



VERMIN SWARM

TESTOWA - 2 330 POINTS



945 pts (41.00%) 945 pts (41.00%) 0 pts (0.00%) 1385 pts (59.00%) 0 pts (0.00%)
Built and Bred **Characters** **Tunnel Gunners** **Core** **Special**
(30 Max) (40 Max) (30 Max) (25 Least) (0 NoLimit)

Characters

ARGH

Vermin Daemon - *Standard - Infantry - 75x50*

945 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vermin Daemon	8	8	4	6	6	6	9	5	8	Monster
Model Rules	Daemonic Instability • Otherworldly • Swiftstride • Innate Defense (5+) • Armour Piercing (6) • Wizard Apprentice - Generates spells from Occultism									

Options | Wizard Master • 4 spells • Must choose one of the following upgrades • Plague Bringer

Core

FT1

Footpads **x15** - *Standard - Infantry - 20x20*

360 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Footpads	6	3	4	3	3	1	4	1	6	Infantry
Model Rules	Safety in Numbers • Callous • Scoring • Sling									

Options | May Vanguard (max 15 models) • May take Paired Weapons • Champion • Musician • Standard Bearer • Icon of Ruin

PLMØNK

Plague Brotherhood **x36** - *Standard - Infantry - 20x20*

564 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Plague Brotherhood	5	3	3	3	4	1	3	1	5	Infantry
Model Rules	Frenzy • Hatred • Safety in Numbers • Scoring • Resistant • Paired Weapons									

Options | Champion • Musician • Standard Bearer • Banner of Speed

RAA

Rats-at-Arms **x36** - *Standard - Infantry - 20x20*

461 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rats-at-Arms	5	3	3	3	3	1	4	1	5	Infantry
Model Rules	Safety in Numbers • Scoring • Light Armour • Shield									

Options | May take a Spear • Champion • Musician • Standard Bearer • Flaming Standard

Magics

Magic banners

Icon of Ruin: Any enemy wishing to dispel an "Augment" or "Universal" spell that has targeted the bearer's unit suffers a -2 modifier to the Dispel Attempt

against that spell.

Banner of Speed: The bearer's unit gains +1 Movement.

Flaming Standard: The bearer's unit automatically passes all Panic Tests.

Model Rules

Armour Piercing (6):

Callous: A model with this special rule is allowed to use non-Artillery Shooting Weapons against an enemy unit which is Engaged in Combat with friendly units if all friendly units Engaged in the Combat are Infantry and/or Swarms. All units Engaged in this Combat are ignored for Cover purposes. When shooting at an enemy unit Engaged in Combat with friendly units, roll to hit as normal and then randomize each hit scored. On a 4+ it hits the target, otherwise it hits a friendly unit Engaged in that Combat (randomize if several friendly units are involved in the Combat).

Daemonic Instability: When a unit with this Special Rule fails a Break Test, it does not flee from combat. Instead, it suffers a number of Wounds equal to the amount by which the test was failed (Simplified formula: $2D6+CSLd$), ignoring the usual minimum 0 for its Leadership Characteristic. These Wounds are distributed following the rules for Unstable, with no saves of any kind allowed. Only characters with Daemonic Instability can join units with Daemonic Instability, and Characters with Daemonic Instability cannot join units without Daemonic Instability. If a model has both Daemonic Instability and Unstable, disregard the latter.

Frenzy: Model parts with Frenzy have +1 Attack and are Immune to Psychology. After all charges have been declared, each of your units with one or more models (or model parts) with Frenzy must take a Frenzy Test (Leadership Test) if it did not declare a charge. If the test is failed, the unit must declare a charge against the closest viable enemy unit, if there is one. Characters are never forced to charge out of units. Units with one or more model parts with Frenzy must always pursue and overrun whenever possible. If a model part with Frenzy is ever on the losing side of a Combat Round, it immediately loses this special rule.

Hatred: Model parts with this special rule may reroll failed to hit rolls during the first Round of Combat. Sometimes this rule may only work against certain enemies, which are then stated in brackets. For example, "Hatred (Army Book: Empire of Sonnstahl)" means that Hatred only applies when attacking models from the Empire of Sonnstahl Army Book.

Innate Defense (5+):

Light Armour:

Otherworldly: Models with this special rule have Magical Attacks, are Immune to Psychology and have a Ward Save (5+). Units with the Otherworldly special rule can only be joined by Otherworldly Characters. Similarly, Otherworldly Characters can only join Otherworldly units.

Paired Weapons:

Resistant: Toxic Attacks suffer a -2 to-wound modifier against models with this special rule.

Safety in Numbers: Non-fleeing units comprised solely of models with this special rule add their number of Full Ranks after the first one to their Leadership (up to a maximum of +3). This rule cannot be used to modify the Leadership that is distributed by models with Inspiring Presence (but the received Inspiring Presence can be modified by Safety in Numbers). Furthermore, if all models in a unit have this special rule, this unit gains a +1 modifier to its Flee Distance rolls.

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Shield:

Sling: Shooting Weapon. Range 18", Strength 3, Quick to Fire.

Swiftstride: When a unit composed entirely of models with this special rule rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest dice.

Wizard Apprentice - Generates spells from Occultism:

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.

Ft1



plmonk



raa



argh

