



VERMIN SWARM

DEUX TOURS - 4 415 POINTS



1790 pts (41.00 %) 1035 pts (23.00 %) 620 pts (14.00 %) 970 pts (22.00 %) 800 pts (18.00 %)
Characters **Core** **Special** **Tunnel Gunners** **Built and Bred**
(40 Max) (25 Least) (0 NoLimit) (30 Max) (30 Max)

Characters

MAGISTER #1

Magister - Large - Construct - 60x100

820 POINTS

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

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		
	5	C	5	C+2	Aegis (4+)	
Offensive	Att	Off	Str	Ap	Agi	
VH Bodyguard	4	4	5	2	4	Battle Focus, Harnessed

Options | Wizard Master • Doom Bell • Light Armour • Second Awakening • Magical Heirloom

PLAGUE PATRIARCH #1

Plague Patriarch - Large - Construct - 60x100

775 POINTS

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Wizard Apprentice, Frenzy, Safety in Numbers, Callous, Honourless, Putrid Scholar		
Defensive	HP	Def	Res	Arm		
	3	4	5	0		
Offensive	Att	Off	Str	Ap	Agi	
Plague Patriarch	3	5	4	1	4	Battle Focus, Hatred, Hand Weapon

MOUNT PLAGUE PENDULUM

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	Frenzy, Stubborn, Towering Presence, State of Trance, War Platform, Fear, Fearless		
Defensive	HP	Def	Res	Arm		
	5	C	5	C+2	Aegis (4+)	
Offensive	Att	Off	Str	Ap	Agi	
Plague Brother	1	3	3	0	3	Hatred, Battle Focus, Paired Weapons
Chassis			5	2	3	Inanimate, Grind Attacks (D6+2, D6+2), Pendulum
Ram			6	3		Inanimate, Harnessed, Impact Hits (D6+2, D6+2)

Options | Occultism • Light Armour • Plague Pendulum • Wizard Adept • Paired Weapons • Basalt Infusion • Hero's Heart



CHIEF #1
Chief - Standard - Infantry - 20x20

195 POINTS



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

Options	Battle Standard Bearer • Ratlock Pistols (3+) • Sceptre of Vermin Valour
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Core



RATS-AT-ARMS #1
Rats-at-Arms x50 - Standard - Infantry - 20x20

405 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 • Banner of the Endless Swarm
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PLAQUE BROTHERHOOD #1
Plague Brotherhood x41 - Standard - Infantry - 20x20

495 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	Battle Focus, Hatred, Paired Weapons

Options	Champion • Musician • Standard Bearer • Rending Banner
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FOOTPADS #1
Footpads x10 - Standard - Infantry - 20x20

135 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	6	Scoring, Safety in Numbers, Callous		
Defensive	HP	Def	Res	Arm		
	1	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Footpad	1	3	3	0	4	Sling (3+, 3+)

Options	Musician
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Special



RAT SWARMS #3

Rat Swarms x2 - Standard - Beast - 40x40

90 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



VERMIN HULKS #1

Vermin Hulks x6 - Large - Infantry - 40x40

440 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Scoring, Fearless, Safety in Numbers, Callous, Swift Reform	
Defensive	HP	Def	Res	Arm	
	3	2	5	1	
Offensive	Att	Off	Str	Ap	Agi
Vermin Hulk	3	3	5	2	4



RAT SWARMS #2

Rat Swarms x2 - Standard - Beast - 40x40

90 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



DREADMILL #1

Dreadmill - Large - Construct - 50x100

350 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	8"	7	Fearless, Swiftstride, Safety in Numbers	
Defensive	HP	Def	Res	Arm	
	5	3	5	3	
Offensive	Att	Off	Str	Ap	Agi
Dreadmill			5	2	4



DREADMILL #2

Dreadmill - Large - Construct - 50x100

350 POINTS




Global	Adv	Mar	Dis	Model Rules	
	8"	8"	7	Fearless, Swiftstride, Safety in Numbers	
Defensive	HP	Def	Res	Arm	
	5	3	5	3	
Offensive	Att	Off	Str	Ap	Agi

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Dreadmill			5	2	4	Inanimate, Impact Hits (D3, D3), Electric Discharge, Grind Attacks (D3, D3)

WEAPON TEAM #1

Weapon Team - Standard - Infantry - 25x50

135 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Safety in Numbers, Callous, Tag-Along, Insignificant, Brood's Courage, Scorched Fur		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	3	3	0	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Weapon Team	2	3	3	0	4	

Options	Naphtha Launcher (4+)
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WEAPON TEAM #2

Weapon Team - Standard - Infantry - 25x50

135 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Safety in Numbers, Callous, Tag-Along, Insignificant, Brood's Courage, Scorched Fur		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	3	3	0	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Weapon Team	2	3	3	0	4	

Options	Naphtha Launcher (4+)
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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
<i>The target suffers 2D6 hits with Strength 4, Armour Penetration 2, and Magical Attacks.</i>				



Occultism

The Sacrifice: When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling Attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24".

A unit may only be chosen once per phase. The chosen unit suffers X hits that wound automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the lower value:

- 0 to 4: 3 hits
- 5 to 7: 2 hits
- 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded.

These Health Points losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the {amplified} version. In that case, use any text marked with {}.

		Casting	Range	Type	Duration	Effect
6	The Grave Calls	11+	12"	Hex Damage Direct	Instant	The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {The hits gain +1 Strength and +1 Armour Penetration.}
2	Hand of Glory	6+ [8+]	Caster [12"]	[Augment] Focused	One Turn	[This spell may only target Characters, Champions, and single model units.] The target {and all models in its unit} gain Aegis (6+) and Aegis (+1, max 3+).
3	The Rot Within	6+	18"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}

		Casting	Range	Type	Duration	Effect
1	Pentagram of Pain	5+[6+]	24"[12"Aura]	[Hex] Direct [Universal] Damage]	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. [The Caster's unit is unaffected.] {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}
5	Marked for Doom	9+	24"	Hex Damage Direct	Instant	The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks. {If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}
4	Breath of Corruption	6+ [9+]	Caster [12"]	[Augment] Focused	One Turn	The target gains Breath Attack (Magical Attacks, Toxic Attacks). [This spell may only target Characters, Champions, and single model units.] {If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}

Magic items

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Second Awakening: When the bearer casts a spell of type Damage for which dice are used to determine the number of hits the spell inflicts, you may choose to reroll those dice. If so, all dice must be rerolled.

Basalt Infusion: The wearer gains +1 Armour and Aegis (3+, against Flaming Attacks). The wearer automatically fails all Fortitude Saves.

Hero's Heart: The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.

Sceptre of Vermin Valour: The bearer gains **Stand Behind**.

Magic banners

Banner of the Endless Swarm: If a unit with one or more Banners of the Endless Swarm has more Full Ranks than each of the enemy units Engaged in the same Combat, it gains **Fight in Extra Rank**. If the unit has more than twice the number of Full Ranks than each of the enemy units Engaged in the same Combat, it gains an additional instance of Fight in Extra Rank. Check how many Full Ranks the units have and apply the effects at the start of each Initiative Step.

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Model Rules

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

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 modifier it gains from Safety in Numbers.

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.

Electric Discharge: Special Attack.

Model parts with this Special Attack can use it as 1. a Shooting Attack, and as 2. a Special Attack when Engaged in Combat.

- As a Shooting Attack: Choose a target using the normal rules for Shooting Attacks. The Shooting Attack has Range 18", Shots 3, Reload!, Accurate, Quick to Fire, and Aim (4+).

- As a Special Attack in Close Combat: The Melee Attack is made at the model part's Initiative Step. Choose a single enemy in base contact and roll three D6 (these rolls are not considered to-hit rolls). For each roll of 3+ the target suffers a hit from the Electric Discharge.

Hits from Electric Discharge are resolved with Strength 5, Armour Penetration 10, Multiple Wounds (D3), Lightning Attacks, and Magical Attacks.

Before using the Electric Discharge, the Dreadmill may be supercharged. If supercharged, the attacks from the Electric Discharge are set to Strength 6 and their Range is set to 12" for the duration of the phase. After the El

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.

Grind 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.

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.

Heavy Armour: +2 Armor

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

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.

Inanimate: Inanimate - Melee

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).

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.

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.

Putrid Scholar: Universal Rule.

The model selects its spells from all Learned Spells of its chosen Path and The Awakened Swarm (Hereditary Spell). This overrides the normal Spell Selection rules connected to being a Wizard Apprentice or Adept.

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.

Scorched Fur: Universal Rule.

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 (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.

Sling: Shooting Weapon.

Range 18", Shots 1, Str 3, AP 0, Quick to Fire.

Swift Reform: During the Movement Phase, a unit containing one or more models with Swift Reform may execute a Swift Reform instead of a Reform. The unit makes a Reform with the following exceptions:

- The unit is not prohibited from shooting in the next Shooting Phase (but will still suffer the to-hit modifier for moving and shooting).
- The unit can perform an Advance Move after the Reform. For the purpose of no model being able to end its movement with its centre farther away than its Advance Rate from its starting position, measure this distance after the Reform.
- No model can end its movement (after an Advance Move) with its centre farther away than its March Rate from its starting position before the Reform.

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

Tag-Along: If the model is within 3" of a friendly non-fleeing unit with at least one Rat-at-Arms or Vermin Guard model, it gains Aegis (4+) against Ranged Attacks.

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:

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.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.
The Wizard 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.

Magister #1	Plague Patriarch #1	Chief #1	Rats-at- Arms #1	Plague Brotherhood #1	Footpads #1	Rat Swarms #3	Vermin Hulks #1	Rat Swarms #2	Dreadmill #1	Dreadmill #2	Weapon Team #1	Weapon Team #2