



VERMIN SWARM

LIST FOR LARS - 2 445 POINTS



1195 pts (27.00 %) 1250 pts (28.00 %) 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) (20 Max)

Characters

RUINOUS DICTATOR #1

Ruinous Dictator - *Gigantic* - Infantry - 75x50

500 POINTS

| Global | Adv | Mar | Dis | | | Model Rules |
|------------------|-----|-----|-----|-----|-------|---|
| | 7" | 14" | 6 | | | Fearless, Stubborn, Supernal, Wizard Adept, Callous, Unlimited Power! |
| 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 | I am the Senate • Avatar of Acratos • General • Occultism

SWARM PRIEST #1

Swarm Priest - *Standard* - Infantry - 20x20

220 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 |

Options | Holy Triumvirate • Wizard Adept • Caelysian Pantheon • Witchcraft

SWARM PRIEST #2

Swarm Priest - *Standard* - Infantry - 20x20

220 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 |

Options | Holy Triumvirate • Wizard Adept • Caelysian Pantheon • Thaumaturgy

BLOODFUR LEGATE #1

Bloodfur Legate - *Standard* - Infantry - 20x20


255 POINTS

| Global | Adv | Mar | Dis | | | Model Rules |
|--------|-----|-----|-----|--|--|-------------|
| | | | | | | |

| | | | | | |
|------------------------|------------|------------|------------|------------------------------|---------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 5" | 10" | 6 | Callous, Valorous Discretion | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 3 | 4 | 4 | 0 | Heavy Armour |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Bloodfur Legate | 4 | 5 | 4 | 1 | 6 Hand Weapon |


| | |
|----------------|---|
| Options | Paired Weapons • Cowl of the Apostate • Hero's Heart • Essence of Mithril |
|----------------|---|

Core




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

225 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 Legionary | 1 | 3 | 3 | 0 | 4 Cohort Coordination |

| | |
|----------------|--|
| Options | Champion • Musician • Standard Bearer • Shield and Spear |
|----------------|--|




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 |

| | |
|----------------|---|
| Options | Champion • Musician • Standard Bearer • Sacred Aquila |
|----------------|---|



VERMIN LEGIONARIES #2
Vermin Legionaries **x60** - Standard - Infantry - 20x20

435 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 Legionary | 1 | 3 | 3 | 0 | 4 Cohort Coordination |

| | |
|----------------|--|
| Options | Champion • Musician • Standard Bearer • Shield and Spear |
|----------------|--|

Magics

Racial Trait Spell

| Casting | Range | Type | Duration |
|-----------|--------------|------|--|
| Casting | Range | Type | Duration |
| <i>Mf</i> | <5+> {8+} | 12" | 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 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.]



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 |
|----------|----------------------|---------|--------------|-------------------------------------|-----------|--|
| 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.} |
| 2 | 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+). |
| 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.} |
| 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.} |
| 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.} |
| 4 | 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 |
|----------|----------------|---------|--------------|-------------------|-----------|--|
| 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.] |

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

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.

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

Hero's Heart: The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.

Magic banners

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

Aegis:

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.

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.

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.

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: 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

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!: Universal Rule.

The model must be the General. While within range of the model's Commanding Presence, other friendly units gain Unstable and cannot voluntarily choose Flee as a Charge Reaction.

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

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.








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.

| Ruinous Dictator #1 | Swarm Priest #1 | Swarm Priest #2 | Bloodfur Legate #1 | Vermin Legionaries #1 | Blackfur Veterans #1 | Vermin Legionaries #2 |
|---|---|---|---|--|---|---|
|  |  |  |  |  |  |  |