



VERMIN SWARM

JEREMY - 2 780 POINTS



1020 pts (41.00 %) 1085 pts (43.00 %) 275 pts (11.00 %) 400 pts (16.00 %) 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

255 POINTS

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Stand Behind, Vox Populi, Callous		
Defensive	HP	Def	Res	Arm		
	3	3	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Vermin Senator	2	3	3	0	4	Hand Weapon, Pistol

MOUNT SENATORIAL LITTER



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	The Die is Cast, Tall		
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	Harnessed

Options	General • Senatorial Litter • Essence of Mithril
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BLOODFUR LEGATE #1
Bloodfur Legate - Standard - Infantry - 20x20

240 POINTS

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Callous		
Defensive	HP	Def	Res	Arm		
	3	4	4	0 (+1)	Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Bloodfur Legate	4	5	4	1	6	Hand Weapon

Options	Greater Eagle Standard • Shield • Sacred Aquila
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SWARM PRIEST #1
Swarm Priest - Gigantic - Construct - 60x100

405 POINTS

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Whispering Bell, Wizard Apprentice, Callous		
Defensive	HP	Def	Res	Arm		
	3	2	3	0 (+1)	Light Armour	
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	Fearless, Channel (1), Attached, War Platform		
Defensive	HP	Def	Res	Arm		
	7	1	5	2	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Acolyte(8)	1	2	3	0	3	Great Weapon
Chassis			5	2		Harnessed, Impact Hits (2D3)

Options	Wizard Adept • Caelysian Pantheon • Light Armour • Sacred Platform • Whispering Bell • Witchcraft
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SWARM PRIEST #1

Swarm Priest - Standard - Infantry - 20x20

120 POINTS



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

Options	Caelysian Pantheon • Light Armour • Witchcraft
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Core



VERMIN LEGIONARIES #1

Vermin Legionaries x40 - Standard - Infantry - 20x20

315 POINTS



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

Options	Spear • Standard Bearer with Eagle Standard • Musician • Champion
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BLACKFUR VETERANS #1

Blackfur Veterans x40 - Standard - Infantry - 20x20

450 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Cohort Coordination, Scoring, Life is Cheap, Callous		
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	Testudo, Halberd

Options	Champion • Musician • Standard Bearer with Eagle Standard • Banner of Discipline
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VERMIN SLAVES #1
Vermin Slaves **x30** - Standard - Infantry - 20x20

140 POINTS



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

Options	Tunnelling Tools
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VERMIN VELITES #1
Vermin Velites **x15** - Standard - Infantry - 20x20

180 POINTS



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

Options	Champion • Musician • Standard Bearer with Eagle Standard
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Special



FETTHIS BRUTES #1
Fetthis Brutes **x6** - Large - Infantry - 40x40

275 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	5	Callous	
Defensive	HP	Def	Res	Arm	
	3	3	5	0	
Offensive	Att	Off	Str	Ap	Agi
Fetthis Brute	3	2	4	2	4

Options	Champion
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Tunnel Gunners



DOOMSPARK DEVICE #1
Doomspark Device - Large - Construct - 50x100

235 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	10"	6	Swiftstride, Callous	
Defensive	HP	Def	Res	Arm	
	4	2	5	3	
Offensive	Att	Off	Str	Ap	Agi
Rakachit Engineer(3)	1	2	3	0	4
Chassis				4	Inanimate, Grind Attacks, Chain Lightning, Darkstone Generator



SHADOWFUR STALKERS #1

Shadowfur Stalkers x10 - Standard - Infantry - 20x20

165 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	6	Life is Cheap, Sicarran Smugglers, Callous, Light Troops, Skirmisher	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	2	0	Hard Target
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Shadowfur Stalker	1	3	3	2	5

Options	Throwing Weapons • Champion • Musician
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
The Endless Swarm				
<i>Mf</i>	3+	12"	Translation missing: en.magic_spell.type_target.Augment	One Turn
<p>The range of this spell can be measured from the Caster or from the center of any friendly Tunnel Marker on the Battlefield.</p> <p>The target's number of Health Point losses that count towards Life is Cheap is increased by 4.</p>				



		Casting	Range	Type	Duration	Effect
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	6+ [8+]	18"	Universal	One Turn	Melee Attacks against the target always (hit) [wound] on 4+.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	One Turn	Choose which effect to apply when casting the spell: • The target gains Random Movement (2D6") • The target gains Random Movement (3D6")
A	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.
2	Deceptive Glamour	5+ [8+]	24"	Hex	One Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.
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. In addition, the target loses Scoring until the start of the next friendly Magic Phase.
3	Twisted Effigy	5+ [7+]	36"	Hex	One Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].

Magic items

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

Magic banners

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

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

Accurate:

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.

Chain Lightning: The model's Grind Attacks are resolved with Strength D6+1 and Armour Penetration 3.

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.

Cult Influence: Universal Rule.

The model loses Insignificant while a Sacred Platform with Pestilent Pulpit is part of the model's unit.

Darkstone Generator: Shooting Weapon.

Range 12", Shots D6+1, Strength D6+1, Armour Penetration 3, March and Shoot, Mishap (Roll for number of Shots), Reload!

The attacks hit automatically.

Trial and Terror: The weapon instead targets and automatically hits all units within 6" (including units not inside the Front Arc/Line of Sight, and units Engaged in Combat) except the shooting unit itself (remember that models that are Engaged in Combat cannot perform Shooting Attacks). Roll once for the number of shots and apply this value to all targeted units, then roll for the Strength of the hits for each targeted unit individually.

These shots are not randomized using the rules for Callous.

Fight in Extra Rank:

Grind Attacks: A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits

, it may only use one of these rules in the same Round of Combat

(its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

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

Hard Target:

Heavy Armour: +2 Armor

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

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

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.

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

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.

Sicarran Smugglers: The unit may start the game in Tunnel Reserve. Ambush rolls of units consisting entirely of models with Sicarran Smugglers may be rerolled. This overrides the restriction of rules and abilities not working while the model is off the board.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank). Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

Sling: Shooting Weapon.
Range 18", Shots 1, Str 3, AP 0. The attack gains +1 Strength when shooting from Short Range.

Spear:

Stand Behind:

Swiftstride: When a unit composed entirely of models with Swiftstride rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest D6 rolled.

Testudo: Close Combat Weapon.
Two-Handed. Attacks made with this weapon gain +1 Strength. The wielder gains Parry and can use a Shield simultaneously with the Testudo.

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

Tunnelling Tools: The unit adds a single Tunnel Marker to the army.

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

Whispering Bell: The model knows one additional Learned Spell, and the range of its non-Bound Spells is increased by 3". The model gains **Exclusive (Blackfur Veterans, Vermin Legionaries)** and **Deafening Clamour**. R&F models in friendly units within 12" of the Sacred Platform gain **Aegis (6+)**; Gigantic models and Constructs are not affected.

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 Legionaries #1	Blackfur Veterans #1	Vermin Slaves #1	Vermin Senator #1	Doomspark Device #1	Bloodfur Legate #1	Swarm Priest #1	Swarm Priest #1	Shadowfur Stalkers #1	Fetthis Brutes #1	Vermin Velites #1
										