



VERMIN SWARM

MGT TEMP LIST - 2 869 POINTS



1345 pts (30.00 %) **980 pts (22.00 %)** 314 pts (7.00 %) 230 pts (5.00 %) 360 pts (8.00 %)
Characters **Core** **Special** **Tunnel Gunners** **Built and Bred**
 (40 Max) (25 Least) (0 NoLimit) (30 Max) (30 Max)

Characters



TYRANT #1
 Tyrant - Large - Infantry - 40x40

440 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|---------------|-----|-----|-----|--|--------------|-------------|
| | 5" | 10" | 7 | Safety in Numbers, Callous, Honourless | | |
| Defensive | HP | Def | Res | Arm | Light Armour | |
| | 3 | 6 | 4 | 0 | | |
| Offensive | Att | Off | Str | Ap | Agi | Hand Weapon |
| Tyrant | 4 | 6 | 4 | 1 | 7 | |



MOUNT VERMIN HULK BODYGUARD

| Global | Adv | Mar | Dis | Model Rules | | |
|--------------------|-----|-----|-----|-------------|--------------|-------------|
| | 6" | 12" | C | | | |
| Defensive | HP | Def | Res | Arm | Light Armour | |
| | 4 | C | 5 | C+1 | | |
| Offensive | Att | Off | Str | Ap | Agi | Hand Weapon |
| Vermin Hulk | 4 | 4 | 5 | 2 | 4 | |

Options Heavy Armour • Paired Weapons and Tail Weapon • Vermin Hulk Bodyguard • Secrets of the Doom Blade



SKITTERCRACK MCGREEK
 Magister - Large - Construct - 60x100

905 POINTS



| Global | Adv | Mar | Dis | Model Rules | | |
|-----------------|-----|-----|-----|--|--------------|-------------|
| | 5" | 10" | 6 | Safety in Numbers, Callous, Honourless, Wizard Adept | | |
| Defensive | HP | Def | Res | Arm | Light Armour | |
| | 3 | 3 | 3 | 0 | | |
| Offensive | Att | Off | Str | Ap | Agi | Hand Weapon |
| Magister | 1 | 3 | 3 | 0 | 4 | |



MOUNT DOOM BELL

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

Options Wizard Master • Doom Bell • 3 Dark Shards • Witchcraft • Light Armour • General • Putrid Protection • Book of Arcane Mastery

Core



RATS-AT-ARMS
Rats-at-Arms **x60** - Standard - Infantry - 20x20

445 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|--------------------|-----|-----|-----|----------------------------|----------------------|
| | 5" | 10" | 5 | Scoring, Safety in Numbers | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 3 | 3 | 0 | Light Armour, Shield |
| Offensive | Att | Off | Str | Ap | Agi |
| Rat-at-Arms | 1 | 3 | 3 | 0 | 4 |

| | |
|----------------|--|
| Options | Spear • Champion • Musician • Standard Bearer • Aquila of Ruin |
|----------------|--|



ROTPACK
Plague Brotherhood **x40** - Standard - Infantry - 20x20

535 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-----------------------|-----|-----|-----|--|-----|
| | 5" | 10" | 5 | Scoring, Fearless, Frenzy, Safety in Numbers | |
| Defensive | HP | Def | Res | Arm | |
| | 1 | 2 | 4 | 0 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Plague Brother | 1 | 3 | 3 | 0 | 3 |

| | |
|----------------|---|
| Options | Champion • Musician • Standard Bearer • Lightning Rod |
|----------------|---|

Special



RAT SWARMS #1
Rat Swarms **x10** - Standard - Beast - 40x40

314 POINTS



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

Tunnel Gunners



LIGHTNING CANNON #1
Lightning Cannon - Large - Construct - 75

230 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|-------------|-----|-----|-----|-------------|-----|
| | 5" | 5" | 5 | War Machine | |
| Defensive | HP | Def | Res | Arm | |
| | 5 | 1 | 4 | 0 | |
| Offensive | Att | Off | Str | Ap | Agi |
| Crew | 3 | 3 | 3 | 0 | 4 |

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|---|--------------------|------------|--|----------|
| The Awakened Swarm | | | | |
| <i>Mf</i> | 7+ [10+] | 12" [24"] | Translation missing: en.magic_spell.type_target.Hex, Translation missing: en.magic_spell.type_target.Damage, Translation missing: en.magic_spell.type_target.Direct | Instant |
| The target suffers 2D6 hits with Strength 4, Armour Penetration 2, and Magical Attacks. | | | | |



| | | Casting | Range | Type | Duration | Effect |
|----------|-------------------|-----------------|-------|-----------|----------|--|
| 1 | Raven's Wing | 7+ [9+] | 18" | Augment | Instant | The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. |
| 3 | Twisted Effigy | 5+ [7+] | 36" | Hex | One Turn | The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls]. |
| 2 | Deceptive Glamour | 4+ [6+] | 24" | Hex | One Turn | The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility. |
| A | Evil Eye | | 24" | Universal | One Turn | If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase. |
| 5 | Will-o'-the-Wisp | 8+ [8+] | 18" | Universal | One Turn | The target gains Random Movement (2D6 [3D6]) |
| 6 | Bewitching Glare | 8+ [12+] | 18" | Hex | One Turn | Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls. |
| 4 | The Wheel Turns | 8+ [10+] | 24" | Hex | One Turn | Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers. |

Magic items

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

Book of Arcane Mastery: The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

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

Magic banners

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

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

Model Rules

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

Callous: The model is allowed to use Shooting Attacks and The Awakened Swarm (Hereditary Spell) against enemy units that are Engaged in Combat with friendly units, as long as all friendly units Engaged in the Combat are of Standard Height. All units Engaged in this Combat are ignored for Cover purposes (but not for drawing Line of Sight). When a model with this rule targets an enemy unit Engaged in Combat with a Shooting Attack or with The Awakened Swarm, roll to hit as normal against the intended target. Each hit must then be randomised to see which unit it hits. Roll a D6 for each hit. On 3+ it hits the intended target; otherwise it hits a friendly unit Engaged in that Combat. If there are several friendly units involved in the combat, randomise

which one is hit.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Frenzy: A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.
- If it is a Break Test, roll the test as normal.
- If it is any other Discipline Test, the unit suffers -2 Discipline.

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" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

Hand 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 Parry.

Hard Target:

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

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

Insignificant:

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

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

Before rolling to hit, the Lightning Cannon may be supercharged.

If supercharged, the weapon's Strength is set to 10 and its Range is set to 18" for the duration of the phase.

After the shot has been resolved, roll a D6.

On a roll of '1' or '2', the Lightning Cannon cannot be supercharged again this game.

Move or Fire: 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.

Paired Weapons: 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.

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 Distance rolls.

Scoring: Units with at least one model with Scoring are considered to be Scoring Units, which are used for winning Secondary Objectives (see section XVI.2 "Scoring Secondary Objectives", page 67). Every army needs a few 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.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

Tiny: Universal Rule.

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

Unstable:

War Machine: The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

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 and units Engaged in Combat with them cannot make Combat Reforms.
When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

Wizard Adept: - Knows 2 spells.

- Can select from the Learned Spells 1, 2, 3, and 4 of its chosen Path and the Hereditary Spell of its army.

The Wizard gains Channel (1) and selects its spells as described in Spell Selection.

Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Tyrant #1



Skittercrack McGreek



Rats-at-Arms



Rotpack



Rat Swarms #1



Lightning Cannon #1

