



VERMIN SWARM

VS 25.04 - 4 502 POINTS



1805 pts (40.00 %)
1147 pts (25.00 %)
775 pts (17.00 %)
775 pts (17.00 %)
0 pts (0.00 %)
Characters **Core** **Special** **Tunnel Gunners** **Bread and Games**
(40 Max) (25 Least) (0 NoLimit) (30 Max) (25 Max)

Tunnel Gunners

EXPERIMENTAL WEAPON TEAMS #1
 Experimental Weapon Teams x3 - Standard - Infantry - 25x50mm

185 POINTS

Global	Adv	Mar	Dis			Model Rules
	5"	8"	5			Light Troops, Callous, Life is Cheap
Defensive	HP	Def	Res	Arm		
	3	2	2	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Exp. Weapon Team	2	2	3	0	4	Quick to Fire

Options	Rotary Gun (4+)
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EXPERIMENTAL WEAPON TEAMS #1
 Experimental Weapon Teams x3 - Standard - Infantry - 25x50mm

185 POINTS

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	5"	8"	5			Light Troops, Callous, Life is Cheap
Defensive	HP	Def	Res	Arm		
	3	2	2	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Exp. Weapon Team	2	2	3	0	4	Quick to Fire

Options	Canister Launcher
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VERMIN ARTILLERY #1
 Vermin Artillery - Large - Construct - 75mm round

220 POINTS

Global	Adv	Mar	Dis			Model Rules
	5"	5"	5			War Machine, Callous
Defensive	HP	Def	Res	Arm		
	4	1	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	3	3	0	4	Move or Fire

Options	Rakachit Mauss Rifle (4+)
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VERMIN ARTILLERY #2
 Vermin Artillery - Large - Construct - 75mm round


185 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"	5"	5	War Machine, Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	1	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	3	3	3	0	4 Move or Fire

Options	Skorchit Ordnance (4+)
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Special



PLAGUE DISCIPLES #1


Plague Disciples **x40** - *Standard* - *Infantry* - 20x20mm

510 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	Bodyguard, Scoring, 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>
Plague Disciple	2	2	3	0	3 Cult of Errahman


Options	Champion • Musician • Standard Bearer • Great Weapon • Banner of Speed
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FETTHIS BRUTES #1

Fetthis Brutes **x6** - *Large* - *Infantry* - 40x40mm


265 POINTS



<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
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Characters



RUINOUS DICTATOR #1

Ruinous Dictator - *Gigantic* - *Infantry* - 20x20mm

490 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	7"	14"	6	Fearless, Stubborn, Supernal, Wizard Adept, Callous, Unlimited Power!	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	4	5	2 Aegis	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Ruinous Dictator	4	4	5	4	8 Halberd, Hand Weapon

Options	I am the Senate • Avatar of Acratos • General
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SWARM PRIEST #1

Swarm Priest - Gigantic - Construct - 60x100mm

470 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



MOUNT SACRED PLATFORM

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

Great Weapon

Chassis

Impact Hits, Harnessed

Options

Sacred Platform • Holy Triumvirate • Caelysian Pantheon • Whispering Bell • Binding Scroll x1 • Obsidian Rock



SWARM PRIEST #2

Swarm Priest - Gigantic - Construct - 60x100mm

540 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



MOUNT SACRED PLATFORM

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

Great Weapon

Chassis

Impact Hits, Harnessed

Options

Sacred Platform • Holy Triumvirate • Caelysian Pantheon • Pestilent Pulpit • Crown of Hubris



SWARM PRIEST #3

Swarm Priest - Standard - Infantry - 20x20mm

305 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

<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

Options	Wizard Adept • Thaumaturgy • Holy Triumvirate • Caelysian Pantheon • Book of Arcane Mastery
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Core

	BLACKFUR VETERANS #1 Blackfur Veterans x45 - Standard - Infantry - 20x20mm	525 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	6	Scoring, Callous, Life is Cheap, Avrasi Formations

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	2	0	Heavy Armour, Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Blackfur Veteran	1	4	3	0	5	Fight in Extra Rank, Cohort Coordination, Halberd

Options	Champion • Musician • Standard Bearer with Eagle Standard • Legion Standard
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	VERMIN LEGIONARIES #1 Vermin Legionaries x46 - Standard - Infantry - 20x20mm	396 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 Legionary	1	3	3	0	4	Cohort Coordination

Options	Champion • Musician • Standard Bearer with Eagle Standard • Shield • Rending Banner
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	VERMIN VELITES #1 Vermin Velites x21 - Standard - Infantry - 20x20mm	226 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	Bow (4+) • Champion • Musician • Standard Bearer with Eagle Standard
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Magics

Racial Trait Spell

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

Casting**Range****Type****Duration**

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.



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.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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; 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+	18"	Universal	Last one Turn	If this spell targets a friendly unit, the target may reroll failed Discipline Tests. If this spell targets an enemy unit, the target can never reroll failed Discipline Tests.

Magic items

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

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

Crown of Hubris: Immediately after Siphon the Veil, i.e. after converting Veil Tokens into Magic Dice, the bearer may choose to inflict D6 hits on its unit that wound automatically with no saves of any kind allowed. If so, the owner gains additional Veil Tokens equal to half the number of lost Health Points, rounding fractions up.

Book of Arcane Mastery: The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

Magic banners

Banner of Speed: A unit with one or more Banners of Speed gains +1" Advance Rate and +2" March Rate.

Legion Standard: A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

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

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.

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: • 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.

Cult of Errahman: Whenever a natural '1' is rolled to hit for an enemy Close Combat Attack allocated towards a model with Cult of Errahman, the model part inflicts 1 hit with Toxic Attacks on 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: 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**.

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:

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

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.

Move or Fire: The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

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.

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.

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**.

War Machine: The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

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.

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.

Ruinous Dictator #1



Swarm Priest #1



Swarm Priest #2



Swarm Priest #3



Plague Disciples #1



Blackfur Veterans #1



Vermin Legionaries #1



Vermin Velites #1



Fetthis Brutes #1



Experimental Weapon Teams #1



Experimental Weapon Teams #1



Vermin Artillery #1



Vermin Artillery #2

