



VERMIN SWARM

SKAVEN - 1 590 POINTS



470 pts (24.00 %) Characters (40 Max)
 530 pts (27.00 %) Core (25 Least)
 360 pts (18.00 %) Special (0 NoLimit)
 230 pts (12.00 %) Tunnel Gunners (30 Max)
 305 pts (15.00 %) Bread and Games (25 Max)

Tunnel Gunners



EXPERIMENTAL WEAPON TEAMS #1

Experimental Weapon Teams x6 - Standard - Infantry - 25x50mm

230 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	8"	5			Light Troops, Callous, Life is Cheap
Defensive	HP	Def	Res	Arm		
	3	2	2	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Exp. Weapon Team	2	2	3	0	4	Quick to Fire

Options | Jezaill (4+) and Shield

Special



SHADOWFUR STALKERS #1

Shadowfur Stalkers x12 - Standard - Infantry - 20x20mm

180 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	5			, Sicarran Light Troops, Skirmisher, Callous, Life is CheapSmugglers
Defensive	HP	Def	Res	Arm		
	1	3	2	0	Hard Target	
Offensive	Att	Off	Str	Ap	Agi	
Shadowfur Stalker	1	3	3	2	5	Paired Weapons

Options | Musician • Champion • Throwing Weapons (4+)



SHADOWFUR STALKERS #1

Shadowfur Stalkers x12 - Standard - Infantry - 20x20mm

180 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	5			, Sicarran Light Troops, Skirmisher, Callous, Life is CheapSmugglers
Defensive	HP	Def	Res	Arm		
	1	3	2	0	Hard Target	
Offensive	Att	Off	Str	Ap	Agi	
Shadowfur Stalker	1	3	3	2	5	Paired Weapons

Options | Musician • Champion • Throwing Weapons (4+)

Characters



DUSKBLADE ASSASSIN #1
Duskblade Assassin - Standard - Infantry - 20x20mm

125 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Fearless, Not a Leader, Callous, Dark Doorways, Disdain for Plebs, Sic Semper Tyrannis		
Defensive	HP	Def	Res	Arm		
	2	5	3	0	Distracting	
Offensive	Att	Off	Str	Ap	Agi	
Duskblade Assassin	2	5	4	3	8	Divine Attacks, Multiple Wounds Weapons, Throwing Weapons, Paired Hand Weapon Weapons



DUSKBLADE ASSASSIN #1
Duskblade Assassin - Standard - Infantry - 20x20mm

125 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Fearless, Not a Leader, Callous, Dark Doorways, Disdain for Plebs, Sic Semper Tyrannis		
Defensive	HP	Def	Res	Arm		
	2	5	3	0	Distracting	
Offensive	Att	Off	Str	Ap	Agi	
Duskblade Assassin	2	5	4	3	8	Divine Attacks, Multiple Wounds Weapons, Throwing Weapons, Paired Hand Weapon Weapons



DUSKBLADE ASSASSIN #1
Duskblade Assassin - Standard - Infantry - 20x20mm

125 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Fearless, Not a Leader, Callous, Dark Doorways, Disdain for Plebs, Sic Semper Tyrannis		
Defensive	HP	Def	Res	Arm		
	2	5	3	0	Distracting	
Offensive	Att	Off	Str	Ap	Agi	
Duskblade Assassin	2	5	4	3	8	Divine Attacks, Multiple Wounds Weapons, Throwing Weapons, Paired Hand Weapon Weapons



HOUSE PREFECT #1
House Prefect - Standard - Infantry - 20x20mm

95 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Callous		
Defensive	HP	Def	Res	Arm		
	2	2	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
House Prefect	2	2	3	0	4	Hand Weapon



VERMIN VELITES #1
Vermin Velites x20 - Standard - Infantry - 20x20mm

200 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Scoring, Callous, Life is Cheap		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	2	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Vermin Velite	1	3	3	0	4	Cohort Coordination, Paired Weapons

Options	Sling (4+) • Champion • Musician • Standard Bearer with Eagle Standard
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VERMIN VELITES #1
Vermin Velites x20 - Standard - Infantry - 20x20mm

200 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Scoring, Callous, Life is Cheap		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	2	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Vermin Velite	1	3	3	0	4	Cohort Coordination, Paired Weapons

Options	Sling (4+) • Champion • Musician • Standard Bearer with Eagle Standard
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VERMIN VELITES #3
Vermin Velites x15 - Standard - Infantry - 20x20mm

130 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Scoring, Callous, Life is Cheap		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	2	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Vermin Velite	1	3	3	0	4	Cohort Coordination, Paired Weapons

Options	Sling (4+)
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Magics

Racial Trait Spell

	<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>
H The Awakened Swarm				
<i> Mf </i>	(12") {18"}	(5+) {7+}	Ground	Instant
<i>The range of this spell can be measured from the Caster or from any friendly Tunnel Marker on the Battlefield. Summon a Rat Swarm (profile below) on the targeted point.</i>				

Model Rules

Callous: Health Point losses of the model that are caused by friendly models are ignored for Panic (including units destroyed due to attacks from friendly models). The model may use Shooting Attacks against enemy units Engaged in Combat, with the following rules and restrictions: • Friendly units Engaged in this Combat are ignored for Cover purposes (but not for drawing Line of Sight). • Roll to hit as normal against the intended target. Immediately after determining the number of hits, roll a D6 for

each hit. On a roll of 4+, the hit is distributed onto a randomly chosen friendly unit Engaged with the original target. Otherwise, proceed as normal.

Cohort Coordination: While the model's unit is Steadfast and does not suffer from Disrupted Ranks, the model gains **Fight in Extra Rank**. Check if the conditions are met and apply the effects at the start of each Initiative Step.

Dark Doorways: The model cannot be deployed during the Deployment Phase. Instead, at the start of any Player Turn, the owner may choose a friendly unit of Vermin Velites, Vermin Legionaries, Blackfur Veterans, Shadowfur Stalkers, or Ignifier Grenadiers that is not Fleeing, even if Engaged, and apply the following rules: • Remove a R&F model from the chosen unit's first rank as a casualty. You cannot remove the last R&F model from a unit. • Deploy the Duskblade Assassin in the position of the removed model. • The Duskblade Assassin cannot voluntarily leave its unit during the Player Turn in which it was deployed. • If the model is not deployed by the end of Game Turn 4, it counts as a casualty and cannot be deployed for the rest of the game. • The model cannot be deployed in a Summoned unit.

Disdain for Plebs: The model cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel.

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

Divine Attacks: Successful Aegis saves taken against the attack must be rerolled.

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.

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:

Heavy Armour: +2 Armor

Life is Cheap: When calculating Combat Score, halve the number of Health Point losses of models with Life is Cheap, rounding fractions up. This does not include Combat Score bonuses from Overkill.

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.

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.

Quick to Fire:

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.

Sic Semper Tyrannis: While the model's unit is in base contact with one or more enemy Characters, the model gains +1 Attack Value for each other Duskblade Assassin in the same unit.

Sicarran Smugglers: The unit may start the game in Tunnel Reserve. Ambush rolls of units consisting entirely of models with Sicarran Smugglers may be rerolled. This overrides the restriction of rules and abilities not working while the model is off the board.

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.

Throwing Weapons: Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

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.

Shadowfur Stalkers #1



Shadowfur Stalkers #1



Vermin Velites #1



Vermin Velites #1



Vermin Velites #3



Duskblade Assassin #1



Duskblade Assassin #1



Duskblade Assassin #1



Experimental Weapon Teams #1



House Prefect #1

