



VERMIN SWARM

LIST THE VERMIN SWARM (v2021.2 ALPHA 3) #5 - 240 POINTS



0 pts (0.00 %) 0 pts (0.00 %) 240 pts (5.00 %) 0 pts (0.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Tunnel Gunners** **Bread and Games**
 (40 Max) (25 Least) (0 NoLimit) (30 Max) (20 Max)

Special



BLACKFUR VETERANS #1
 Blackfur Veterans x25 - Standard - Infantry - 20x20

240 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Scoring, Callous, Life is Cheap, Avrasi Formations	
Defensive	HP	Def	Res	Arm	
	1	3	2	0	Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Blackfur Veteran	1	4	3	0	5
Cohort Coordination, Halberd					

Options	Bloodfur Praetorians
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H The Awakened Swarm				
Mf	<5+> {8+}	12"	Translation missing: en.magic_spell.type_target.Ground	Instant
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.}				

Model Rules

Avrasi Formations: Universal Rule.

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 toward rolls of '1' with its Close Combat Attacks.

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.

Cohort Coordination: The model gains two instances of Fight in Extra Rank while its unit is Steadfast and does not suffer from Disrupted Ranks. Check if the conditions are met and apply the effects at the start of each Initiative Step.

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.

Heavy Armour: +2 Armor

Life is Cheap: Each Health Point loss of models with Life is Cheap is only counted as half a Health Point loss for the purpose of Combat Score, rounding fractions up. This does not include Combat Score bonuses from Overkill.

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.

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.

Blackfur Veterans #1

