




# VERMIN SWARM

## LIST THE VERMIN SWARM (v2020) #1 - 4 464 POINTS



1805 pts (40.00 %) **Characters** (40 Max)  
 1070 pts (24.00 %) **Core** (25 Least)  
 1349 pts (30.00 %) **Special** (0 NoLimit)  
 240 pts (5.00 %) **Tunnel Gunners** (25 Max)  
 1050 pts (23.00 %) **Built and Bred** (30 Max)


### Characters



#### VERMIN DAEMON


Vermin Daemon - Gigantic - Beast - 75x50mm

## 870 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	9	Fearless, Callous, Callous, Supernal, Supernal, Schemer, Schemer, Wizard Master, Wizard Master	
Defensive	HP	Def	Res	Arm	
	6	8	6	2 Aegis (5+   4+  ,   against Magical Attacks  ) , Aegis (5+   4+  ,   against Magical Attacks  )	
Offensive	Att	Off	Str	Ap	Agi
Vermin Daemon	5	8	6	10	9


<b>Options</b>	General • Divination
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#### CHIEF #1

Chief - Large - Infantry - 40x40mm

## 325 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

### MOUNT VERMIN HULK BODYGUARD

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


<b>Options</b>	Battle Standard Bearer • Great Weapon • Vermin Hulk Bodyguard • Banner of the Endless Swarm x1 • Aether Icon x1 • Sceptre of Vermin Valour
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#### MAGISTER #2

Magister - Standard - Infantry - 20x20mm


## 200 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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Magister</b>	1	3	3	0	4	<b>Hand Weapon</b>

<b>Options</b>	Thaumaturgy
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### TYRANT #1

Tyrant - Large - Cavalry - 50x100mm

## 410 POINTS



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




### MOUNT MONSTROUS RAT

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

<b>Options</b>	Heavy Armour • Paired Weapons and Tail Weapon • Monstrous Rat • Hero's Heart
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Core



### RATS-AT-ARMS #1


Rats-at-Arms x60 - Standard - Infantry - 20x20mm

## 455 POINTS



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


<b>Options</b>	Spear • Champion • Musician • Standard Bearer • Rending Banner
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### FOOTPADS #3

Footpads x10 - Standard - Infantry - 20x20mm

## 145 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	6	<b>Scoring, Safety in Numbers, Callous</b>		
<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>	
<b>Footpad</b>	1	3	3	0	4	<b>Sling (3+, 3+)</b>

<b>Options</b>	Paired Weapons • Musician
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### FOOTPADS #2

Footpads x10 - Standard - Infantry - 20x20mm

145 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

<b>Options</b>	Paired Weapons • Musician
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### GIANT RATS #1

Giant Rats x20 - Standard - Infantry - 20x20mm

150 POINTS



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

<b>Options</b>	Paired Weapons • Musician • Vanguard
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### FOOTPADS VANGUARD #2

Footpads x10 - Standard - Infantry - 20x20mm

175 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

<b>Options</b>	Paired Weapons • Musician • Vanguard
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Special



### VERMIN HULKS #1

Vermin Hulks x12 - Large - Infantry - 40x40mm

830 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



**PLAGUE DISCIPLES #1**  
Plague Disciples x12 - Standard - Infantry - 20x20mm

268 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Light Troops, Fearless, Frenzy, Safety in Numbers, Brood's Courage		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	4	0	Hard Target (1, 1)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Plague Disciple	1	3	3	0	4	Battle Focus, Hatred, Plague Flail



**PLAGUE DISCIPLES #2**  
Plague Disciples x11 - Standard - Infantry - 20x20mm

251 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Light Troops, Fearless, Frenzy, Safety in Numbers, Brood's Courage		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	4	0	Hard Target (1, 1)	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Plague Disciple	1	3	3	0	4	Battle Focus, Hatred, Plague Flail

**Tunnel Gunners**



**JEZAILS #1**  
Jezails x6 - Standard - Infantry - 25x50mm

240 POINTS



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

**Magics**

Racial Trait Spell

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



**The Conclave:** Spells from Divination gain +3" range up to a maximum of +9" for each additional friendly Wizard within 12" of the Caster. This bonus can never increase the combined modifier beyond +9", however other sources may.

		Casting	Range	Type	Duration	Effect
<b>A</b>	Guiding Light		12"	Augment	Last one Turn	Discipline Tests of units with all models affected by the spell are subject to Minimised Roll. A unit cannot be affected by this spell more than once per Magic Phase.
<b>1</b>	Know Thy Enemy	7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
<b>2</b>	Fate's Judgement	5+ [9+]	18"	Hex, Missile, Damage	Instant	The target suffers <b>D3 [D6]</b> hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).
<b>3</b>	Scrying	7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Distracting and Hard Target.
<b>4</b>	The Stars Align	8+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Divine Attacks. In addition, it must reroll failed to-hit rolls with Close Combat <b>and Shooting</b> Attacks.
<b>5</b>	Unerring Strike	7+ [10+]	18"	Hex, Missile, Damage	Instant	The target suffers <b>2D6 [3D6]</b> hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.
<b>6</b>	Portent of Doom	8+	24"	Hex	Permanent	When calculating Combat Score, a side with units containing at least one model affected by the spell suffers -X to its Combat Score (for each affected unit and instance of the spell), where X is equal to the number of Characters in the unit, increased by 1 if the unit contains any R&F models. A Character leaving a unit that was the target of the spell no longer is affected by the spell, unless the Character was a single model unit that was the initial target of the spell.



### Thaumaturgy

**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
<b>1</b>	Hand of Heaven	5+ [8+]	24"	Hex, Missile, Damage	Last one Turn	The target suffers <b>D6 [D6+1]</b> hits with Strength <b>D6 [D6+1]</b> , Armour Penetration <b>2 [3]</b> , and Magical Attacks.
<b>2</b>	Smite the Unbeliever	6+ [9+]	24"	Hex	Last one Turn	<b>Immediately after successfully casting this spell, roll a D6.</b> <b>[Choose which effect to apply when casting the spell.]</b> - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
<b>3</b>	Speaking in Tongues	7+ [7+]	18"	Hex	Last one Turn	Units with at least one model affected by the spell cannot benefit from <b>Commanding Presence [Rally around the Flag]</b> .
<b>4</b>	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.) <b>[This spell may only target Characters, Champions, and single model units.]</b>
<b>5</b>	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.
<b>6</b>	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.

## Magic items

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

**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.

## Magic banners

**Aether Icon:** The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

**Banner of the Endless Swarm:** If a unit with one or more Banners of the EndlessSwarm has more Full Ranks than each of the enemy units Engaged in the same Combat, it gains **Fight in ExtraRank**. 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

### 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:

**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.

**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

**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.

**Pavise:** Armour.

The model gains +3 Armour against Ranged Attacks.

**Plague Flail:** Close Combat Weapon.

Attacks made with a Plague Flail gain +2 Strength and +2 Armour Penetration. Unless using another weapon, the wielder of a Plague Flail suffers -1 Defensive Skill.

In addition, at Initiative Step 10 (regardless of the wielder's Agility) the wielder must choose an enemy unit that it could normally allocate Close Combat Attacks towards (including Supporting Attacks). The chosen enemy unit suffers a hit with Toxic Attacks. This hit is considered to be a Special Attack. This weapon cannot be enchanted with Weapon Enchantments from the List of Common Special Items

**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.

**Schemer:** Universal Rule.

Spells cast by the model gain +3" range. The model knows one additional spell, and selects its spells from Divination and The Awakened Swarm (Hereditary Spell). If a Vermin Daemon is part of the army, the Tunnel Gunners Category is reduced to "Max. 25%".

**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.

**Sling:** Shooting Weapon.

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

**Supernal:**

**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.

**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 Master:** - Knows 4 spells.

- Can select from the Learned Spells 1, 2, 3, 4, 5, and 6 of its chosen Path and the Hereditary Spell of its army.

The Wizard gains Channel (1) and a +1 modifier to its casting rolls, 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.

Vermin Daemon



Chief #1



Magister #2



Tyrant #1



Rats-at-Arms #1



Footpads #3



Footpads #2



Giant Rats #1



Vermin Hulks #1



Plague Disciples #1



Plague Disciples #2



Jezails #1



Footpads Vanguard #2

