



VERMIN SWARM

LIST THE VERMIN SWARM (v2021.2 ALPHA 3) #1 - 1 435 POINTS



455 pts (10.00 %) **0 pts (0.00 %) Core** 0 pts (0.00 %) Special 380 pts (8.00 %) Tunnel 600 pts (13.00 %) Bread and Games
 Characters (40 Max) (25 Least) (0 NoLimit) (30 Max) (20 Max)

Characters



VERMIN SENATOR #1

Vermin Senator - Standard - Infantry - 40x40mm

340 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	, The Die is Callous, Valorous DiscretionCast		
Defensive	HP	Def	Res	Arm	Light Armour	
	3	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	Pistol, Hand Weapon
Vermin Senator	2	3	3	0	4	



MOUNT SENATORIAL LITTER

Global	Adv	Mar	Dis	Model Rules		
	5"	10"	C	Tall, Vox Populi		
Defensive	HP	Def	Res	Arm	Cannot be Stomped	
	4	C	4	C		
Offensive	Att	Off	Str	Ap	Agi	
Blackfur Veteran(4)	1	4	4	1	5	

Options	Senatorial Litter • General
Magic items	Hero's Heart • Destiny's Call • Dragon Staff



SWARM PRIEST #1

Swarm Priest - Standard - Infantry - 20x20mm

115 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	Hand Weapon
Swarm Priest	1	2	3	0	4	

Tunnel Gunners



VERMIN ARTILLERY #1

Vermin Artillery - Large - Construct - 75mm round

190 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	5"	5	War Machine, Callous		
Defensive	HP	Def	Res	Arm		
	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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	VERMIN ARTILLERY #2 Vermin Artillery - Large - Construct - 75mm round	190 POINTS	
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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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Bread and Games

	ARENA BEAST #1 Arena Beast - Gigantic - Beast - 50x100mm	300 POINTS	
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<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
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Options	Underworld Beast
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	ARENA BEAST #2 Arena Beast - Gigantic - Beast - 50x100mm	300 POINTS	
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<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
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Options	Underworld Beast
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Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>H The Awakened Swarm</i>				

	<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>
<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>				

Magic items

Destiny's Call: The wearer gains Aegis (4+) and its Armour is set to 3 and can never be improved beyond this.

Dragon Staff: The bearer gains Breath Attack (Str 3, AP 0, Flaming Attacks).

Hero's Heart: The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become Magical Attacks and always have at least Strength 5 and at least Armour Penetration 3.

Model Rules

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.

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.

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

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.

Light Armour: Armor +1

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.

Pistol: Range 12" Shots 1 Strength 4 Armour Penetration 2 QuicktoFire

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.

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 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.

Vermin Senator #1



Swarm Priest #1



Vermin Artillery #1



Vermin Artillery #2



Arena Beast #1



Arena Beast #2

