



# VERMIN SWARM

## LE RETOUR - 4 355 POINTS




1260 pts (28.00 %) **1095 pts (24.00 %)** 1030 pts (23.00 %) 970 pts (22.00 %) 870 pts (19.00 %)

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

(40 Max) (25 Least) (0 NoLimit) (25 Max) (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	Hand Weapon


Options	General • Divination
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### CHIEF #1

Chief - Standard - Infantry - 20x20mm

## 165 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 • Paired Weapons and Tail Weapon • Lucky Charm
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### RAKACHIT MACHINIST #1

Rakachit Machinist - Standard - Infantry - 20x20mm

## 225 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	Gas Globes (3+) • Multifocal Eyepiece • Scurrying Veil
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### Core



**PLAGUE BROTHERHOOD #1**  
Plague Brotherhood **x30** - Standard - Infantry - 20x20mm

**385** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	5"	10"	5			Scoring, Fearless, Frenzy, Safety in Numbers
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	4	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Plague Brother	1	3	3	0	3	Battle Focus, Hatred, Paired Weapons

<b>Options</b>	Champion • Musician • Standard Bearer • Rending Banner
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**RATS-AT-ARMS #1**  
Rats-at-Arms **x41** - Standard - Infantry - 20x20mm

**360** 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	

<b>Options</b>	Spear • Champion • Musician • Standard Bearer • Rending Banner
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**RATS-AT-ARMS #2**  
Rats-at-Arms **x39** - Standard - Infantry - 20x20mm

**350** 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	

<b>Options</b>	Spear • Champion • Musician • Standard Bearer • Rending Banner
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**Special**



**GIANT RATS #1**  
Giant Rats **x10** - Standard - Infantry - 20x20mm

**90** 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



### GIANT RATS #2

Giant Rats **x10** - Standard - Infantry - 20x20mm

90 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

Fight in Extra Rank



### MEAT GRINDER #1

Meat Grinder - Standard - Infantry - 40x40mm

140 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Not a Leader, War Platform, Safety in Numbers, Callous, Tag-Along, Insignificant, One with the Swarm, Brood's Courage	
Defensive	HP	Def	Res	Arm	
	2	3	3	3	
Offensive	Att	Off	Str	Ap	Agi
MeatGrinder	2	3	3	0	4

Meat Grinder



### MEAT GRINDER #2

Meat Grinder - Standard - Infantry - 40x40mm

140 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Not a Leader, War Platform, Safety in Numbers, Callous, Tag-Along, Insignificant, One with the Swarm, Brood's Courage	
Defensive	HP	Def	Res	Arm	
	2	3	3	3	
Offensive	Att	Off	Str	Ap	Agi
MeatGrinder	2	3	3	0	4

Meat Grinder



### VERMIN HULKS #1

Vermin Hulks **x8** - Large - Infantry - 40x40mm

570 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

### DREAMMILL #1

Dreadmill - Large - Construct - 50x100mm

## 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>
<b>Dreadmill</b>			5	2	4

### DREAMMILL #2

Dreadmill - Large - Construct - 50x100mm

## 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>
<b>Dreadmill</b>			5	2	4

### WEAPON TEAM #1

Weapon Team - Standard - Infantry - 25x50mm

## 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	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Weapon Team</b>	2	3	3	0	4

<b>Options</b>	Naphtha Launcher (4+)
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### WEAPON TEAM #2

Weapon Team - Standard - Infantry - 25x50mm

## 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	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Weapon Team</b>	2	3	3	0	4

<b>Options</b>	Rotary Gun (4+)
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Magics			
Racial Trait Spell			
	Casting	Range	Duration

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



Divination

**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
5	Unerring Strike	7+ [10+]	18"	Hex, Missile, Damage	Instant	The target suffers 2D6 [3D6] hits that wound on 4+ with Armour Penetration 1, Divine Attacks and Magical Attacks.
3	Scrying	7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains Distracting and Hard Target.
4	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 and Shooting Attacks.
6	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.
1	Know Thy Enemy	7+ [12+]	18" [6"Aura]	Augment	Last one Turn	The target gains +2 Offensive Skill, +2 Defensive Skill, and +2 Agility.
A	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.
2	Fate's Judgement	5+ [9+]	18"	Hex, Missile, Damage	Instant	The target suffers D3 [D6] hits that wound automatically with Armour Penetration 0 and Magical Attacks, with no Special Saves allowed (note that Armour Saves are allowed).

### Magic items

**Lucky Charm:** One use only. May be activated when the bearer's model fails an Armour Save. This failed Armour Save may be rerolled.

**Multifocal Eyepiece:** At the start of each friendly Shooting Phase, you may choose a Weapon Team within 3" of the bearer. For the duration of the phase, Shooting Attacks made by this Weapon Team gain +1 to hit.

**Scurrying Veil:** The bearer gains **Tiny** (see Rat Swarms unit), and its March Rate is **set** to 20".

### Magic banners

**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.

**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:**

**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 anyother Discipline Test, the unit suffers -2Discipline.

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

**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

**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).

**Meat Grinder:** Melee Weapon.

When using this weapon, the wielder gains Impact Hits (2D6) and Grind Attacks (2D6). These Impact Hits and Grind Attacks are resolved with Strength 4 and Armour Penetration 2.

**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.

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

**One with the Swarm:** Universal Rule.

The model can only join units of Rats-at-Arms, and loses Insignificant while joined to such units.

**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.

**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%".

**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.

**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.

**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.

**War Platform:** Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Characters category (for Army List creation).
- It cannot issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

**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



Giant Rats #1



Chief #1



Giant Rats #2



Rakachit Machinist #1



Meat Grinder #1



Plague Brotherhood #1



Meat Grinder #2



Rats-at-Arms #1



Vermin Hulks #1



Rats-at-Arms #2



Dreadmill #1



Dreadmill #2





Weapon Team #1



Weapon Team #2

