



VERMIN SWARM

LIST THE VERMIN SWARM #1 - 3 872 POINTS



1615 pts (36.00 %) **970 pts (22.00 %)** 617 pts (14.00 %) 670 pts (15.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Tunnel** **Built and**
 (40 Max) (25 Least) (0 NoLimit) **Gunners** **Bred**
 (30 Max) (30 Max)

Characters




TYRANT #1

Tyrant - Standard - Infantry - 40x40mm

390 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



MOUNT VERMIN GUARD LITTER

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	C	Herding the Swarm	
Defensive	HP	Def	Res	Arm	
	C	C	C	C+2	
Offensive	Att	Off	Str	Ap	Agi
Vermin Guard	4	4	4	1	5


Options	Shield (Dusk Forged) • Heavy Armour • Ratlock Pistols (3+) • Vermin Guard Litter • General
Magic items	Putrid Protection • Dusk Forged (Shield) • Lucky Charm



CHIEF #1


Chief - Standard - Infantry - 20x20mm

190 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


Options	Battle Standard Bearer • Ratlock Pistols (3+)
Magic banners	Banner of Discipline (Battle Standard Bearer)



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	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	4	1	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Rakachit Machinist	2	4	5	2	4	Magical Attacks, Mechanical Limbs, Hand Weapon

Options	Ratlock Pistols (3+)
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	PLAGUE PATRIARCH #1 Plague Patriarch - Standard - Infantry - 20x20mm	260 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	6	Wizard Apprentice, Frenzy, Safety in Numbers, Callous, Honourless, Putrid Scholar

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>
	3	4	5	0

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Plague Patriarch	3	5	4	1	4	Battle Focus, Hatred, Hand Weapon

Options	Wizard Adept • Plague Flail
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	RAKACHIT MACHINIST #2 Rakachit Machinist - Standard - Infantry - 20x20mm	205 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	5	Safety in Numbers, Callous, Honourless

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	4	1	Heavy Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Rakachit Machinist	2	4	5	2	4	Magical Attacks, Mechanical Limbs, Hand Weapon

Options	Ratlock Pistols (3+)
Magic items	Obsidian Rock

	MAGISTER #1 Magister - Standard - Infantry - 20x20mm	390 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	6	Safety in Numbers, Callous, Honourless, Wizard Adept

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>
	3	3	3	0

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

Options	Wizard Master
Magic items	Sceptre of Power

Core



FOOTPADS #1

Footpads x10 - Standard - Infantry - 20x20mm

135 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

Options	Musician
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SLAVES #1

Slaves x60 - Standard - Infantry - 20x20mm

225 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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PLAGUE BROTHERHOOD #1

Plague Brotherhood x22 - Standard - Infantry - 20x20mm

235 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Scoring, Fearless, Frenzy, Safety in Numbers	
Defensive	HP	Def	Res	Arm	
	1	2	4	0	
Offensive	Att	Off	Str	Ap	Agi
Plague Brother	1	3	3	0	3

Battle Focus, Paired Weapons, Hatred

Options	Musician
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RATS-AT-ARMS #1

Rats-at-Arms x52 - Standard - Infantry - 20x20mm

375 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

Light Armour, Shield

Options	Champion • Musician • Standard Bearer
Magic banners	Aether Icon (Banner Enchantment)

Special



GUTTER BLADES #1

Gutter Blades x9 - Standard - Infantry - 20x20mm

237 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	7	Vanguard, Light Troops, Skirmisher, Safety in Numbers, Callous		
Defensive	HP	Def	Res	Arm		
	1	4	3	0	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Gutter Blade	1	4	3	0	5	Paired Poison Attacks Weapons

Options	Scout, Ambush • Throwing Weapons (4+)
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RAT SWARMS #1

Rat Swarms x2 - Standard - Beast - 40x40mm

90 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	7	Light Troops, Fearless, Skirmisher, Insignificant, Unstable, Tiny	
Defensive	HP	Def	Res	Arm	
	5	3	2	0	Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi
Rat Swarm	5	3	2	0	4



RAT SWARMS #2

Rat Swarms x2 - Standard - Beast - 40x40mm

90 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	7	Light Troops, Fearless, Skirmisher, Insignificant, Unstable, Tiny	
Defensive	HP	Def	Res	Arm	
	5	3	2	0	Hard Target (1, 1)
Offensive	Att	Off	Str	Ap	Agi
Rat Swarm	5	3	2	0	4



PLAQUE DISCIPLES #1

Plague Disciples x8 - Standard - Infantry - 20x20mm

200 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	Hard Target (1, 1)	
Offensive	Att	Off	Str	Ap	Agi	
Plague Disciple	1	3	3	0	4	Battle Focus, Plague , Hatred Flail

Tunnel Gunners



LIGHTNING CANNON #1

Lightning Cannon - Large - Construct - 75mm round

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+)					

JEZAILS #1

Jezails x3 - Standard - Infantry - 25x50mm

120 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>
Jezeil	2	3	3	0	4
Jezeil (4+, 4+)					

JEZAILS #2

Jezails x3 - Standard - Infantry - 25x50mm

120 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>
Jezeil	2	3	3	0	4
Jezeil (4+, 4+)					

JEZAILS #3

Jezails x5 - Standard - Infantry - 25x50mm

200 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>
Jezeil	2	3	3	0	4
Jezeil (4+, 4+)					

Magics				
Racial Trait Spell				
	Casting	Range	Type	Duration
	<i>The Awakened Swarm</i>			
<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>				

Magic items

Dusk Forged: The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves.

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

Obsidian Rock: The bearer gains Magic Resistance (2).

Putrid Protection: The wearer gains +2 Armour. For each successful Armour Save made by the wearer against Melee Attacks, the wearer immediately inflicts 1 hit with Toxic Attacks against the model that caused the wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a Special Attack.

Sceptre of Power: One use only. A Wizard with this Artefact may add a single Magic Dice from its Magic Dice pool to one of its casting rolls or dispelling rolls, after seeing the casting or dispelling roll (note that casting rolls cannot exceed the limit of max 5 Magic Dice).

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 Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

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.

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.

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:

Jezail: 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.

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.

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).

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.

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.

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

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.

Putrid Scholar: Universal Rule.

The model selects its spells from all Learned Spells of its chosen Path and The Awakened Swarm (Hereditary Spell). This overrides the normal Spell Selection rules connected to being a Wizard Apprentice or Adept.

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.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

Sling: Shooting Weapon.

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

Tiny: Universal Rule.

The model ignores friendly units when moving in the Charge and Movement Phase, but must follow the Unit Spacing rule at the end of the move.

Unstable:

Vanguard: After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

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 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 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

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.

Tyrant #1



Chief #1



Rakachit Machinist #1



Plague Patriarch #1



Rakachit Machinist #2



Magister #1



Footpads #1



Slaves #1



Plague Brotherhood #1



Rats-at-Arms #1



Gutter Blades #1



Rat Swarms #1



Rat Swarms #2



Plague Disciples #1



Lightning Cannon #1



Jezails #1



Jezails #2



Jezails #3



