



VERMIN SWARM

LEARNING - 2 130 POINTS



950 pts (21.00 %) 1180 pts (26.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 360 pts (8.00 %)
Characters **Core** **Special** **Tunnel Gunners** **Built and Bred**
 (40 Max) (25 Least) (0 NoLimit) (30 Max) (30 Max)

Characters

TYRANT #1

Tyrant - Standard - Infantry - 20x20mm

165 POINTS

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Safety in Numbers, Callous, Honourless		
Defensive	HP	Def	Res	Arm	Light Armour	
	3	6	4	0		
Offensive	Att	Off	Str	Ap	Agi	Hand Weapon
Tyrant	4	6	4	1	7	

Options | Shield • Heavy Armour • Great Weapon • General

MAGISTER #1

Magister - Large - Construct - 60x100mm

785 POINTS

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Safety in Numbers, Callous, Honourless, Wizard Adept		
Defensive	HP	Def	Res	Arm	Aegis (4+)	
	3	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	Hand Weapon
Magister	1	3	3	0	4	

MOUNT DOOM BELL

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	Towering Presence, Terror, War Platform, State of Trance, Above the Masses, Sounding The Bell, Channel (2, 2), Fear		
Defensive	HP	Def	Res	Arm	Aegis (4+)	
	5	C	5	C+2		
Offensive	Att	Off	Str	Ap	Agi	Battle Focus, Harnessed
VH Bodyguard	4	4	5	2	4	

Options | Wizard Master • Doom Bell • 3 Dark Shards • Thaumaturgy • Light Armour • Crystal Ball

Core

RATS-AT-ARMS #2


Rats-at-Arms x25 - Standard - Infantry - 20x20mm

280 POINTS

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Scoring, Safety in Numbers		
Defensive	HP	Def	Res	Arm		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Rat-at-Arms	1	3	3	0	4


Options	Champion • Musician • Standard Bearer • Banner of the Endless Swarm
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RATS-AT-ARMS #1


Rats-at-Arms x25 - Standard - Infantry - 20x20mm

280 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>
	5"	10"	5		Scoring, Safety in Numbers
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Light Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Rat-at-Arms	1	3	3	0	4


Options	Spear • Champion • Musician • Standard Bearer • Banner of the Endless Swarm
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VERMIN GUARD #1

Vermin Guard x50 - Standard - Infantry - 20x20mm

620 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>		<i>Model Rules</i>
	5"	10"	5		Scoring, Safety in Numbers
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	Heavy Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Vermin Guard	1	4	3	0	5 Fight in Extra Rank, Halberd

Options	Champion • Musician • Standard Bearer • Banner of the Endless Swarm
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>The Awakened Swarm</i>				
<i>Mf</i>	7+ [10+]	[12"] [24"]	Hex, Damage, Direct	Instant
<i>The target suffers 2D6 hits with Strength 4, Armour Penetration 2, and Magical Attacks.</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
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	
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.
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	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.
1	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.
3	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].

Magic items

Crystal Ball: The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield.

Magic banners

Banner of the Endless Swarm: If a unit with one or more Banners of the EndlessSwarm has more Full Ranks than each of the enemy units Engaged in the same Combat, it gains **Fight in ExtraRank**. If the unit has more than twice the number of Full Ranks than each of the enemy units Engaged in the same Combat, it gains an additional instance of Fight in Extra Rank. Check how many Full Ranks the units have and apply the effects at the start of each Initiative Step.

Model Rules

Callous: The model is allowed to use Shooting Attacks and The Awakened Swarm (Hereditary Spell) against enemy units that are Engaged in Combat with friendly units, as long as all friendly units Engaged in the Combat are of Standard Height. All units Engaged in this Combat are ignored for Cover purposes (but not for drawing Line of Sight). When a model with this rule targets an enemy unit Engaged in Combat with a Shooting Attack or with The Awakened Swarm, roll to hit as normal against the intended target. Each hit must then be randomised to see which unit it hits. Roll a D6 for each hit. On 3+ it hits the intended target; otherwise it hits a friendly unit Engaged in that Combat. If there are several friendly units involved in the combat, randomise which one is hit.

Fight in Extra Rank:

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

Honourless: A Character with Honourless cannot be chosen by the enemy as the model that suffers the penalties for refusing a Duel.

Light Armour: Armor +1

Safety in Numbers: Non-fleeing units comprised entirely of models with Safety in Numbers add their number of Full Ranks after the first one to their Discipline, up to a maximum of +3 and never above 10. Safety in Numbers cannot be used to modify the Discipline that is distributed by models with Commanding Presence (but the received Commanding Presence can be modified by Safety in Numbers). Furthermore, units comprised entirely of models with Safety in Numbers gain "+1" to their Flee Distance rolls.

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.

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.

Tyrant #1



Magister #1



Rats-at-Arms #2



Rats-at-Arms #1



Vermin Guard #1

