



VERMIN SWARM

LIST THE VERMIN SWARM (v2021 BETA 1) #2 - 1 015 POINTS



1015 pts (23.00 %) **0 pts (0.00 %)** 0 pts (0.00 %) 0 pts (0.00 %) 870 pts (19.00 %)
Characters **Core** **Special** **Tunnel** **Built and Bred**
 (40 Max) (25 Least) (0 NoLimit) (25 Max) (30 Max)

Characters




TYRANT #1

Tyrant - Standard - Infantry - 20x20mm

145 POINTS




Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Safety in Numbers, Callous, Honourless	
Defensive	HP	Def	Res	Arm	
	3	6	4	0	Light Armour
Offensive	Att	Off	Str	Ap	Agi
Tyrant	4	6	4	1	7



VERMIN DAEMON

Vermin Daemon - Gigantic - Beast - 75x50mm

870 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	16"	9	Fearless, Callous, Callous, Supernal, Supernal, Schemer, Schemer, Wizard Master, Wizard Master	
Defensive	HP	Def	Res	Arm	
	6	8	6	2	Aegis (5+ 4+ , against Magical Attacks), Aegis (5+ 4+ , against Magical Attacks)
Offensive	Att	Off	Str	Ap	Agi
Vermin Daemon	5	8	6	10	9

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<h3>The Awakened Swarm</h3>				
Mf	7+ [10+]	[12"] [24"]	Hex, Damage, Direct	Instant
<i>The target suffers 2D6 hits with Strength 4, Armour Penetration 2, and Magical Attacks.</i>				

Model Rules

- Aegis:**
- 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.
- Fearless:** If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.
- 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
- Honourless:** A Character with Honourless cannot be chosen by the enemy as the model that suffers the penalties for refusing a Duel.

Light Armour: Armor +1

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.

Schemer: Universal Rule.

Spells cast by the model gain +3" range. The model knows one additional spell, and selects its spells from Divination and The Awakened Swarm (Hereditary Spell). If a Vermin Daemon is part of the army, the Tunnel Gunners Category is reduced to "Max. 25%".

Supernal:

Wizard Master: - Knows 4 spells.

- Can select from the Learned Spells 1, 2, 3, 4, 5, and 6 of its chosen Path and the Hereditary Spell of its army.

The Wizard gains Channel (1) and a +1 modifier to its casting rolls, and selects its spells as described in Spell Selection

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.

Tyrant #1



Vermin Daemon

