



VERMIN SWARM

FELIX - 1 815 POINTS



1815 pts (40.00%) 0 pts (0.00%) 0 pts (0.00%) 0 pts (0.00%) 760 pts (17.00%)
Characters **Core** **Special** **Tunnel** **Built and Bred**
(40 Max) (25 Least) (0 NoLimit) (30 Max) (30 Max)

Characters

TYRANT #1

Tyrant - Large - Cavalry - 50x100mm

405 POINTS

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

MOUNT MONSTROUS RAT

Global	Adv	Mar	Dis			Model Rules
	7"	14"	C			Fear, Towering Presence, Fearless
Defensive	HP	Def	Res	Arm		
	4	C	5	C	Fortitude (4+)	
Offensive	Att	Off	Str	Ap	Agi	
Monstrous Rat	5	4	5	2	4	Harnessed, Breath Attack

Options	Shield • Heavy Armour • Paired Weapons and Tail Weapon (Touch of Greatness) • Monstrous Rat • General
Magic items	Touch of Greatness (Paired Weapons and Tail Weapon)

TYRANT #2

Tyrant - Large - Cavalry - 50x100mm

415 POINTS

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

MOUNT MONSTROUS RAT

Global	Adv	Mar	Dis			Model Rules
	7"	14"	C			Fear, Towering Presence, Fearless
Defensive	HP	Def	Res	Arm		
	4	C	5	C	Fortitude (4+)	
Offensive	Att	Off	Str	Ap	Agi	
Monstrous Rat	5	4	5	2	4	Harnessed, Breath Attack

Options	Shield • Heavy Armour • Paired Weapons and Tail Weapon (Hero's Heart) • Monstrous Rat
Magic items	Hero's Heart (Paired Weapons and Tail Weapon)



CHIEF #1

Chief - Large - Cavalry - 50x100mm

400 POINTS



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



MOUNT MONSTROUS RAT

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C	Fear, Towering Presence, Fearless	
Defensive	HP	Def	Res	Arm	
	4	C	5	C	Fortitude (4+)
Offensive	Att	Off	Str	Ap	Agi
Monstrous Rat	5	4	5	2	4

Options	Battle Standard Bearer • Shield • Heavy Armour • Paired Weapons and Tail Weapon (Shield Breaker) • Monstrous Rat
Magic items	Shield Breaker (Paired Weapons and Tail Weapon)



CHIEF #2

Chief - Large - Cavalry - 50x100mm

345 POINTS



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



MOUNT MONSTROUS RAT

Global	Adv	Mar	Dis	Model Rules	
	7"	14"	C	Fear, Towering Presence, Fearless	
Defensive	HP	Def	Res	Arm	
	4	C	5	C	Fortitude (4+)
Offensive	Att	Off	Str	Ap	Agi
Monstrous Rat	5	4	5	2	4

Options	Shield • Heavy Armour • Paired Weapons and Tail Weapon (Swarm Master) • Monstrous Rat
Magic items	Swarm Master (Paired Weapons and Tail Weapon)



MAGISTER #1

Magister - Standard - Infantry - 20x20mm

250 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Safety in Numbers, Callous, Honourless, Wizard Adept	
Defensive	HP	Def	Res	Arm	
	3	3	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>	
Magister	1	3	3	0	4	Hand Weapon

Options	Thaumaturgy
Magic items	Magical Heirloom

Magics

Racial Trait Spell

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

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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.
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.]
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

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.

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Shield Breaker: Attacks made with this enchanted weapon gain +6 Armour Penetration, become Magical Attacks, and can never wound on to-wound rolls better than 3+.

Swarm Master: The wielder **always** has Attack Value 3D6 while using this weapon. Attacks made with this weapon **always** have Strength 3, **always** have Armour Penetration 1, and become **Magical Attacks**.

Touch of Greatness: Attacks made with this enchanted weapon gain +1 Strength, +1 Armour Penetration, and become Magical Attacks. Strength modifiers from this weapon (combining both mundane and Weapon Enchantment modifiers) cannot exceed +2 (but can exceed +2 through modifiers from other sources, such as spells).

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.

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

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.

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



Tyrant #2



Chief #1



Chief #2



Magister #1

