



VERMIN SWARM

SKAVEN - 1 500 POINTS



415 pts (28.00 %)	475 pts (32.00 %)	260 pts (17.00 %)	350 pts (23.00 %)	0 pts (0.00 %)
Characters	Core	Special	Tunnel	Bread and
(40 Max)	(25 Least)	(0 NoLimit)	Gunners	Games
			(30 Max)	(25 Max)

Tunnel Gunners



EXPERIMENTAL WEAPON TEAMS #1
Experimental Weapon Teams x6 - Standard - Infantry - 25x50mm

350 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	Rotary Gun (4+)
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Special



MURMILLO BRUTES #1
Murmillo Brutes x3 - Large - Infantry - 50x50mm

260 POINTS



Global	Adv	Mar	Dis			Model Rules
	6"	12"	6			Scoring, Callous
Defensive	HP	Def	Res	Arm		
	3	4	5	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Murmillo Brute	3	3	5	2	4	Quick to Fire

Characters



VERMIN SENATOR #1
Vermin Senator - Standard - Infantry - 20x20mm

300 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	7			Callous, Vox Populi
Defensive	HP	Def	Res	Arm		
	3	3	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Vermin Senator	2	3	3	0	4	Pistol, Hand Weapon

Options	General
Magic items	Secrets of the Doom Blade (Hand Weapon)



SWARM PRIEST #1

Swarm Priest - Standard - Infantry - 20x20mm

115 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Wizard Apprentice, Callous	
Defensive	HP	Def	Res	Arm	
	2	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Swarm Priest	1	2	3	0	4

Core



BLACKFUR VETERANS #1

Blackfur Veterans x25 - Standard - Infantry - 20x20mm

255 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Scoring, Callous, Life is Cheap, Avrasi Formations	
Defensive	HP	Def	Res	Arm	
	1	3	2	0	Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Blackfur Veteran	1	4	3	0	5

Options

Champion • Musician • Standard Bearer with Eagle Standard



VERMIN LEGIONARIES #1

Vermin Legionaries x25 - Standard - Infantry - 20x20mm

220 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Scoring, Callous, Life is Cheap	
Defensive	HP	Def	Res	Arm	
	1	2	2	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Vermin Legionary	1	3	3	0	4

Options

Champion • Musician • Standard Bearer with Eagle Standard • Shield and Spear

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
	H The Awakened Swarm			
Mf	(12") {18"}	(5+) {7+}	Ground	Instant

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.

Magic items

Secrets of the Doom Blade: While using this weapon, the wielder gains +1 Attack Value. Attacks made with this weapon gain **Multiple Wounds (D6)** and become **Divine Attacks** and **Magical Attacks**. Their Strength is set to 10 and their Armour Penetration is set to 3. At the end of each friendly Movement Phase, if the wielder is not Engaged in Combat, it suffers 1 hit with **Toxic Attacks**.

Model Rules

Avrasi Formations: The model gains the following rules based on its unit's Formation: • **Testudo:** While the model's unit is in Close Formation, the model gains +1 Armour against Shooting Attacks. • **Phalanx:** While the model's unit is in Line Formation, the model **must** reroll natural to-wound rolls of '1' with its Close Combat Attacks.

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.

Fight in Extra Rank:

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

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.

Pistol: Range 12" Shots 1 Strength 4 Armour Penetration 2 QuicktoFire

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.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

Vox Populi: The range of the model's Commanding Presence is **set** to 18"; when measured to units with one or more models with Eagle Standard.

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.

Vermin Senator #1



Swarm Priest #1



Murmillio Brutes #1



Experimental Weapon Teams #1



Blackfur Veterans #1



Vermin Legionaries #1

