



# VERMIN SWARM

## VS - TEST - 1 795 POINTS



1795 pts (40.00 %) **Characters** (40 Max)   
 0 pts (0.00 %) **Core** (25 Least)   
 0 pts (0.00 %) **Special** (0 NoLimit)   
 0 pts (0.00 %) **Tunnel Gunners** (30 Max)   
 0 pts (0.00 %) **Bread and Games** (25 Max)

### Characters



#### RUINOUS DICTATOR #1

Ruinous Dictator - *Gigantic - Infantry - 20x20mm*

**485 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	
<b>Ruinous Dictator</b>	4	4	5	4	8	Halberd, Hand Weapon

**Options**

Pontifex Maximus • Avatar of Acratos • General • Occultism



#### SWARM PRIEST #1

Swarm Priest - *Gigantic - Construct - 60x100mm*

**550 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	
<b>Swarm Priest</b>	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	
<b>Acolyte(8)</b>	1	2	3	0	3	Great Weapon
Chassis			5	2	Impact Hits, Harnessed	

**Options**

Wizard Adept • Sacred Platform • Caelysian Pantheon • Whispering Bell • Witchcraft

**Magic items**

Binding Scroll • Rod of Battle



#### BLOODFUR LEGATE #1

Bloodfur Legate - *Standard - Infantry - 20x20mm*

**315 POINTS**



Global	Adv	Mar	Dis			Model Rules
	5"	10"	6			Callous
Defensive	HP	Def	Res	Arm		
	3	4	4	0	Heavy Armour	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Bloodfur Legate</b>	4	5	4	1	6	<b>Hand Weapon</b>

<b>Options</b>	Shield
<b>Magic items</b>	Secrets of the Doom Blade (Hand Weapon) • Potion of Swiftiness



**BLOODFUR LEGATE #2**  
Bloodfur Legate - Standard - Infantry - 20x20mm

**195 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	6	<b>Callous</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	4	0	<b>Heavy Armour, Heavy Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Bloodfur Legate</b>	4	5	4	1	6	<b>Hand Weapon</b>
<b>Bloodfur Legate</b>	4	5	4	1	6	<b>Hand Weapon</b>

<b>Options</b>	Halberd (Swarm Master)
<b>Magic items</b>	Swarm Master (Halberd) • Essence of Mithril (Heavy Armour)



**DUSKBLADE ASSASSIN #1**  
Duskblade Assassin - Standard - Infantry - 20x20mm

**125 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	5	<b>Fearless, Not a Leader, Callous, Dark Doorways, Disdain for Plebs, Disdain for Plebs, Sic Semper Tyrannis, Sic Semper Tyrannis</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	5	3	0	<b>Distracting, Distracting</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Duskblade Assassin</b>	2	5	4	3	8	<b>Divine Attacks, Multiple Wounds, Throwing Weapons, Paired Hand Weapon, Weapons</b>



**DUSKBLADE ASSASSIN #1**  
Duskblade Assassin - Standard - Infantry - 20x20mm

**125 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	5	<b>Fearless, Not a Leader, Callous, Dark Doorways, Dark Doorways, Disdain for Plebs, Disdain for Plebs, Sic Semper Tyrannis, Sic Semper Tyrannis</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	5	3	0	<b>Distracting, Distracting</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Duskblade Assassin</b>	2	5	4	3	8	<b>Divine Attacks, Multiple Wounds, Throwing Weapons, Paired Hand Weapon, Weapons</b>

### Magics

Racial Trait Spell

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

Castings	Range	Type	Duration
<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 Dispel 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 would 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 {}.

		Castings	Range	Type	Duration	Effect
<b>2</b>	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 models in the unit>> gain Aegis (6+) and Aegis (+1, max 3+). {This spell may only target Characters, Champions, and single model units.}
<b>3</b>	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.}
<b>1</b>	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".}
<b>4</b>	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.}
<b>5</b>	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.}
<b>6</b>	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.}



### Witchcraft

		Castings	Range	Type	Duration	Effect
<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>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>5</b>	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	Choose which effect to apply when casting the spell: • The target gains Random Movement (2D6") • The target gains Random Movement (3D6")
<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

**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.

**Essence of Mithril:** The wearer's Armour is set to 5 and can never be improved beyond this.

**Potion of Swiftess:** One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

**Rod of Battle:** The bearer can cast a Bound Spell, Power Level (4/8):

Type: Augment. Range 18". Duration: One Turn.

The target gains +1 to hit with its Close Combat Attacks.

**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**.

**Swarm Master:** While using this weapon, the wielder gains **Grind Attacks (X)**, where X is the number of Full Ranks in the wielder's unit, up to a maximum of 10. These Grind Attacks are resolved with Strength 3, Armour Penetration 1, and **Magical Attacks**.

## Model Rules

### Aegis:

**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.

**Dark Doorways:** The model cannot be deployed during the Deployment Phase. Instead, at the start of any Player Turn, the owner may choose a friendly unit of Vermin Velites, Vermin Legionaries, Blackfur Veterans, Shadowfur Stalkers, or Ignifier Grenadiers that is not Fleeing, even if Engaged, and apply the following rules: • Remove a R&F model from the chosen unit's first rank as a casualty. You cannot remove the last R&F model from a unit. • Deploy the Duskblade Assassin in the position of the removed model. • The Duskblade Assassin cannot voluntarily leave its unit during the Player Turn in which it was deployed. • If the model is not deployed by the end of Game Turn 4, it counts as a casualty and cannot be deployed for the rest of the game. • The model cannot be deployed in a Summoned unit.

**Disdain for Plebs:** The model cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel.

**Distracting:** Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

**Divine Attacks:** Successful Aegis saves taken against the attack must be rerolled.

**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.

**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

**Multiple Wounds:** Attacks & Weapons, Melee

Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

**Not a Leader:** The model cannot be the General.

**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.

**Sic Semper Tyrannis:** While the model's unit is in base contact with one or more enemy Characters, the model gains +1 Attack Value for each other Duskblade Assassin in the same unit.

**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:

**Throwing Weapons:** Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

**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.

**Wizard Apprentice:** - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

## 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



Bloodfur Legate #1



Bloodfur Legate #2



Duskblade Assassin #1



Duskblade Assassin #1

