



VERMIN SWARM
MILAN - 2 519 POINTS



880 pts (35.00 %) 681 pts (27.00 %) 0 pts (0.00 %) 338 pts (14.00 %) 620 pts (25.00 %)
Characters **Core** **Special** **Tunnel Gunners** **Bread and Games**
 (40 Max) (25 Least) (0 NoLimit) (30 Max) (25 Max)

Tunnel Gunners



GRENADIERS IGNIFIER #1
 Ignifier Grenadiers x10 - Standard - Infantry - 20x20mm

169 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Light Troops, Skirmisher, Callous, Life is Cheap, Deepfire Grenades	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	Flammable, Hard Target, Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Ignifier Grenadier	1	4	3	0	4



GRENADIERS IGNIFIER #1
 Ignifier Grenadiers x10 - Standard - Infantry - 20x20mm

169 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Light Troops, Skirmisher, Callous, Life is Cheap, Deepfire Grenades	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	Flammable, Hard Target, Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Ignifier Grenadier	1	4	3	0	4

Characters



DICTATEUR DE LA RUINE #1
 Ruinous Dictator - Gigantic - Infantry - 20x20mm

490 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 | Pontifex Maximus • Avatar of Favara • General • Occultism



LEGAT SANGUINIEN #1
 Bloodfur Legate - Standard - Infantry - 20x20mm

390 POINTS



Global	Adv	Mar	Dis	Model Rules	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	6	Callous	
<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 Greater Eagle Standard • Shield • Bell of the Deep Roads • Secrets of the Doom Blade

Bread and Games



BETE DE L'ARENE #1
Arena Beast - Gigantic - Beast - 50x100mm

310 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Fearless, Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	3	5	2	Fortitude
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Arena Beast	2D3+1	3	7	3	3 Harnessed
Pitmaster	2	3	4	1	4 Halberd

Options Underworld Beast



BETE DE L'ARENE #1
Arena Beast - Gigantic - Beast - 50x100mm

310 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Fearless, Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	3	5	2	Fortitude
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Arena Beast	2D3+1	3	7	3	3 Harnessed
Pitmaster	2	3	4	1	4 Halberd

Options Underworld Beast

Core



ESCLAVES VERMINEUX #1
Vermin Slaves x40 - Standard - Infantry - 20x20mm

195 POINTS



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

Options Musician • Without Number



ESCLAVES VERMINEUX #1
Vermin Slaves **x40** - Standard - Infantry - 20x20mm

195 POINTS



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

Options	Musician • Without Number
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VETERANS VERMINEUX #1
Blackfur Veterans **x27** - Standard - Infantry - 20x20mm

291 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Scoring, Callous, Life is Cheap, Avrasi Formations	
Defensive	HP	Def	Res	Arm	
	1	3	2	0	
Offensive	Att	Off	Str	Ap	Agi
Blackfur Veteran	1	4	3	0	5

Options	Champion • Musician • Standard Bearer with Eagle Standard • Aether Icon
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H The Awakened Swarm				
<i>Mf</i>	(12") {18"}	(5+) {7+}	Ground	Instant
<i>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.</i>				



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
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.}
1	Breath of Corruption	6+ [9+]	Caster [12"]	[Augment], Focused	Last 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".}

		Casting	Range	Type	Duration	Effect
4	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.}
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.}
3	The Rot Within	6+	24"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}
2	Hand of Glory	6+ [8+]	Caster [12"]	[Augment], Focused	Last one Turn	The target <<, all models in its unit when the spell is cast, and Raised Reserve during this Player Turn may be rerolled. Any unit that passes its Ambush roll due to this reroll must enter the Battlefield from the same Tunnel Marker as the bearer's unit. If this is not possible, the unit cannot enter the Battlefield during this Player Turn. Roll again in the next friendly Player Turn. >> gain Aegis (6+) and Aegis (+1, max 3+). {This spell may only target Characters, Champions, and single model units.}

Magic items

Secrets of the Doom Blade: While using this weapon, the wielder gains +1 Attack Value. Attacks made with this weapon gain **Multiple Wounds (D6)** and become **Divine Attacks** and **Magical Attacks**. Their Strength is **set** to 10 and their Armour Penetration is **set** to 3. At the end of each friendly Movement Phase, if the wielder is not Engaged in Combat, it suffers 1 hit with **Toxic Attacks**.

Magic banners

Bell of the Deep Roads: The bearer's unit may start the game in Tunnel Reserve. Ambush rolls of the bearer's unit may be rerolled. This overrides the restriction of Special Items not working while their bearer is off the board. If the unit passes an Ambush roll, all subsequent failed Ambush rolls for Tunnel Reserve during this Player Turn may be rerolled. Any unit that passes its Ambush roll due to this reroll **must** enter the Battlefield from the same Tunnel Marker as the bearer's unit. If this is not possible, the unit cannot enter the Battlefield during this Player Turn. Roll again in the next friendly Player Turn.

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

Aegis:

Avrasi Formations: 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: • 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.

Deepfire Grenades: Shooting Weapon.

Range 8", Shots 2, Str 6, AP 2, Accurate, Flaming Attacks, Quick to Fire, Volley Fire. When shooting at an enemy unit Engaged in Combat, hits are distributed onto a randomly chosen friendly unit Engaged with the original target on a roll of 5+ instead of 4+.

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:

Flammable:

Fortitude: Fortitude is a Special Save . Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

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:

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

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 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.

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.

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.

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**.

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

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.

Esclaves vermineux #1



Esclaves vermineux #1



Bête de l'arene #1



Bête de l'arène #1



Grenadiers Ignifir #1



Grenadiers Ignifir #1



Dictateur de la Ruine #1



Légat sanguinien #1



Vétérans vermineux #1

