



VERMIN SWARM

SKYRE - 4 295 POINTS



1350 pts (30.00%) 1330 pts (30.00%) 280 pts (6.00%) 1335 pts (30.00%) 360 pts (8.00%)
Characters **Core** **Special** **Tunnel** **Built and**
 (40 Max) (25 Least) (0 NoLimit) **Gunners** **Bred**
 (30 Max) (30 Max)

Characters

CHEF VERMINE #1

Chief - Standard - Infantry - 20x20mm

205 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 • Heavy Armour (Seal of House Underminer)
Magic items	Sceptre of Vermin Valour • Seal of House Underminer (Heavy Armour)

MAGISTER #1

Magister - Large - Construct - 60x100mm

750 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

MOUNT DOOM BELL

Global	Adv	Mar	Dis			Model Rules
	5"	10"	C			, Above the Towering Presence, Terror, War Platform, State of Trance Masses , Sounding The Bell, Channel (2, 2), Fear
Defensive	HP	Def	Res	Arm		
	5	C	5	C+2	Aegis (4+)	
Offensive	Att	Off	Str	Ap	Agi	
VH Bodyguard	4	4	5	2	4	Battle Focus , Harnessed

Options	Wizard Master • Doom Bell • Witchcraft
Magic items	Focusing Stone

MECANICIEN RAKACHIT #1

Rakachit Machinist - Standard - Infantry - 20x20mm

205 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

Magic items	Talisman of the Void
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	MECANICIEN RAKACHIT #2 Rakachit Machinist - Standard - Infantry - 20x20mm	190 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

Magic items	Multifocal Eyepiece
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Core

	GARDES VERMINES #1 Vermin Guard x40 - Standard - Infantry - 20x20mm	520 POINTS	
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<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	4	3	0	Heavy Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Vermin Guard	1	4	3	0	5	Fight in Extra Rank, Halberd

Options	Champion • Musician • Standard Bearer
Magic banners	Banner of the Endless Swarm (Banner Enchantment)

	GARDES VERMINES #2 Vermin Guard x40 - Standard - Infantry - 20x20mm	520 POINTS	
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<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	4	3	0	Heavy Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Vermin Guard	1	4	3	0	5	Fight in Extra Rank, Halberd

Options	Champion • Musician • Standard Bearer
Magic banners	Banner of the Endless Swarm (Banner Enchantment)



ESCLAVES #1

Slaves x30 - Standard - Infantry - 20x20mm

145 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



ESCLAVES #2

Slaves x30 - Standard - Infantry - 20x20mm

145 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

Special



HACHOIR A VIANDE #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 Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi
MeatGrinder	2	3	3	0	4 Meat Grinder



HACHOIR A VIANDE #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 Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi
MeatGrinder	2	3	3	0	4 Meat Grinder

Tunnel Gunners

EQUIPE D'ARMEMENT AVEC CANON ROTATIF #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	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Weapon Team	2	3	3	0	4

Options	Naphtha Launcher (4+)
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EQUIPE D'ARMEMENT AVEC CANON ROTATIF #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	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Weapon Team	2	3	3	0	4

Options	Naphtha Launcher (4+)
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EQUIPE D'ARMEMENT AVEC CANON ROTATIF #3

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

Options	Globe Launcher (4+)
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CANON FOUDROYANT #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+)

MEULE FUNESTE #1
Dreadmill - Large - Construct - 50x100mm

350 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	8"	7	Fearless, Swiftstride, Safety in Numbers	
Defensive	HP	Def	Res	Arm	
	5	3	5	3	
Offensive	Att	Off	Str	Ap	Agi
Dreadmill			5	2	4

MEULE FUNESTE #2
Dreadmill - Large - Construct - 50x100mm

350 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	8"	7	Fearless, Swiftstride, Safety in Numbers	
Defensive	HP	Def	Res	Arm	
	5	3	5	3	
Offensive	Att	Off	Str	Ap	Agi
Dreadmill			5	2	4

Magics

Racial Trait Spell

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



Witchcraft

		Casting	Range	Type	Duration	Effect
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.
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].
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.
4	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.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	The target gains Random Movement (2D6 [3D6])
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee [and Shooting] Attacks against the target must reroll failed to-wound 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.

Magic items

Focusing Stone: Whenever a friendly unit within 24" of the bearer inflicts one or more hits in a friendly Magic or Shooting Phase, the owner may discard Veil Tokens from their Veil Token pool before rolling to wound. For every discarded Veil Token, one of the hits gains +1 to wound. If there are more hits than discarded Veil Tokens,

declare which hits gain the modifier before rolling any dice. Each hit can only be affected once.

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.

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

Seal of House Underminer: The owner's army gains a +1 modifier for the roll for determining who chooses the Deployment Zone. Immediately after Deployment Zones are chosen, nominate a Terrain Feature with its centre in your half of the Battlefield. Unless that Terrain Feature is Impassable Terrain or Open Terrain, it becomes Dangerous Terrain (2).

Talisman of the Void: The bearer gains Channel (1).

Magic banners

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

Model Rules

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+).

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:

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.

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

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

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).

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.

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.

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.

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 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.

Gardes vermines #1



Gardes vermines #2



Chef vermine #1



Magister #1



Mécanicien Rakachit #1



Mécanicien Rakachit #2



Esclaves #1



Esclaves #2



Hachoir à viande #1



Hachoir à viande #2



Équipe d'armement avec Canon rotatif #1



Équipe d'armement avec Canon rotatif #2



Équipe d'armement avec Canon rotatif #3



Canon foudroyant #1



Meule funeste #1



Meule funeste #2

