



115 pts (3.00 %)	0 pts (0.00 %)	0 pts (0.00 %)	0 pts (0.00 %)	0 pts (0.00 %)
<b>Characters</b>	<b>Core</b>	<b>Special</b>	<b>Tunnel</b>	<b>Bread and Games</b>
(40 Max)	(25 Least)	(0 NoLimit)	(30 Max)	(25 Max)

## Characters

**SWARM PRIEST #1**  
Swarm Priest - Standard - Infantry - 20x20mm

115 POINTS

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>			<i>Model Rules</i>
	5"	10"	5			Wizard Apprentice, Callous
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	2	2	3	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Swarm Priest</b>	1	2	3	0	4	<b>Hand Weapon</b>

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>H The Awakened Swarm</i>				
<i>Mf</i>	(12") {18"}	(5+) {7+}	Ground	Instant
The range of this spell can be measured from the Caster or from any friendly Tunnel Marker on the Battlefield. Summon a Rat Swarm (profile below) on the targeted point.				

## 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: • 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. Immediately after determining the number of hits, roll a D6 for each hit. On a roll of 4+, the hit is distributed onto a randomly chosen friendly unit Engaged with the original target. Otherwise, proceed as normal.

**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

**Wizard Apprentice:** - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.  
The Wizard 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.

