




# VERMIN SWARM

## LIST VERMIN SWARM (v2022 ALPHA 2) #6 - 1 180 POINTS




1180 pts (26.00 %) **0 pts (0.00 %)** 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)  
**Characters** **Core** **Special** **Tunnel Gunners** **Bread and Games**  
 (40 Max) (25 Least) (0 NoLimit) (30 Max) (25 Max)

### Characters




**VERMIN SENATOR #1**  
 Vermin Senator - Standard - Infantry - 20x20

**200 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					

<b>Options</b>	Cowl of the Apostate • Orator's Toga
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**DUSKBLADE ASSASSIN #1**  
 Duskblade Assassin - Standard - Infantry - 20x20

**125 POINTS**




Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Fearless, Not a Leader, Callous, Dark Doorways, Disdain for Plebs, Sic Semper Tyrannis	
Defensive	HP	Def	Res	Arm	
	2	5	3	0	Distracting
Offensive	Att	Off	Str	Ap	Agi
Duskblade Assassin	2	5	4	3	8
Divine Attacks, Multiple Wounds, Throwing Weapons, Hand Weapon, Paired Weapons					




**DUSKBLADE ASSASSIN #1 COPY**  
 Duskblade Assassin - Standard - Infantry - 20x20

**125 POINTS**




Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Fearless, Not a Leader, Callous, Dark Doorways, Disdain for Plebs, Sic Semper Tyrannis	
Defensive	HP	Def	Res	Arm	
	2	5	3	0	Distracting
Offensive	Att	Off	Str	Ap	Agi
Duskblade Assassin	2	5	4	3	8
Divine Attacks, Multiple Wounds, Throwing Weapons, Hand Weapon, Paired Weapons					







**DUSKBLADE ASSASSIN #1 COPY COPY**  
 Duskblade Assassin - Standard - Infantry - 20x20


**125 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Fearless, Not a Leader, Callous, Dark Doorways, Disdain for Plebs, Sic Semper Tyrannis		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	5	3	0	Distracting	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Duskblade Assassin	2	5	4	3	8	Divine Attacks, Multiple Wounds, Throwing Weapons, Hand Weapon, Paired Weapons

	<b>DUSKBLADE ASSASSIN #1 COPY</b> Duskblade Assassin - Standard - Infantry - 20x20				<b>125 POINTS</b>	
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Fearless, Not a Leader, Callous, Dark Doorways, Disdain for Plebs, Sic Semper Tyrannis		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	5	3	0	Distracting	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Duskblade Assassin	2	5	4	3	8	Divine Attacks, Multiple Wounds, Throwing Weapons, Hand Weapon, Paired Weapons

	<b>SWARM PRIEST #1</b> Swarm Priest - Gigantic - Construct - 60x100				<b>480 POINTS</b>	
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Wizard Apprentice, Callous		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	2	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Swarm Priest	1	2	3	0	4	Hand Weapon

	<b>MOUNT SACRED PLATFORM</b>					
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	C	War Platform, Channel (1)		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	7	1	5	2	Aegis	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Acolyte(8)	1	2	3	0	3	Great Weapon
<i>Chassis</i>			5	2		Impact Hits, Harnessed

<b>Options</b>	Wizard Adept • Thaumaturgy • Sacred Platform • Holy Triviriate • Caelysian Pantheon • Whispering Bell
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<b>Magics</b>			
Racial Trait Spell			
Casting	Range	Type	Duration
<b>H The Awakened Swarm</b>			
Mf	(12") {18"}	(5+) {7+}	Translation missing: en.magic_spell.type_target.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.			



**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
1	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.
5	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.
4	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.]
6	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.
3	Speaking in Tongues	7+	18"	Universal	One Turn	If this spell targets a friendly unit, the target may reroll failed Discipline Tests. If this spell targets an enemy unit, the target can never reroll failed Discipline Tests.
2	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.

## Magic items

**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**.

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

## Model Rules

**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.

**Dark Doorways:** The model cannot be deployed during the Deployment Phase. Instead, at the start of any Player Turn, the owner may choose a friendly unit of Vermin Velites, Vermin Legionaries, Blackfur Veterans, Shadowfur Stalkers, or Ignifier Grenadiers that is not Fleeing, even if Engaged, and apply the following rules: • Remove a R&F model from the chosen unit's first rank as a casualty. You cannot remove the last R&F model from a unit. • Deploy the Duskblade Assassin in the position of the removed model. • The Duskblade Assassin cannot voluntarily leave its unit during the Player Turn in which it was deployed. • If the model is not deployed by the end of Game Turn 4, it counts as a casualty and cannot be deployed for the rest of the game. • The model cannot be deployed in a Summoned unit.

**Disdain for Plebs:** The model cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel.

**Distracting:** Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

**Divine Attacks:** Successful Aegis saves taken against the attack must be rerolled.

**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.

**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

**Light Armour:** Armor +1

**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.

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

**Sic Semper Tyrannis:** While the model's unit is in base contact with one or more enemy Characters, the model gains +1 Attack Value for each other Duskblade Assassin in the same unit.

**Throwing Weapons:** Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

**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

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## Qr codes of your army

Your 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	Duskblade Assassin #1	Duskblade Assassin #1 copy	Duskblade Assassin #1 copy copy	Duskblade Assassin #1 copy	Swarm Priest #1
