



VERMIN SWARM

LIST MAREE DE VERMINE #5 - 2 525 POINTS



840 pts (33.00 %) 800 pts (32.00 %) 475 pts (19.00 %) 410 pts (16.00 %) 0 pts (0.00 %)

Characters (40 Max) **Core** (25 Least) **Special** (0 NoLimit) **Tunnel Gunners** (30 Max) **Built and Bred** (30 Max)

Characters



CHIEF #1

Chief - Standard - Infantry - 20x20mm

200 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
Magic banners	Banner of Speed (Battle Standard Bearer)



SICARRA ASSASSIN #1

Sicarra Assassin - Standard - Infantry - 20x20mm

370 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	7	Not a Leader, Safety in Numbers, Callous, Honourless, Professional Courtesy	
Defensive	HP	Def	Res	Arm	
	3	6	4	0	Aegis (4+)
Offensive	Att	Off	Str	Ap	Agi
Sicarra Assassin	3	6	4	4	8

Multiple Wounds (D3, against Characters), Poison Attacks, Lightning Reflexes
Paired Weapons, Tail Weapon, Hand Weapon

Options	Lethal Strike • Throwing Weapons(3+)
Magic items	Supernatural Dexterity • Putrid Protection



PLAQUE PATRIARCH #1

Plague Patriarch - Standard - Infantry - 20x20mm

270 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Wizard Apprentice, Frenzy, Safety in Numbers, Callous, Honourless, Putrid Scholar	
Defensive	HP	Def	Res	Arm	
	3	4	5	0	
Offensive	Att	Off	Str	Ap	Agi
Plague Patriarch	3	5	4	1	4

Battle Focus, Hatred, Hand Weapon

Options	Occultism • Light Armour • Wizard Adept • General
Magic items	Sceptre of Vermin Valour

Core



PLAQUE BROTHERHOOD #1
Plague Brotherhood x20 - Standard - Infantry - 20x20mm

275 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, Hatred Weapons

Options	Champion • Standard Bearer
Magic banners	Rending Banner (Banner Enchantment)



PLAQUE BROTHERHOOD #2
Plague Brotherhood x20 - Standard - Infantry - 20x20mm

275 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, Hatred Weapons

Options	Champion • Standard Bearer
Magic banners	Rending Banner (Banner Enchantment)



FOOTPADS #1
Footpads x10 - Standard - Infantry - 20x20mm

125 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	Sling (3+, 3+)

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	Sling (3+, 3+)

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	Sling (3+, 3+)

Special



GIANT RATS #1

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



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



VERMIN HULKS #1

Vermin Hulks x4 - Large - Infantry - 40x40mm

295 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

Tunnel Gunners



JEZAILS #1

Jezeils x5 - Standard - Infantry - 25x50mm

200 POINTS



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

Jezeil (4+, 4+)



PLAQUE CATAPULT #1

Plague Catapult - Large - Construct - 75mm round

210 POINTS



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

Magics

Racial Trait Spell

	<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>
<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>				



Occultism

The Sacrifice: When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling Attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24".

A unit may only be chosen once per phase. The chosen unit suffers X hits that would automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the lower value:

- 0 to 4: 3 hits
- 5 to 7: 2 hits
- 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded.

These Health Points losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the {amplified} version. In that case, use any text marked with {}.

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
2	Hand of Glory	6+ [8+]	Caster [12"]	[Augment], Focused	Last one Turn	[This spell may only target Characters, Champions, and single model units.] The target {and all models in its unit} gain Aegis (6+) and Aegis (+1, max 3+).
3	The Rot Within	6+	18"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}
6	The Grave Calls	11+	12"	Hex, Damage, Direct	Instant	The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {The hits gain +1 Strength and +1 Armour Penetration.}
1	Pentagram of Pain	5+[6+]	24"[12"Aura]	[Hex], [Direct], [Universal], [Damage]	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. [The Caster's unit is unaffected.] {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}
4	Breath of Corruption	6+ [9+]	Caster [12"]	[Augment], Focused	Last one Turn	The target gains Breath Attack (Magical Attacks, Toxic Attacks). [This spell may only target Characters, Champions, and single model units.] {If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}
5	Marked for Doom	9+	24"	Hex, Damage, Direct	Instant	The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks. {If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}

Magic items

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 Vermin Valour: The bearer gains Stand Behind.

Supernatural Dexterity: The wielder of this enchanted weapon gains +2 Offensive Skill and +2 Agility while using it, and attacks made with it become Magical Attacks.

Magic banners

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

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.

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.

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 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

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

Honourless: A Character with Honourless cannot be chosen by the enemy as the model that suffers the penalties for refusing a Duel.

Jezeil: 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

Lightning Reflexes:

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.

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.

Pavise: Armour.

The model gains +3 Armour against Ranged Attacks.

Plague Catapult: Catapult (4x4) Artillery Weapon

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

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.

Professional Courtesy: Universal Rule.

Sicarra Assassins cannot join (or be deployed in) units that contain another Sicarra Assassin. Sicarra Assassins may perform Make Way moves even when they are in base contact with an enemy model.

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.

Sling: Shooting Weapon.

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

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.

Tail Weapon: Close Combat.

When attacking with Paired Weapons, the model part gains +1 Attack Value.

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 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.

Chief #1



Sicarra Assassin #1



Plague Patriarch #1



Plague Brotherhood #1



Plague Brotherhood #2



Footpads #1



Footpads #2



Giant Rats #1



Giant Rats #2



Vermin Hulks #1



Jezails #1



Plague Catapult #1

