



VERMIN SWARM

LIST THE VERMIN SWARM #1 - 835 POINTS





725 pts (87.00 %) 835 pts (100.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

Built and Bred **Characters** **Tunnel** **Gunnery** **Core** **Special**

(30 Max) (40 Max) (30 Max) (25 Least) (0 NoLimit)

Characters

	DICTATORS - CHIEF #1	110 POINTS								
	Dictators - Chief - Standard - Infantry - 20x20mm									
Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Dictators - Chief	5	5	4	4	4	3	6	3	6	Infantry
Model Rules	Honorless • Reckless • Safety in Numbers • Light Armour									

			VERMIN DAEMON #1	725 POINTS						
			Vermin Daemon - Standard - Infantry - 75x50mm							
Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vermin Daemon	8	8	4	6	6	6	9	5	8	Monster
Model Rules	Daemonic Instability • Otherworldly • Swiftstride • Innate Defense (5+) • Armour Piercing (6) • Wizard Apprentice - Generates spells from Occultism									

Options	Schemer • Plague Bringer • Deceiver • Thunderer • Shaper
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Magics

Model Rules

Armour Piercing (6):

Daemonic Instability: When a unit with this Special Rule fails a Break Test, it does not flee from combat. Instead, it suffers a number of Wounds equal to the amount by which the test was failed (Simplified formula: 2D6+CSLd), ignoring the usual minimum 0 for its Leadership Characteristic. These Wounds are distributed following the rules for Unstable, with no saves of any kind allowed. Only characters with Daemonic Instability can join units with Daemonic Instability, and Characters with Daemonic Instability cannot join units without Daemonic Instability. If a model has both Daemonic Instability and Unstable, disregard the latter.

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

Innate Defense (5+):

Light Armour:

Otherworldly: Models with this special rule have Magical Attacks, are Immune to Psychology and have a Ward Save (5+). Units with the Otherworldly special rule can only be joined by Otherworldly Characters. Similarly, Otherworldly Characters can only join Otherworldly units.

Reckless: A model with this special rule is allowed to use non-template shooting weapons against an enemy unit in close combat with friendly units, of infantry, warbeasts or swarms, not containing any characters. When firing at an enemy unit in close combat with friendly units, roll to hit as normal and then randomize each hit scored. On a 4+ direct it against the target. On 1-3 direct it against a friendly unit in that combat (randomize if several friendly units are involved in the combat).

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.

Swiftstride: When a unit composed entirely of models with this special rule rolls Charge Range, Flee Distance, Pursuit Distance or Overrun Distance, it rolls an additional D6 (normally this will lead to rolling 3D6) and discards the lowest dice.

Wizard Apprentice - Generates spells from Occultism:

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.

Dictators - Chief #1



Vermin Daemon #1

