



VERMIN SWARM

LIST MAREE DE VERMINE #1 - 438 POINTS



0 pts (0.00 %)	120 pts (27.00 %)	160 pts (37.00 %)	0 pts (0.00 %)
Built and Bred (30 Max)	Characters (40 Max)	Tunnel Gunners (30 Max)	Core Special (25 Least) (0 NoLimit)

Characters

PLAGUE PROPHET #1

Plague Prophet - Standard - Infantry - 20x20mm

158 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Plague Prophet	5	5	3	4	5	3	5	3	6	Infantry
Model Rules	Frenzy • Hatred • Honorless • Resistent • Safety in Numbers									

Options	Flail
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Core

RATS-AT-ARMS #1

Rats-at-Arms x20 - Standard - Infantry - 20x20mm

160 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rats-at-Arms	5	3	3	3	3	1	4	1	5	Infantry
Model Rules	Safety in Numbers • Scoring • Light Armour • Shield									

Tunnel Gunners

JEZAILS #1

Jezails x3 - Standard - Infantry - 25x50mm

120 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Jezails	5	3	3	3	3	2	4	2	5	Infantry
Model Rules	Safety in Numbers • Callous • Jezails • Pavise									

Magics

Model Rules

Callous: A model with this special rule is allowed to use non-Artillery Shooting Weapons against an enemy unit which is Engaged in Combat with friendly units if all friendly units Engaged in the Combat are Infantry and/or Swarms. All units Engaged in this Combat are ignored for Cover purposes. When shooting at an enemy unit Engaged in Combat with friendly units, roll to hit as normal and then randomize each hit scored. On a 4+ it hits the target, otherwise it hits a friendly unit Engaged in that Combat (randomize if several friendly units are involved in the Combat).

Frenzy: Model parts with Frenzy have +1 Attack and are Immune to Psychology. After all charges have been declared, each of your units with one or more models (or model parts) with Frenzy must take a Frenzy Test (Leadership Test) if it did not declare a charge. If the test is failed, the unit must declare a charge against the closest viable enemy unit, if there is one. Characters are never forced to charge out of units. Units with one or more model parts with Frenzy must always pursue and overrun whenever possible. If a model part with Frenzy is ever on the losing side of a Combat Round, it immediately loses this special rule.

Hatred: Model parts with this special rule may reroll failed to hit rolls during the first Round of Combat. Sometimes this rule may only work against certain enemies, which are then stated in brackets. For example, "Hatred (Army Book: Empire of Sonnstahl)" means that Hatred only applies when attacking models from the Empire of Sonnstahl Army Book.

Honorless: Characters that are Honorless do not receive the usual penalties from refusing a challenge.

Jezails:

Light Armour:

Pavise: The wearer gains a 4+ Armour Save against Ranged Attacks.

Resistent: Toxic attacks have -2 to wound against models with this special rule

Safety in Numbers: Non-fleeing units comprised solely of models with this special rule add their number of Full Ranks after the first one to their Leadership (up to a maximum of +3). This rule cannot be used to modify the Leadership that is distributed by models with Inspiring Presence (but the received Inspiring Presence can be modified by Safety in Numbers).

Furthermore, if all models in a unit have this special rule, this unit gains a +1 modifier to its Flee Distance rolls.

Scoring: Units with at least one model with the Scoring special rule are considered Scoring Units and are used for capturing Secondary Objectives. Every army needs a few Scoring units to be able to complete Secondary Objectives, which is why units with the Scoring special rule are marked in the Armybooks with a special pennant icon:

The Scoring special rule can be lost during the game:

- One or more models in the unit are Light Troops.
- A unit that is Fleeing loses its Scoring special rule for as long as it is Fleeing.
- An Ambushing unit that entered the Battlefield on Game Turn 4 or later loses its Scoring Special rule.
- A unit that has performed a Post-Combat Reform loses its Scoring special rule until the end of the current Player Turn.

Shield:

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.

Jezails #1



Plague Prophet #1



Rats-at-Arms #1

