



# VERMIN SWARM

## RATT - 90 POINTS



0 pts (0.00 %) Characters (40 Max)    0 pts (0.00 %) Core (25 Least)    90 pts (2.00 %) Special (0 NoLimit)    0 pts (0.00 %) Tunnel Gunners (30 Max)    0 pts (0.00 %) Bread and Games (20 Max)

### Special



**GIANT RATS #1**  
Giant Rats x10 - Standard - Beast - 20x20

**90 POINTS**



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	5	Insignificant, Life is Cheap, Callous	
Defensive	HP	Def	Res	Arm	
	1	2	2	0	
Offensive	Att	Off	Str	Ap	Agi
Giant Rat	1	2	3	1	5

Devastating Charge

### Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>The Endless Swarm</b>				
Mf	3+	12"	Translation missing: en.magic_spell.type_target.Augment	One Turn

*The range of this spell can be measured from the Caster or from the center of any friendly Tunnel Marker on the Battlefield.  
The target's number of Health Point losses that count towards Life is Cheap is increased by 4.*

### 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: • 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.

**Devastating Charge:** Attacks & Weapons, Melee

A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

**Insignificant:**

**Life is Cheap:** When calculating Combat Score, halve the number of Health Point losses of models with Life is Cheap, rounding fractions up. This does not include Combat Score bonuses from Overkill.

### 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.

Giant Rats #1



