



VERMIN SWARM

PAINTING CHALLENGE - 135 POINTS



0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 135 pts (3.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Tunnel Gunners** **Built and Bred**
 (40 Max) (25 Least) (0 NoLimit) (30 Max) (30 Max)

Tunnel Gunners

WEAPON TEAM #1

Weapon Team - Standard - Infantry - 25x50

135 POINTS

Global	Adv	Mar	Dis			Model Rules
	5"	10"	5			Safety in Numbers, Callous, Tag-Along, Insignificant, Brood's Courage, Scorched Fur
Defensive	HP	Def	Res	Arm		
	2	3	3	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Weapon Team	2	3	3	0	4	

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
The Awakened Swarm				
<i>Mf</i>	7+ [10+]	[12"] [24"]	Translation missing: en.magic_spell.type_target.Hex, Translation missing: en.magic_spell.type_target.Damage, Translation missing: en.magic_spell.type_target.Direct	Instant
<i>The target suffers 2D6 hits with Strength 4, Armour Penetration 2, and Magical Attacks.</i>				

Model Rules

Brood's Courage: A unit with more than half of its models with Brood's Courage (X) within 6" of a unit that includes at least one model from one of the unit entries stated in brackets (X), may use the Full Ranks of this unit for the purpose of calculating the Discipline modifier it gains from Safety in Numbers.

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.

Heavy Armour: +2 Armor

Insignificant:

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.

Scorched Fur: Universal Rule.
When the model rolls Breakdown on the Misfire Table it is removed as a casualty.

Tag-Along: If the model is within 3" of a friendly non-fleeing unit with at least one Rat-at-Arms or Vermin Guard model, it gains Aegis (4+) against Ranged Attacks.

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.

Weapon Team #1

