



VERMIN SWARM

SKAVEN - 2 210 POINTS



420 pts (19.00 %) Characters (40 Max)
 650 pts (29.00 %) Core (25 Least)
 310 pts (14.00 %) Special (0 NoLimit)
 485 pts (22.00 %) Tunnel Gunners (30 Max)
 345 pts (16.00 %) Built and Bred (30 Max)

Characters

TYRANT #1

Tyrant - Standard - Infantry - 20x20

155 POINTS

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

Options	Shield • Heavy Armour • General
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SICARRA ASSASSIN #1

Sicarra Assassin - Standard - Infantry - 20x20

265 POINTS

Global	Adv	Mar	Dis			Model Rules
	6"	12"	7			Not a Leader, Safety in Numbers, Callous, Honourless, Professional Courtesy
Defensive	HP	Def	Res	Arm		
	3	6	4	0	Aegis (4+)	
Offensive	Att	Off	Str	Ap	Agi	
Sicarra Assassin	3	6	4	4	8	Multiple Wounds (D3, against Characters), Poison Attacks, Lightning Reflexes, Paired Weapons, Tail Weapon, Hand Weapon

Options	Lethal Strike • Throwing Weapons(3+)
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Core

RATS-AT-ARMS #1

Rats-at-Arms x35 - Standard - Infantry - 20x20

280 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
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VERMIN GUARD #1
Vermin Guard **x30** - Standard - Infantry - 20x20

370 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Scoring, Safety in Numbers		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Vermin Guard	1	4	3	0	5	Fight in Extra Rank, Halberd

Options	Champion • Musician • Standard Bearer
Special	



VERMIN HULKS #1
Vermin Hulks **x4** - Large - Infantry - 40x40

310 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	Battle Focus

Tunnel Gunners



WEAPON TEAM #1
Weapon Team - Standard - Infantry - 25x50

135 POINTS



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

Options	Rotary Gun (4+)
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JEZAILS #1
Jezails **x3** - Standard - Infantry - 25x50

120 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Safety in Numbers, Callous		
Defensive	HP	Def	Res	Arm		
	2	3	3	0	Pavise	
Offensive	Att	Off	Str	Ap	Agi	
Jezail	2	3	3	0	4	Jezail (4+, 4+)

LIGHTNING CANNON #1

Lightning Cannon - Large - Construct - 75

230 POINTS



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

Move or Fire, Lightning Cannon (4+, 4+)

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

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

Model Rules

- Aegis:**
- 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.
- 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
- 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

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.

Insignificant:

Jezeil: Shooting Weapon.

Range 36", Shots 1, Str 6, AP 4, Unwieldy, Magical Attacks, Accurate.

If rolling a natural '1' to hit, the bearer suffers 1 hit with Toxic Attacks.

Light Armour: Armor +1

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.

Lightning Reflexes:

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.

Pavise: Armour.

The model gains +3 Armour against Ranged Attacks.

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.

Professional Courtesy: Universal Rule.

Sicarra Assassins cannot join (or be deployed in) units that contain another Sicarra Assassin. Sicarra Assassins may perform Make Way moves even when they are in base contact with an enemy model.

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.

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.

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.

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.

Tail Weapon: Close Combat.

When attacking with Paired Weapons, the model part gains +1 Attack Value.

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.

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.

