



VERMIN SWARM

BLOCKY - 2 182 POINTS




700 pts (31.00 %) 685 pts (30.00 %) 102 pts (5.00 %) 350 pts (16.00 %) 545 pts (24.00 %)

Characters **Core** **Special** **Tunnel Gunners** **Built and Bred**

(40 Max) (25 Least) (0 NoLimit) (30 Max) (30 Max)


Characters




CHIEF #1

Chief - Large - Cavalry - 50x100

460 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



MOUNT MONSTROUS RAT

Global	Adv	Mar	Dis			Model Rules
	7"	14"	C			Fear, Towering Presence, Fearless
Defensive	HP	Def	Res	Arm		
	4	C	5	C	Fortitude (4+)	
Offensive	Att	Off	Str	Ap	Agi	
Monstrous Rat	5	4	5	2	4	Harnessed, Breath Attack

Options Battle Standard Bearer • Shield • Heavy Armour • Paired Weapons and Tail Weapon • Monstrous Rat • Ghostly Guard • Hero's Heart



RAKACHIT MACHINIST #1

Rakachit Machinist - Standard - Infantry - 20x20


240 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	5			Safety in Numbers, Callous, Honourless
Defensive	HP	Def	Res	Arm		
	3	4	4	1	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Rakachit Machinist	2	4	5	2	4	Magical Attacks, Mechanical Limbs, Hand Weapon

Options Rod of Battle • Essence of Mithril


Core



RATS-AT-ARMS #1

Rats-at-Arms x39 - Standard - Infantry - 20x20


340 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	5			Scoring, Safety in Numbers
Defensive	HP	Def	Res	Arm		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Rat-at-Arms	1	3	3	0	4


Options	Spear • Champion • Musician • Standard Bearer • Aquila of Ruin
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RATS-AT-ARMS #2

Rats-at-Arms x40 - Standard - Infantry - 20x20


345 POINTS



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

Options	Spear • Champion • Musician • Standard Bearer • Aquila of Ruin
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Special



GIANT RATS #1


Giant Rats x12 - Standard - Infantry - 20x20

102 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>
	7"	14"	5		Swiftstride, Safety in Numbers, Swift Reform
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Giant Rat	1	3	3	0	4 Fight in Extra Rank


Tunnel Gunners



DREAMMILL #1

Dreadmill - Large - Construct - 50x100

350 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>
	8"	8"	7		Fearless, Swiftstride, Safety in Numbers
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	3	5	3	
<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)

Built and Bred



ABOMINATION #1

Abomination - Gigantic - Beast - 60x100

345 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>
	3D6"	"	8		Random Movement (3D6, 3D6), Fearless, Stubborn

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	3	5	0	Fortitude (4+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Abomination	3D6	3	6	3	4

Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>The Awakened Swarm</i>				
<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>				

Magic items

Ghostly Guard: The wearer gains +2 Armour against non-Magical Attacks.

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.

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Rod of Battle: The bearer can cast a Bound Spell, Power Level (4/8):
Type: Augment. Range 18". Duration: One Turn.
The target gains +1 to hit with its Close Combat Attacks.

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 upto +5 for Full Ranks to its Combat Score).

Model Rules

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 Ele

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.

Fight in Extra Rank:

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

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

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).

Light Armour: Armor +1

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

Mechanical Limbs: Special Attack.

A Rakachit Machinist may use a single of the following attacks once per Player Turn. If used as a Shooting Attack, the attack may be used in addition to using a Shooting Weapon, provided both Shooting Attacks target the same unit.

Lightning Coil: Shooting Attack. Range 18", Shots D6, Str 2, AP 3. This attack hits automatically.

Naphtha Thrower: Breath Attack (Str 3, AP 0, Flaming Attacks). This Breath Attack is not limited to being used only once per game.

Random Movement: The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets.

In the Movement Phase, at the end of step 2 of the the it with Random Movement moves using the rules for Pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit Distance, cannot move off the Board Edge and only take Dangerous Terrain Tests if they actually charge an enemy unit (they still test as normal when Fleeing, Pursuing a Broken enemy or Overrunning).

Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate.

Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model with Random Movement cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

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.

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.

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.

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.

Chief #1	Rakachit Machinist #1	Rats-at-Arms #1	Rats-at-Arms #2	Giant Rats #1	Dreadmill #1	Abomination #1
			