



VERMIN SWARM

CHARISME Co - 2 250 POINTS



850 pts (38.00 %) 625 pts (28.00 %) 430 pts (19.00 %) 535 pts (24.00 %) 0 pts (0.00 %)

Characters (40 Max) **Core** (25 Least) **Special** (0 NoLimit) **Tunnel Gunners** (25 Max) **Bread and Games** (25 Max)

Characters



VERMIN SENATOR #1

Vermin Senator - Standard - Infantry - 40x40

240 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	Hand Weapon, Pistol



MOUNT SENATORIAL LITTER

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	Tall, The Die is Cast		
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 • Cowl of the Apostate • Obsidian Rock



SWARM PRIEST #1

Swarm Priest - Standard - Infantry - 20x20

220 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Wizard Apprentice, Callous		
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 | Wizard Adept • Caelysian Pantheon • Thaumaturgy • Lightning Vambraces



SWARM PRIEST #1



Swarm Priest - Standard - Infantry - 20x20

200 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Wizard Apprentice, Callous		
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	Wizard Adept • Caelysian Pantheon • Witchcraft
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	HOUSE PREFECT #1 House Prefect - Standard - Infantry - 20x20	190 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	3	3	0	Heavy Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
House Prefect	2	4	3	0	4 Hand Weapon



Options	Rakachit Technocrat • Pistol • Orb of Ateus
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Core

	VERMIN LEGIONARIES #1 Vermin Legionaries x25 - Standard - Infantry - 20x20	230 POINTS	
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<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

Options	Standard Bearer with Eagle Standard • Musician • Champion • Aether Icon
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	VERMIN LEGIONARIES #1 Vermin Legionaries x25 - Standard - Infantry - 20x20	230 POINTS	
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<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

Options	Standard Bearer with Eagle Standard • Musician • Champion • Aether Icon
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	VERMIN VELITES #1 Vermin Velites x15 - Standard - Infantry - 20x20	165 POINTS	
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<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

Options	Sling (4+) • Musician • Standard Bearer with Eagle Standard
<h2 style="margin: 0;">Special</h2>	

	FETTHIS BRUTES #1 Fetthis Brutes x9 - Large - Infantry - 40x40	430 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	5	Callous		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	5	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Fetthis Brute	3	2	4	2	4	Fight in Extra Rank, Paired Weapons

Options	Champion
<h2 style="margin: 0;">Tunnel Gunners</h2>	

	EXPERIMENTAL WEAPON TEAMS #1 Experimental Weapon Teams x6 - Standard - Infantry - 25x50	345 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	8"	5	Light Troops, Callous		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	2	2	0	Heavy Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Exp. Weapon Team	2	2	3	0	4	Quick to Fire

Options	Rotary Gun (4+)
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3 style="margin: 0;">H The Awakened Swarm</h3>				
<i>Mf</i>	(6+) {7+}	{12"} {18"} <small>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.</small>	Translation missing: en.magic_spell.type_target.Ground	Instant



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
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.
3	Speaking in Tongues	5+	24"	Hex	One Turn	The target must take a Discipline Test: • If the test is passed, the target gains Fearless. • If the test is failed, the target becomes Shaken.

		Casting Range	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.
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. Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits
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.]
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: <ul style="list-style-type: none"> • If 1–3 is rolled, nothing happens. • If 4–6 is rolled, each unit within 2D6" 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 (for all other rules, the Caster is considered to be the attacker). The spell then ends.



Witchcraft

		Casting Range	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.
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].
2	Deceptive Glamour	5+ [8+]	24"	Hex	One Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.
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.
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: <ul style="list-style-type: none"> • The target gains Random Movement (2D6") • The target gains Random Movement (3D6")

Magic items

Cowl of the Apostate: The model gains **Holy Triumvirate**, and for the purpose of this rule, it must select either **Caelysian Pantheon** or **Cult of Errahman** at the start of step 7 of the Pre-Game Sequence (Spell Selection).

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

Lightning Vambraces: The bearer can cast Hand of Heaven (Thaumaturgy) as a Bound Spell with Power Level (4/8).

Orb of Ateus: Once per Shooting Phase, the bearer may discard 1 Veil Tokens from its owner's Veil Token pool and nominate a friendly unit within 6" Weapons with Trial and Terror in this unit gain +6" range and **Magical Attacks**, and the number of hits from each Mishap is increased by 1. The effects last until the end of the phase.

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

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.

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.

Fight in Extra Rank:

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: 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.

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.

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

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 #1	House Prefect #1	Vermin Legionaries #1	Vermin Legionaries #1	Vermin Velites #1	Fetthis Brutes #1	Experimental Weapon Teams #1
