



# VERMIN SWARM

## SKAVEN MENACE - 4 120 POINTS



1340 pts (30.00 %) 1175 pts (26.00 %) 625 pts (14.00 %) 380 pts (8.00 %) 600 pts (13.00 %)  
**Characters**      **Core**      **Special**      **Tunnel Gunners**      **Bread and Games**  
 (40 Max)      (25 Least)      (0 NoLimit)      (30 Max)      (20 Max)

### Characters



#### BLOODFUR LEGATE #1

Bloodfur Legate - Standard - Infantry - 20x20

255 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Callous, Valorous Discretion		
Defensive	HP	Def	Res	Arm		
	3	4	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Bloodfur Legate	4	5	4	1	6	Hand Weapon

**Options** | Paired Weapons • General • Hero's Heart • Destiny's Call



#### HOUSE PREFECT #1

House Prefect - Large - Infantry - 40x40

160 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Callous, Valorous Discretion		
Defensive	HP	Def	Res	Arm		
	2	2	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
House Prefect	2	2	3	0	4	Hand Weapon



#### MOUNT PRAETORIAN BRUTE

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
Praetorian Brute	3	3	6	3	4

**Options** | Fetthis Fleshmaster • Praetorian Brute



#### HOUSE PREFECT #4

House Prefect - Standard - Infantry - 20x20

170 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Callous, Valorous Discretion		
Defensive	HP	Def	Res	Arm		
	2	2	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
House Prefect	2	2	3	0	4	Hand Weapon

**Options** | Stygian Overseer • Map of the Deeps



**SWARM PRIEST #1**  
Swarm Priest - Standard - Infantry - 20x20

260 POINTS



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

<b>Options</b>	Light Armour • Wizard Adept • Cult of Errahman • Thaumaturgy • Plague-Hermit's Blessing
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**VERMIN SENATOR #1**  
Vermin Senator - Standard - Infantry - 40x40

180 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Callous, Valorous Discretion, The Die is Cast	
Defensive	HP	Def	Res	Arm	
	3	3	3	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Vermin Senator	2	3	3	0	4

<b>Options</b>	Senatorial Litter
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**MOUNT SENATORIAL LITTER**

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	C	Tall, Vox Populi	
Defensive	HP	Def	Res	Arm	
	4	C	4	C	Cannot be Stomped
Offensive	Att	Off	Str	Ap	Agi
Blackfur Veteran(4)	1	4	4	1	5

<b>Options</b>	Senatorial Litter
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**BLOODFUR LEGATE #2**  
Bloodfur Legate - Standard - Infantry - 20x20

180 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Callous, Valorous Discretion	
Defensive	HP	Def	Res	Arm	
	3	4	4	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Bloodfur Legate	4	5	4	1	6

<b>Options</b>	Greater Eagle Standard • Shield • Halberd
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**DUSKBLADE ASSASSIN #1**  
Duskblade Assassin - Standard - Infantry - 20x20



135 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Not a Leader, Callous, Valorous Discretion, Dark Doorways, Disdain for Plebs, Sic Semper Tyrannis	
Defensive	HP	Def	Res	Arm	
	2	5	3	0	Distracting
Offensive	Att	Off	Str	Ap	Agi



<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Duskblade Assassin</b>	2	5	4	3	8	Divine Attacks, Multiple Wounds (2, against Character), Paired Weapons, Throwing Weapons, Hand Weapon

## Core

	<b>VERMIN SLAVES #1</b> Vermin Slaves x50 - Standard - Infantry - 20x20	<b>315 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	3	Insignificant, Callous, Life is Cheap		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	1	2	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>VerminSlave</b>	1	1	3	0	4	

<b>Options</b>	Tunnelling Tools • Without Number • Musician
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	<b>VERMIN SLAVES #2</b> Vermin Slaves x50 - Standard - Infantry - 20x20	<b>315 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	3	Insignificant, Callous, Life is Cheap		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	1	2	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>VerminSlave</b>	1	1	3	0	4	



<b>Options</b>	Tunnelling Tools • Without Number • Musician
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	<b>VERMIN LEGIONARIES #1</b> Vermin Legionaries x60 - Standard - Infantry - 20x20	<b>545 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Scoring, Callous, Life is Cheap		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	2	0 Light Armour		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Vermin Legionary</b>	1	3	3	0	4 Cohort Coordination	

<b>Options</b>	Without Number • Champion • Musician • Standard Bearer • Shield and Spear • Banner of Speed
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## Special

	<b>PLAGUE DISCIPLES #1</b> Plague Disciples x40 - Standard - Infantry - 20x20	<b>445 POINTS</b>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Scoring, Bodyguard, Callous, Life is Cheap, Fear no Evil		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Plague Disciple</b>	2	2	3	0	3 Poison Attacks, Cult of Errahman, Paired Weapons	

<b>Options</b>	Champion • Musician • Standard Bearer • Great Weapon
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**GIANT RATS #1**  
Giant Rats **x10** - Standard - Beast - 20x20

**90** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	5	Insignificant, Callous, Life is Cheap	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Giant Rat</b>	1	2	3	1	5



**GIANT RATS #2**  
Giant Rats **x10** - Standard - Beast - 20x20

**90** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	5	Insignificant, Callous, Life is Cheap	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Giant Rat</b>	1	2	3	1	5

**Tunnel Gunners**



**VERMIN ARTILLERY #1**  
Vermin Artillery - Large - Construct - 75

**190** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	5"	5	War Machine, Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	1	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Crew</b>	3	3	3	0	4

**Options**

Skorchit Ordnance (4+)



**VERMIN ARTILLERY #2**  
Vermin Artillery - Large - Construct - 75

**190** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	5"	5	War Machine, Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	1	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Crew</b>	3	3	3	0	4

**Options**

Skorchit Ordnance (4+)

**Bread and Games**




**ARENA BEAST #1**  
Arena Beast - Gigantic - Beast - 50x100

**300** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Fearless, Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	3	5	2	Fortitude
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Arena Beast	2D3+1	3	7	3	3
Pitmaster	2	3	4	1	4



### ARENA BEAST #2

Arena Beast - Gigantic - Beast - 50x100

## 300 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Fearless, Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	3	5	2	Fortitude
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Arena Beast	2D3+1	3	7	3	3
Pitmaster	2	3	4	1	4

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H The Awakened Swarm				
<i>Mf</i>	<5+> [8+]	12"	Translation missing: en.magic_spell.type_target.Ground	Instant
<p style="font-size: 0.8em; color: #800000;">The range of this spell can be measured from the Caster or from any friendly Tunnel Marker on the board. Summon a unit of 3 Rat Swarms (profile below), with its Centre on the targeted point. {The Summoned unit may perform a 6" Magical Move.}</p>				



**Judgement on High:** When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled. Dice causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

		Casting	Range	Type	Duration	Effect
5	Wrath of God	12+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.
4	Cleansing Fire	5+ [8+]	Caster [18"]	[Augment] Focused	Instant	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions, and single model units.]
6	Trial of Faith	7+ [10+]	12" [18"]	Hex Missile Damage Focused Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.
2	Smite the Unbeliever	6+ [9+]	24"	Hex	One Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
1	Hand of Heaven	5+ [8+]	24"	Hex Missile Damage	One Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.
3	Speaking in Tongues	7+ [7+]	18"	Hex	One Turn	Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].

## Magic items

**Destiny's Call:** The wearer gains Aegis (4+) and its Armour is set to 3 and can never be improved beyond this.

**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.

**Map of the Deeps:** At the end of each friendly ShootingPhase, the bearer may move a single friendly Tunnel Marker within 24" up to 6" in any direction.

**Plague-Hermit's Blessing:** The wearer gains +1 Health Point and Fortitude (5+). Successful to-hit rolls with Close Combat Attacks against the wearer must be rerolled.

## Magic banners

**Banner of Speed:** A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

## Model Rules

**Bodyguard:** When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

**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:

- The enemy unit is Engaged only with friendly models that are of Standard Height and/or Infantry.
- 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. Each hit from attacks without Area Attack must then be randomised to determine which unit is hit by rolling a D6 for each hit. On a roll of 4+, unless specifically stated otherwise, the intended target is hit; otherwise, the friendly unit Engaged with the intended target is hit. If there is more than one friendly unit, randomise which one is hit.
- In case of Area Attacks, the initial hit is not randomised. Determine the number of hits caused by the Area Attack based on the attack's initial target. Then randomise each hit as specified above.

**Cohort Coordination:** The model gains two instances of Fight in Extra Rank while its unit is Steadfast and does not suffer from Disrupted Ranks. Check if the conditions are met and apply the effects at the start of each Initiative Step.

**Cult of Errahman:** Whenever a Close Combat Attack allocated towards a model with Cult of Errahman rolls a natural '1' to hit, the model part inflicts 1 hit with Toxic Attacks against 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.

**Dark Doorways:** Universal Rule.

The model cannot be deployed during the Deployment Phase. Instead, at the start of any Player Turn, the owner may choose a friendly unit of Vermin Velites, Vermin Legionaries, Blackfur Veterans, Shadowfur Stalkers, or Ignifier Grenadiers that is not Fleeing and that the model can join, and apply the following rules:

- Remove a R&F model from the chosen unit's first rank as a casualty. You cannot remove the last R&F model from a unit.
- Deploy the Duskblade Assassin inside the unit in the position of the removed model.
- The Duskblade Assassin cannot voluntarily leave its unit during the Player Turn in which it was deployed.
- If the model is not deployed by the end of Game Turn 4, it counts as a casualty and cannot be deployed for the rest of the game.
- The model cannot be deployed in a Summoned unit

**Devastating Charge:** Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**Disdain for Plebs:** Universal Rule.

The model cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel.

**Distracting:** Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

**Divine Attacks:** Successful Aegis saves taken against the attack must be rerolled.

**Fear no Evil:** Universal Rule.

While the model's unit is Steadfast and does not suffer from Disrupted Ranks, it gains Unbreakable. In addition, while in the same unit as a Swarm Priest, the model gains Fearless.

**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.

**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

**Halberd:** Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**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

**Harnessed:** Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

**Heavy Armour:** +2 Armor

**Insignificant:**

**Life is Cheap:** Each Health Point loss of models with Life is Cheap is only counted as half a Health Point loss for the purpose of Combat Score, rounding fractions up. This does not include Combat Score bonuses from Overkill.

**Light Armour:** Armor +1

**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.

**Multiple Wounds:** Attacks & Weapons, Melee

Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

**Not a Leader:** The model cannot be the General.

**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.

**Pistol:** Range 12" Shots 1 Strength 4 Armour Penetration 2 QuicktoFire

**Poison Attacks:** If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

**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.

**Sic Semper Tyrannis:** Universal Rule.

While the model's unit is in base contact with one or more enemy Characters, the model gains +1 Attack Value for each other Duskblade Assassin in the same unit.

**The Die is Cast:** Universal Rule.

The model gains +1 Discipline, up to a maximum of 8, while within 12" of one or more enemy models.

**Throwing Weapons:** Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

**Valorous Discretion:** Single model units of Standard Height with Valorous Discretion treat all enemy units as units with Terror.

**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 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**

Your 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.

Bloodfur Legate #1	House Prefect #1	House Prefect #4	Swarm Priest #1	Vermin Senator #1	Bloodfur Legate #2	Duskblade Assassin #1	Vermin Slaves #1	Vermin Slaves #2	Vermin Legionaries #1	Plague Disciples #1	Giant Rats #1	Giant Rats #2	Vermin Artillery #1	Vermin Artillery #2	Arena Beast #1	Arena Beast #2