




# VERMIN SWARM

## VERMINS COPY - 4 495 POINTS



1550 pts (34.00 %) 1220 pts (27.00 %) 1725 pts (38.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Tunnel Gunners**      **Bread and Games**  
 (40 Max)      (25 Least)      (0 NoLimit)      (30 Max)      (20 Max)

### Characters



**VERMIN SENATOR #1**  
 Vermin Senator - Standard - Infantry - 40x40

**275 POINTS**



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Callous, Valorous Discretion, The Die is Cast	
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					

#### MOUNT SENATORIAL LITTER

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	C	Tall, Vox Populi	
Defensive	HP	Def	Res	Arm	
	4	C	4	C	Cannot be Stomped
Offensive	Att	Off	Str	Ap	Agi
Blackfur Veteran(4)	1	4	4	1	5

<b>Options</b>	Senatorial Litter • General • Binding Scroll x1 • Orator's Toga
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**SWARM PRIEST #1**  
 Swarm Priest - Standard - Infantry - 20x20

**595 POINTS**



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

#### MOUNT SACRED PLATFORM

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	C	War Platform	
Defensive	HP	Def	Res	Arm	
	7	1	5	2	Aegis
Offensive	Att	Off	Str	Ap	Agi
Acolyte(8)	1	2	3	0	3
Chassis				5	2
Impact Hits, Harnessed					

<b>Options</b>	Holy Triumvirate • Sacred Platform • Wizard Adept • Cult of Errahman • Occultism • Obsidian Rock • Pestilent Pulpit • Bloodpox Blades
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**SWARM PRIEST #2**  
Swarm Priest - Standard - Infantry - 20x20

295 POINTS



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

<b>Options</b>	Holy Triumvirate • Wizard Adept • Cult of Errahman • Thaumaturgy • Book of Arcane Mastery
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**SWARM PRIEST #2**  
Swarm Priest - Standard - Infantry - 20x20

270 POINTS



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

<b>Options</b>	Wizard Adept • Caelysian Pantheon • Witchcraft • Cowl of the Apostate • Crown of Hubris
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**HOUSE PREFECT #1**  
House Prefect - Standard - Infantry - 20x20

115 POINTS



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

<b>Options</b>	Skorchit Alchemist
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Core



**VERMIN LEGIONARIES #1**  
Vermin Legionaries x55 - Standard - Infantry - 20x20

445 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

<b>Options</b>	Champion • Musician • Standard Bearer • Shield and Spear • Banner of the Relentless Company
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**VERMIN LEGIONARIES #1**  
Vermin Legionaries x60 - Standard - Infantry - 20x20

485 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	Cohort Coordination

<b>Options</b>	Champion • Musician • Standard Bearer • Shield and Spear • Rending Banner
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**VERMIN SLAVES #1**  
Vermin Slaves x30 - Standard - Infantry - 20x20

145 POINTS



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

<b>Options</b>	Musician
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**VERMIN SLAVES #1**  
Vermin Slaves x30 - Standard - Infantry - 20x20

145 POINTS



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

<b>Options</b>	Musician
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**Special**



**PLAGUE DISCIPLES #1**  
Plague Disciples x30 - Standard - Infantry - 20x20

325 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Scoring, Bodyguard, Callous, Life is Cheap, Fear no Evil		
Defensive	HP	Def	Res	Arm		
	1	2	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Plague Disciple	2	2	3	0	3	Cult of Errahman

<b>Options</b>	Musician • Great Weapon
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**PLAGUE DISCIPLES #1**  
Plague Disciples x25 - Standard - Infantry - 20x20


275 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"	10"	5	Scoring, Bodyguard, Callous, Life is Cheap, Fear no Evil	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Plague Disciple	2	2	3	0	3
Cult of Errahman					


<b>Options</b>	Musician • Great Weapon
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### PLAQUE DISCIPLES #1


Plague Disciples x40 - Standard - Infantry - 20x20

## 535 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	Scoring, Bodyguard, Callous, Life is Cheap, Fear no Evil	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Plague Disciple	2	2	3	0	3
Poison Attacks, Cult of Errahman, Paired Weapons					


<b>Options</b>	Champion • Musician • Standard Bearer • Bloodpox Blades • Banner of Speed
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### BLACKFUR VETERANS #1

Blackfur Veterans x50 - Standard - Infantry - 20x20

## 590 POINTS



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

<b>Options</b>	Bloodfur Praetorians • Champion • Musician • Standard Bearer • Sacred Aquila
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3>H The Awakened Swarm</h3>				
<i>Mf</i>	<5+> {8+}	12"	Translation missing: en.magic_spell.type_target.Ground	Instant
<p><i>The range of this spell can be measured from the Caster or from any friendly Tunnel Marker on the board. Summon a unit of 3 Rat Swarms (profile below), with its Centre on the targeted point. {The Summoned unit may perform a 6" Magical Move.}</i></p>				



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 wound 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 {}.

	Casting	Range	Type	Duration	Effect
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		Casting	Range	Type	Duration	Effect
<b>6</b>	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.]
<b>2</b>	Hand of Glory	6+ [8+]	Caster [12"]	[Augment] Focused	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+).
<b>3</b>	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.]
<b>1</b>	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.}
<b>5</b>	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.}
<b>4</b>	Breath of Corruption	6+ [9+]	Caster [12"]	[Augment] Focused	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".}



### Thaumaturgy

**Judgement on High:** When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled. Dice causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

		Casting	Range	Type	Duration	Effect
<b>5</b>	Wrath of God	12+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.
<b>4</b>	Cleansing Fire	5+ [8+]	Caster [18"]	[Augment] Focused	Instant	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions, and single model units.]
<b>6</b>	Trial of Faith	7+ [10+]	12" [18"]	Hex Missile Damage Focused Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.
<b>2</b>	Smite the Unbeliever	6+ [9+]	24"	Hex	One Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
<b>1</b>	Hand of Heaven	5+ [8+]	24"	Hex Missile Damage	One Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.
<b>3</b>	Speaking in Tongues	7+ [7+]	18"	Hex	One Turn	Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].



### Witchcraft

		Casting	Range	Type	Duration	Effect
<b>1</b>	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.
<b>3</b>	Twisted Effigy	5+ [7+]	36"	Hex	One Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
<b>2</b>	Deceptive Glamour	4+ [6+]	24"	Hex	One Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.
<b>A</b>	Evil Eye		24"	Universal	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.

		Casting	Range	Type	Duration	Effect
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	One Turn	The target gains Random Movement (2D6 [3D6])
6	Bewitching Glare	8+ [12+]	18"	Hex	One Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.
4	The Wheel Turns	8+ [10+]	24"	Hex	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

**Binding Scroll:** One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

**Orator's Toga:** The bearer gains **Stand Behind** and cannot issue Duels.

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

**Book of Arcane Mastery:** The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

**Cowl of the Apostate:** The model gains Holy Triumvirate (see Swarm Priest), and for the purpose of this rule, it counts as having both Caelysian Pantheon and Cult of Errahman.

**Crown of Hubris:** Immediately after Siphon the Veil, i.e. after converting Veil Tokens into Magic Dice, the bearer may choose to inflict D6 hits against its unit that would automatically with no saves of any kind allowed. These hits are considered Special Attacks. If so, the owner gains additional Veil Tokens equal to half the number of lost Health Points, rounding fractions up.

## Magic banners

**Banner of the Relentless Company:** One use only. May be activated during the owner's Movement Phase. All Infantry models in the bearer's unit always have March Rate 15", until the end of the Player Turn. Only a single Banner of the Relentless Company may be activated during the same phase.

**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.

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

**Sacred Aquila:** The bearer and R&F models in the bearer's unit gain Battle Focus. Additionally, for each natural to-hit roll of '1' with a Close Combat Attack made by the bearer's unit, the bearer's unit suffers 1 hit with Strength 3 and Armour Penetration 0 in the same Initiative Step. This is considered a Special Attack.

## Model Rules

**Avrasi Formations:** Universal Rule.

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.

**Bodyguard:** When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

**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:

- The enemy unit is Engaged only with friendly models that are of Standard Height and/or Infantry.
- 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. Each hit from attacks without Area Attack must then be randomised to determine which unit is hit by rolling a D6 for each hit. On a roll of 4+, unless specifically stated otherwise, the intended target is hit; otherwise, the friendly unit Engaged with the intended target is hit. If there is more than one friendly unit, randomise which one is hit.
- In case of Area Attacks, the initial hit is not randomised. Determine the number of hits caused by the Area Attack based on the attack's initial target. Then randomise each hit as specified above.

**Cohort Coordination:** The model gains two instances of Fight in Extra Rank while its unit is Steadfast and does not suffer from Disrupted Ranks. Check if the conditions are met and apply the effects at the start of each Initiative Step.

**Cult of Errahman:** Whenever a Close Combat Attack allocated towards a model with Cult of Errahman rolls a natural '1' to hit, the model part inflicts 1 hit with Toxic Attacks against the attacking model's unit in the same Initiative Step, before any casualties are removed. R&F models with Cult of Errahman cannot be joined by models without Cult of Errahman.

**Fear no Evil:** Universal Rule.

While the model's unit is Steadfast and does not suffer from Disrupted Ranks, it gains Unbreakable. In addition, while in the same unit as a Swarm Priest, the model gains Fearless.

**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

**Insignificant:**

**Life is Cheap:** Each Health Point loss of models with Life is Cheap is only counted as half a Health Point loss for the purpose of Combat Score, rounding fractions up. This does not include Combat Score bonuses from Overkill.

**Light Armour:** Armor +1

**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.

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

**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.

**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.

**The Die is Cast:** Universal Rule.

The model gains +1 Discipline, up to a maximum of 8, while within 12" of one or more enemy models.

**Valorous Discretion:** Single model units of Standard Height with Valorous Discretion treat all enemy units as units with Terror.

**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	Swarm Priest #2	Swarm Priest #2	Vermin Legionaries #1	Vermin Legionaries #1	Plague Disciples #1	Plague Disciples #1	Plague Disciples #1	Blackfur Veterans #1	House Prefect #1	Vermin Slaves #1	Vermin Slaves #1
