



VERMIN SWARM

TEST RATS - 1 390 POINTS



445 pts (10.00 %) **Characters** (40 Max)
 945 pts (21.00 %) **Core** (25 Least)
 0 pts (0.00 %) **Special** (0 NoLimit)
 0 pts (0.00 %) **Tunnel Gunners** (25 Max)
 0 pts (0.00 %) **Bread and Games** (25 Max)

Characters



RUINOUS DICTATOR #1
Ruinous Dictator - *Gigantic* - Infantry - 20x20

445 POINTS



Global	Adv	Mar	Dis			Model Rules
	7"	14"	6			Fearless, Stubborn, Supernal, Wizard Adept, Callous, Unlimited Power! , Holy Triumvirate
Defensive	HP	Def	Res	Arm		
	7	4	5	2	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Ruinous Dictator	4	4	5	4	8	Halberd, Hand Weapon

Options

General • Lord of the Legions • Avatar of Udius

Core



VERMIN SLAVES #1
Vermin Slaves x30 - *Standard* - Infantry - 20x20

120 POINTS



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



VERMIN SLAVES #1
Vermin Slaves x30 - *Standard* - Infantry - 20x20

120 POINTS



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




VERMIN LEGIONARIES #1
Vermin Legionaries x25 - *Standard* - Infantry - 20x20

175 POINTS



Global	Adv	Mar	Dis			Model Rules
	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, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Vermin Legionary	1	3	3	0	4 Cohort Coordination




VERMIN LEGIONARIES #1

Vermin Legionaries x25 - Standard - Infantry - 20x20

175 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, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Vermin Legionary	1	3	3	0	4 Cohort Coordination




BLACKFUR VETERANS #1

Blackfur Veterans x25 - Standard - Infantry - 20x20

225 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	
<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 Fight in Extra Rank, Cohort Coordination, Phalanx, Halberd



VERMIN VELITES #1

Vermin Velites x15 - Standard - Infantry - 20x20

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

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H The Awakened Swarm				
<i>Mf</i>	(6+) {7+}	(12") {18"}	Translation missing: en.magic_spell.type_target.Ground	Instant
<p><i>The range of this spell can be measured from the Caster or from the center of any friendly Tunnel Marker on the Battlefield. Summon a Rat Swarm (profile below) on the targeted point.</i></p>				

Model Rules

Aegis:

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.

Cannon Fodder: Shooting Attacks against enemy units in base contact with one or more models with Cannon Fodder gain +1 to hit.

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.

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:

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

Holy Triumvirate: If there are at least 3 models with **Holy Triumvirate** on your Army List, and they all have either Caelysian Pantheon or they all have Cult of Errahman, these models can all select spells as follows: • **Wizard Apprentices:** select from the Learned Spells 1, 2, 3, and 4 of their chosen Path and the Hereditary Spell. • **Wizard Adepts:** select from the Learned Spells 1, 2, 3, 4, 5, and 6 of their chosen Path and the Hereditary Spell.

Insignificant:

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

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.

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.

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.

Stubborn: A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

Supernal:

Unlimited Power!: The model must be the General. While within range of the model's Commanding Presence, other friendly units gain **Fearless**. In addition, while Steadfast and not suffering from Disrupted Ranks, the units also gain **Unstable**. For the purpose of Holy Triumvirate, the model counts as having Caelysian Pantheon.

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.



