



# VERMIN SWARM

## VS LAB - 3 519 POINTS



1180 pts (34.00 %)   944 pts (27.00 %)   1395 pts (40.00 %)   505 pts (14.00 %)   0 pts (0.00 %)  
**Characters**                      **Core**                      **Special**                      **Tunnel Gunners**                      **Bread and Games**  
 (40 Max)                      (25 Least)                      (0 NoLimit)                      (30 Max)                      (20 Max)

### Characters

#### SWARM PRIEST #1

Swarm Priest - Standard - Infantry - 20x20mm

## 545 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	

#### MOUNT SACRED PLATFORM



Global	Adv	Mar	Dis				Model Rules
	5"	10"	C				War Platform
Defensive	HP	Def	Res	Arm			
	7	1	5	2	Aegis		
Offensive	Att	Off	Str	Ap	Agi		
Acolyte(8)	1	2	3	0	3		
Chassis			5	2	Impact Hits, Harnessed		

<b>Options</b>	Light Armour • Sacred Platform • Wizard Adept • Cult of Errahman • Thaumaturgy • Pestilent Pulpit
----------------	---

#### VERMIN SENATOR #1

Vermin Senator - Standard - Infantry - 20x20mm

## 195 POINTS

Global	Adv	Mar	Dis				Model Rules
	5"	10"	7				Callous, Valorous Discretion, The Die is Cast
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>	General • Map of the Deeps • Orator's Toga
----------------	--

#### SWARM PRIEST #2

Swarm Priest - Standard - Infantry - 20x20mm

## 440 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		

<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



### MOUNT SACRED PLATFORM

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	C	War Platform		
<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	
<b>Chassis</b>			5	2	Impact Hits, Harnessed	

<b>Options</b>	Sacred Platform • Wizard Adept • Caelysian Pantheon • Witchcraft • Whispering Bell
<b>Core</b>	



### VERMIN SLAVES #1

Vermin Slaves **x40** - Standard - Infantry - 20x20mm

**265** 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>	
VerminSlave	1	1	3	0	4	

<b>Options</b>	Tunnelling Tools • Without Number • Musician
----------------	--



### VERMIN LEGIONARIES #1

Vermin Legionaries **x45** - Standard - Infantry - 20x20mm

**390** 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

<b>Options</b>	Without Number • Champion • Musician • Standard Bearer • Shield and Spear
----------------	---



### VERMIN LEGIONARIES #2

Vermin Legionaries **x32** - Standard - Infantry - 20x20mm

**289** 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

<b>Options</b>	Without Number • Champion • Standard Bearer • Shield
----------------	--

## Special



### PLAGUE DISCIPLES #1

Plague Disciples x25 - Standard - Infantry - 20x20mm

**375** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Scoring, Bodyguard, Callous, Life is Cheap, Fear no Evil		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Plague Disciple</b>	2	2	3	0	3	
<b>Poison Attacks, Cult of Errahman, Paired Weapons</b>						

<b>Options</b>	Champion • Musician • Standard Bearer • Bloodpox Blades • Sacred Aquila
----------------	---



### PLAGUE DISCIPLES #2

Plague Disciples x30 - Standard - Infantry - 20x20mm

**395** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Scoring, Bodyguard, Callous, Life is Cheap, Fear no Evil		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Plague Disciple</b>	2	2	3	0	3	
<b>Cult of Errahman</b>						

<b>Options</b>	Champion • Musician • Standard Bearer • Great Weapon • Rending Banner
----------------	---



### MURMILLO BRUTES #1

Murmillo Brutes x6 - Large - Infantry - 50x50mm

**625** POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	6"	12"	6	Scoring, Callous		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	4	5	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Murmillo Brute</b>	3	3	5	2	4	
<b>Quick to Fire</b>						

<b>Options</b>	Champion • Musician • Standard Bearer • Rotary Gun (4+)
----------------	---

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>H The Awakened Swarm</b>				
<i>Mf</i>	<5+> {8+}	12"	Ground	Instant
<i>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.}</i>				



## 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
<b>5</b>	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.
<b>4</b>	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.]
<b>6</b>	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.
<b>2</b>	Smite the Unbeliever	6+ [9+]	24"	Hex	Last 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.
<b>1</b>	Hand of Heaven	5+ [8+]	24"	Hex, Missile, Damage	Last one Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.
<b>3</b>	Speaking in Tongues	7+ [7+]	18"	Hex	Last 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
<b>5</b>	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	The target gains Random Movement (2D6 [3D6])
<b>4</b>	The Wheel Turns	8+ [10+]	24"	Hex	Last 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.
<b>3</b>	Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
<b>6</b>	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.
<b>1</b>	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.
<b>4</b>	Evil Eye		24"	Universal	Last 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.
<b>2</b>	Deceptive Glamour	4+ [6+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.

## Magic items

**Map of the Deeps:** At the end of each friendly ShootingPhase, the bearer may move a single friendly Tunnel Marker within 24" up to 6" in any direction.

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

## 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.

**Rending Banner:** One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

## Model Rules

**Bodyguard:** When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

**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.

**Cult of Errahman:** Whenever a Close Combat Attack allocated towards a model with Cult of Errahman rolls a natural '1' to hit, the model part inflicts 1 hit with Toxic Attacks against the attacking model's unit in the same Initiative Step, before any casualties are removed. R&F models with Cult of Errahman cannot be joined by models without Cult of Errahman.

**Fear no Evil:** Universal Rule.

While the model's unit is Steadfast and does not suffer from Disrupted Ranks, it gains Unbreakable. In addition, while in the same unit as a Swarm Priest, the model gains Fearless.

**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

**Insignificant:**

**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

**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

**Poison Attacks:** If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

**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.

**The Die is Cast:** Universal Rule.

The model gains +1 Discipline, up to a maximum of 8, while within 12" of one or more enemy models.

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

**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.

Swarm Priest #1



Vermin Senator #1



Swarm Priest #2



Vermin Slaves #1



Vermin Legionaries #1



Vermin Legionaries #2



Plague Disciples #1



Plague Disciples #2



Murmillo Brutes #1

