



VERMIN SWARM

KRIT - 125 POINTS



125 pts (3.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 125 pts (3.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Tunnel Gunners** **Bread and Games**
 (40 Max) (25 Least) (0 NoLimit) (30 Max) (20 Max)

Characters



HOUSE PREFECT #1
 House Prefect - Standard - Infantry - 20x20

125 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Rakachit Technocrat, Callous		
Defensive	HP	Def	Res	Arm		
	2	3	3	0	Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
House Prefect	2	4	3	0	4	Hand Weapon, Pistol (3+)

Options	Rakachit Technocrat • Jezail • Rodentium Bullets
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
The Endless Swarm				
Mf	3+	12"	Translation missing: en.magic_spell.type_target.Augment	One Turn
<p><i>The range of this spell can be measured from the Caster or from the center of any friendly Tunnel Marker on the Battlefield.</i> <i>The target's number of Health Point losses that count towards Life is Cheap is increased by 4.</i></p>				

Magic items

Rodentium Bullets: The weapon's range is set to 18". The weapon gains +2 Shots, +1 Armour Penetration, and **Accurate**.

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.

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

Heavy Armour: +2 Armor

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

Rakachit Technocrat: The model gains **Engineer** (3+) that can also be used on Shooting Weapons and Artillery Weapons of Experimental Weapon Teams, affecting all Experimental Weapon Team models in the chosen unit.

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.

House Prefect #1

