



VERMIN SWARM

TEMP - 2 234 POINTS



545 pts (24.00 %) 610 pts (27.00 %) 659 pts (29.00 %) 420 pts (19.00 %) 0 pts (0.00 %)

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

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

Characters

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 • Shield • Heavy Armour • Paired Weapons and Tail Weapon

MAGISTER #1

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	
Magister	1	3	3	0	4	Hand Weapon

Options | Witchcraft • General

RAKACHIT MACHINIST #1

Rakachit Machinist - Standard - Infantry - 20x20mm

180 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 | Ratlock Pistols (3+)

Core



SLAVES #1

Slaves **x30** - Standard - Infantry - 20x20mm

135 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	2	Safety in Numbers, Insignificant, Disposable	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Slave	1	2	3	0	4

Options	Musician
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RATS-AT-ARMS #1

Rats-at-Arms **x26** - Standard - Infantry - 20x20mm

225 POINTS



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

Options	Spear • Musician • Standard Bearer
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VERMIN GUARD #1

Vermin Guard **x20** - Standard - Infantry - 20x20mm

250 POINTS



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

Options	Champion
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Special



PLAGUE DISCIPLES #1

Plague Disciples **x12** - Standard - Infantry - 20x20mm

268 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Light Troops, Fearless, Frenzy, Safety in Numbers, Brood's Courage	
Defensive	HP	Def	Res	Arm	
	1	2	4	0	
Offensive	Att	Off	Str	Ap	Agi
Plague Disciple	1	3	3	0	4



PLAQUE 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



MEAT GRINDER #1
 Meat Grinder - Standard - Infantry - 40x40mm

140 POINTS



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

Tunnel Gunners



PLAQUE CATAPULT #1
 Plague Catapult - Large - Construct - 75mm round

210 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	5"	5"	5			Fearless, 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	3	Battle Focus, Move or Fire, Hatred, Plague Catapult (4+, 4+)



PLAQUE CATAPULT #2
 Plague Catapult - Large - Construct - 75mm round

210 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	5"	5"	5			Fearless, 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	3	Battle Focus, Move or Fire, Hatred, Plague Catapult (4+, 4+)

Magics

Racial Trait Spell

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



		Casting	Range	Type	Duration	Effect
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	The target gains Random Movement (2D6 [3D6])
3	Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
4	The Wheel Turns	8+ [10+]	24"	Hex	Last one Turn	Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
A	Evil Eye		24"	Universal	Last one Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
2	Deceptive Glamour	4+ [6+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.

Model Rules

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.

Disposable: Universal Rule.

If the unit Breaks from Combat, it is immediately removed as a casualty.

When checking if an enemy unit is Steadfast, your Slave units count as having 0 Full Ranks, unless the Slave unit is Engaged in the enemy unit's Flank or Rear Facing.

When shooting into a combat where the only Engaged friendly models are Slaves:

- The Shooting Attack gains +2 to hit.
- When randomising to see which unit is hit, the intended target is hit on 4+ (instead of 3+).

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.

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.

Hard Target:

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.

Insignificant:

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.

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.

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.

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.

Plague Catapult: Catapult (4x4) Artillery Weapon

Range 12-48", Shots 1, Toxic Attacks, Magical 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.

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.

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 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.

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 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.

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



Magister #1



Rakachit Machinist #1



Slaves #1



Rats-at-Arms #1



Vermin Guard #1



Plague Disciples #1



Plague Disciples #2



Meat Grinder #1



Plague Catapult #1



Plague Catapult #2

