



VERMIN SWARM

2 vs 2 10/11/2021 - 715 POINTS



120 pts (6.00 %) Characters (40 Max)
 505 pts (25.00 %) Core (25 Least)
 90 pts (5.00 %) Special (0 NoLimit)
 0 pts (0.00 %) Tunnel Gunners (30 Max)
 0 pts (0.00 %) Bread and Games (20 Max)

Characters



VERMIN SENATOR #1

Vermin Senator - Standard - Infantry - 20x20mm

120 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	, The Die is Callous, Valorous DiscretionCast		
Defensive	HP	Def	Res	Arm	Light Armour	
	3	3	3	0		
Offensive	Att	Off	Str	Ap	Agi	Pistol, Hand Weapon
Vermin Senator	2	3	3	0	4	

Options

General

Core



VERMIN LEGIONARIES #1

Vermin Legionaries x40 - Standard - Infantry - 20x20mm

315 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Scoring, Callous, Life is Cheap		
Defensive	HP	Def	Res	Arm	Light Armour	
	1	2	2	0		
Offensive	Att	Off	Str	Ap	Agi	Cohort Coordination
Vermin Legionary	1	3	3	0	4	

Options

Champion • Musician • Standard Bearer • Shield



VERMIN LEGIONARIES #2

Vermin Legionaries x25 - Standard - Infantry - 20x20mm

190 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Scoring, Callous, Life is Cheap		
Defensive	HP	Def	Res	Arm	Light Armour	
	1	2	2	0		
Offensive	Att	Off	Str	Ap	Agi	Cohort Coordination
Vermin Legionary	1	3	3	0	4	

Options

Musician • Shield

Special



GIANT RATS #1

Giant Rats x10 - Standard - Beast - 20x20mm

90 POINTS



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

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H The Awakened Swarm				
Mf	<5+> {8+}	12"	Ground	Instant
<i>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.}</i>				

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:

- 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.

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.

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

Insignificant:

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.

Light Armour: Armor +1

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

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.

The Die is Cast: Universal Rule.

The model gains +1 Discipline, up to a maximum of 8, while within 12" of one or more enemy models.

Valorous Discretion: Single model units of Standard Height with Valorous Discretion treat all enemy units as units with Terror.

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.

Vermin Legionaries #1



Giant Rats #1



Vermin Legionaries #2



Vermin Senator #1

