			10		
Command Group Options			pts-		
Standard Bearer			10		
Banner Enchantment			no limit		



Infected Giant

275 pts

single model

0-3 Units/Army*

Height Gigantic

Type Infantry

Base 50×75 mm

*Underworld Beasts and Infected Giants share the same 0-3 Units/Army limitation.

I rejoice to tell you that some among the wandering titans have heard the Plaguefather's call, and several have even survived their holy baptism. They have become the mightiest evangelists of the gospel of Plague, spreading the great truth of pestilence and salvation as they march forward beside our armies.

Global	Adv	Mar	Dis	Model Rules		
	7"	14"	8	Giant See, Giant Do		
Defensive	HP	Def	Res	Arm		
	7	3	5	1		
Offensive	Att	Off	Str	AP	Agi	
Infected Giant	5	3	5	2	3	Rage

— Model Rules —

Giant See, Giant Do: Universal Rule.

The model gains **Cult of Errahman** and **Fortitude (6+)**.

— Options —

Big Brother

pts-

25

Must choose (one choice only):

Bloodpox Blades

free

Giant Club

25

Plague Flail and Frenzy

25

— Optional Model Rules —

Big Brother: Universal Rule.

The model's Health Points are **set** to 8, and its base size is changed to 75×100 mm. The model gains **Maximised (Stomp Attacks)**.

Giant Club: Close Combat Weapon.

Attacks made with this weapon gain +1 Strength and +1 Armour Penetration.

Quick Reference Sheet

Characters

Plague Patriarch	Adv	5"	Mar	10"	Dis	7					Apostle of Plague, Callous, Fearless, Martyrdom
Standard, Infantry	HP	3	Def	4	Res	5	Arm	0			Heavy Armour
Plague Patriarch	Att	3	Off	4	Str	4	AP	1	Agi	5	Cult of Errahman, Hatred
Swarm Priest	Adv	5"	Mar	10"	Dis	5					Callous, Martyrdom, Wizard Apprentice
Standard, Infantry	HP	2	Def	2	Res	3	Arm	0			
Swarm Priest	Att	1	Off	2	Str	3	AP	0	Agi	4	Cult of Errahman, Bloodpox Blades

Character Mounts

Sacred Platform	Adv	5"	Mar	10"	Dis	C					Attached, Channel (1), Exclusive (Cult of Errahman), Fearless, Pestilent Pulpit , War Platform
Gigantic, Construct	HP	7	Def	1	Res	5	Arm	2			Aegis (5+)
Acolyte (8)	Att	1	Off	2	Str	3	AP	0	Agi	3	Great Weapon
Chassis					Str	5	AP	2			Impact Hits (2D3), Inanimate
Favoured Disciple	Adv	6"	Mar	12"	Dis	C					
Large, Infantry	HP	3	Def	C	Res	5	Arm	C+1			
Favoured Disciple	Att	4	Off	3	Str	5	AP	2	Agi	4	Harnessed, Poison Attacks
Leprous Cauldron	Adv	5"	Mar	10"	Dis	C					Rally Around the Flag, Virulent Fumes , War Platform
Large, Construct	HP	6	Def	C	Res	5	Arm	C			Fortitude (5+)
Plague Disciple (2)	Att	2	Off	2	Str	3	AP	0	Agi	3	Bloodpox Blades
Rodent of Unusual Symptoms (4)	Att	1	Off	2	Str	4	AP	2	Agi	4	Devastating Charge (+1 Att), Harnessed, Poison Attacks
Chassis					Str	4	AP	1			Impact Hits (D6), Inanimate



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Plague Disciples	Adv	5"	Mar	10"	Dis	5					Bodyguard (Sacred Platform), Callous, Fear no Evil, Life is Cheap, Scoring
Standard, Infantry	HP	1	Def	2	Res	3	Arm	0			
Plague Disciple	Att	2	Off	2	Str	3	AP	0	Agi	3	Cult of Errahman
Cult Converts	Adv	5"	Mar	10"	Dis	5					Callous, Life is Cheap, Scoring
Standard, Infantry	HP	1	Def	2	Res	2	Arm	0			
Cult Convert	Att	1	Off	3	Str	3	AP	0	Agi	4	Spear

Special

Giant Plague Rats	Adv	7"	Mar	14"	Dis	5					Callous, Insignificant, Unstable
Standard, Beast	HP	1	Def	2	Res	2	Arm	0			
Giant Rat	Att	1	Off	2	Str	3	AP	1	Agi	5	Devastating Charge (+1 Att), Poison Attacks
Plague Swarms	Adv	5"	Mar	10"	Dis	7					Callous, Fearless, Insignificant, Light Troops, Skirmisher, Unstable
Standard, Infantry	HP	5	Def	2	Res	2	Arm	0			Distracting, Hard Target (1)
Plague Swarm	Att	5	Off	2	Str	2	AP	1	Agi	3	Extra Support (3), Poison Attacks
Pestilent Onager	Adv	5"	Mar	5"	Dis	6					Callous, Fearless, War Machine
Large, Construct	HP	5	Def	1	Res	4	Arm	0			
Crew	Att	4	Off	2	Str	3	AP	0	Agi	4	Move or Fire, Bubonic Brew (4+)
Underworld Beast	Adv	3D6"			Dis	6					Callous, Fearless, Random Movement (3D6")
Gigantic, Beast	HP	6	Def	3	Res	5	Arm	2			Fortitude (5+)
Underworld Beast	Att	4D3	Off	3	Str	7	AP	3	Agi	3	
Brute Disciples	Adv	6"	Mar	12"	Dis	5					Callous, Fear
Large, Infantry	HP	3	Def	3	Res	5	Arm	0			
Brute Disciple	Att	3	Off	2	Str	4	AP	2	Agi	4	Fight in Extra Rank, Bloodpox Blades
Urban Agitators	Adv	5"	Mar	10"	Dis	5					Callous, Life is Cheap, Scoring, Vanguard (6")
Standard, Infantry	HP	1	Def	2	Res	2	Arm	0			Light Armour
Urban Agitator	Att	1	Off	3	Str	3	AP	0	Agi	4	Paired Weapons

Towering Faith

Plague Acolytes	<i>Adv</i>	5"	<i>Mar</i>	10"	<i>Dis</i>	6				Callous, Fear no Evil, Life is Cheap, Martyrdom, Scoring	
Standard, Infantry	<i>HP</i>	1	<i>Def</i>	2	<i>Res</i>	3	<i>Arm</i>	0			
Plague Acolyte	<i>Att</i>	2	<i>Off</i>	3	<i>Str</i>	3	<i>AP</i>	0	<i>Agi</i>	3	Cult of Errahman, Hatred, Plague Flail
Leper Monks	<i>Adv</i>	5"	<i>Mar</i>	10"	<i>Dis</i>	6				Callous, Fear no Evil, Life is Cheap, Martyrdom, Scoring, Stubborn	
Standard, Infantry	<i>HP</i>	1	<i>Def</i>	2	<i>Res</i>	3	<i>Arm</i>	0			Distracting, Fortitude (6+)
Leper Monk	<i>Att</i>	2	<i>Off</i>	2	<i>Str</i>	3	<i>AP</i>	0	<i>Agi</i>	3	Cult of Errahman, Rabid Spasms
Infected Giant	<i>Adv</i>	7"	<i>Mar</i>	14"	<i>Dis</i>	8					Giant See, Giant Do
Gigantic, Infantry	<i>HP</i>	7	<i>Def</i>	3	<i>Res</i>	5	<i>Arm</i>	1			
Infected Giant	<i>Att</i>	5	<i>Off</i>	3	<i>Str</i>	5	<i>AP</i>	2	<i>Agi</i>	3	Rage

Shooting Weapons

Name	Artillery	Range	Str	AP	Shots	Rules
Bubonic Brew	Catapult (6×6)	12–60"	1	1	1	Dread Rot successfully cast on them
Sling	-	18"	3	0	1	The attack gains +1 Strength when shooting from Short Range.

Aim Table

Name	Aim	Shooting Model
Bubonic Brew	4+	Pestilent Onager
Throwing Weapons	4+	Urban Agitators
Sling	4+	Urban Agitators

Sacred Plagues

Sacred Plague	Type	Effect
Dread Rot	Universal	At the start of each Magic Phase, the target suffers 2D6 hits with Strength 2, Armour Penetration 1, and Lethal Strike .
Gnashing Fever	Universal	The target gains Battle Focus , Fearless , and Frenzy .
Slug Pox	Hex	The target suffers -2 Agility and -2" Advance Rate.
Trollscale	Augment	The target gains Fear and +1 Resilience.