



VERMIN SWARM

VS//AS - 4 500 POINTS



1525 pts (34.00 %) 1161 pts (26.00 %) 1190 pts (26.00 %) 314 pts (7.00 %) 310 pts (7.00 %)
Characters **Core** **Special** **Tunnel Gunners** **Bread and Games**
 (40 Max) (25 Least) (0 NoLimit) (30 Max) (25 Max)

Tunnel Gunners



IGNIFIER GRENADIERS #1

Ignifier Grenadiers **x9** - Standard - Infantry - 20x20

157 POINTS



Global	Adv	Mar	Dis				Model Rules
	5"	10"	6				Light Troops, Skirmisher, Callous, Life is Cheap, Deepfire Grenades
Defensive	HP	Def	Res	Arm			
	1	3	3	0	Flammable, Hard Target, Heavy Armour		
Offensive	Att	Off	Str	Ap	Agi		
Ignifier Grenadier	1	4	3	0	4		



IGNIFIER GRENADIERS #2

Ignifier Grenadiers **x9** - Standard - Infantry - 20x20

157 POINTS



Global	Adv	Mar	Dis				Model Rules
	5"	10"	6				Light Troops, Skirmisher, Callous, Life is Cheap, Deepfire Grenades
Defensive	HP	Def	Res	Arm			
	1	3	3	0	Flammable, Hard Target, Heavy Armour		
Offensive	Att	Off	Str	Ap	Agi		
Ignifier Grenadier	1	4	3	0	4		

Special



LEGIONARY DRILL TEAM #1

Legionary Drill Team - Standard - Infantry - 40x40

80 POINTS



Global	Adv	Mar	Dis				Model Rules
	5"	10"	5				War Platform, Borne into Battle, Callous, Life is Cheap, Back to the Burrows
Defensive	HP	Def	Res	Arm			
	4	2	3	3			
Offensive	Att	Off	Str	Ap	Agi		
Legionary Drill Team			6	3	4	Grind Attacks	



LEGIONARY DRILL TEAM #2

Legionary Drill Team - Standard - Infantry - 40x40

80 POINTS



Global	Adv	Mar	Dis				Model Rules
	5"	10"	5				War Platform, Borne into Battle, Callous, Life is Cheap, Back to the Burrows
Defensive	HP	Def	Res	Arm			
	4	2	3	3			
Offensive	Att	Off	Str	Ap	Agi		
Legionary Drill Team			6	3	4	Grind Attacks	



MURMILLO BRUTES #1

Murmillo Brutes x6 - Large - Infantry - 50x50

515 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	6	Scoring, Callous		
Defensive	HP	Def	Res	Arm		
	3	4	5	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Murmillo Brute	3	3	5	2	4	Quick to Fire

Options	Champion • Musician • Standard Bearer with Eagle Standard • Halberd and Shield
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MURMILLO BRUTES #2

Murmillo Brutes x6 - Large - Infantry - 50x50

515 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	6	Scoring, Callous		
Defensive	HP	Def	Res	Arm		
	3	4	5	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Murmillo Brute	3	3	5	2	4	Quick to Fire

Options	Champion • Musician • Standard Bearer with Eagle Standard • Halberd and Shield
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Characters



RUINOUS DICTATOR #1

Ruinous Dictator - Gigantic - Infantry - 20x20

490 POINTS



Global	Adv	Mar	Dis	Model Rules		
	7"	14"	6	Fearless, Stubborn, Supernal, Wizard Adept, Callous, Unlimited Power!		
Defensive	HP	Def	Res	Arm		
	7	4	5	2	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Ruinous Dictator	4	4	5	4	8	Halberd, Hand Weapon

Options	Pontifex Maximus • Avatar of Favara • Occultism
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VERMIN SENATOR #1

Vermin Senator - Standard - Infantry - 40x40

240 POINTS



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



MOUNT SENATORIAL LITTER

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	C	Tall, The Die is Cast	
Defensive	HP	Def	Res	Arm	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	C	4	C	Cannot be Stomped
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Blackfur Veteran(4)	1	4	4	1	5
					Harnessed

Options	Senatorial Litter • General • Cowl of the Apostate • Swarm Master
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SWARM PRIEST #1

Swarm Priest - Gigantic - Construct - 60x100

490 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>
Swarm Priest	1	2	3	0	4
					Hand Weapon



MOUNT SACRED PLATFORM

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	C	War Platform, Channel (1)	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	1	5	2	Aegis
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Acolyte(8)	1	2	3	0	3
					Great Weapon
Chassis			5	2	Impact Hits, Harnessed

Options	Wizard Adept • Sacred Platform • Holy Triumvirate • Caelysian Pantheon • Witchcraft • Whispering Bell
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SWARM PRIEST #2

Swarm Priest - Standard - Infantry - 20x20


305 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>
Swarm Priest	1	2	3	0	4
					Hand Weapon

Options	Wizard Adept • Thaumaturgy • Holy Triumvirate • Caelysian Pantheon • Book of Arcane Mastery
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Bread and Games



ARENA BEAST #1

Arena Beast - Gigantic - Beast - 50x100

310 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Fearless, Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	3	5	2	Fortitude
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Arena Beast	2D3+1	3	7	3	3
					Harnessed
Pitmaster	2	3	4	1	4
					Halberd

Options	Underworld Beast
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Core



VERMIN LEGIONARIES #1

Vermin Legionaries **x56** - Standard - Infantry - 20x20

441 POINTS



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

Options	Champion • Musician • Standard Bearer with Eagle Standard • Shield • Stalker's Standard
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VERMIN LEGIONARIES COMMANDO #2

Vermin Legionaries **x40** - Standard - Infantry - 20x20

360 POINTS



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

Options	Champion • Musician • Standard Bearer with Eagle Standard • Shield and Spear • Rending Banner
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VERMIN LEGIONARIES COMMANDO #1

Vermin Legionaries **x40** - Standard - Infantry - 20x20

360 POINTS



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

Options	Champion • Musician • Standard Bearer with Eagle Standard • Shield and Spear • Rending Banner
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H The Awakened Swarm				
Mf	(12") {18"}	(5+) (7+)	Translation missing: en.magic_spell.type_target.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.				



Occultism

The Sacrifice: When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling Attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24".

A unit may only be chosen once per phase. The chosen unit suffers X hits that wound automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the lower value:

- 0 to 4: 3 hits
- 5 to 7: 2 hits
- 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded.
These Health Points losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the {amplified} version. In that case, use any text marked with {}.

		Casting	Range	Type	Duration	Effect
3	The Rot Within	6+	24"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}
2	Hand of Glory	6+ [8+]	Caster [12"]	[Augment] Focused	One Turn	The target <<, all models in its unit when the spell is cast, and Raised models in the unit>> gain Aegis (6+) and Aegis (+1, max 3+). {This spell may only target Characters, Champions, and single model units.}
4	Pentagram of Pain	5+[6+]	24"[12"Aura]	[Hex] Direct [Universal] Damage]	Instant	The target suffers D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks. {The Caster's unit is unaffected.} {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.}
5	Marked for Doom	9+	24"	Hex Damage Direct	Instant	The target suffers 1 hit with Strength 10, Armour Penetration 10, Multiple Wounds (D3), and Magical Attacks. {If the target is within 12" of the Caster, the spell targets a single Character or Champion joined to the target unit.}
6	The Grave Calls	11+	12"	Hex Damage Direct	Instant	The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {The hits gain +1 Strength and +1 Armour Penetration.}
1	Breath of Corruption	6+ [9+]	Caster [12"]	[Augment] Focused	One Turn	The target gains Breath Attack (Magical Attacks, Toxic Attacks). {This spell may only target Characters, Champions, and single model units.} {If the Breath Attack is used as a Shooting Attack, its range is increased to 18".}



Thaumaturgy

Judgement on High: When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled. Dice causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

		Casting	Range	Type	Duration	Effect
2	Smite the Unbeliever	6+ [9+]	24"	Hex	One Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
3	Speaking in Tongues	7+	18"	Universal	One Turn	If this spell targets a friendly unit, the target may reroll failed Discipline Tests. If this spell targets an enemy unit, the target can never reroll failed Discipline Tests.
6	Trial of Faith	7+ [10+]	12" [18"]	Hex Missile Damage Focused Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.
1	Hand of Heaven	5+ [8+]	24"	Hex Missile Damage	One Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.
4	Cleansing Fire	5+ [8+]	Caster [18"]	[Augment] Focused	Instant	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) {This spell may only target Characters, Champions, and single model units.}
5	Wrath of God	12+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.



Witchcraft

		Casting	Range	Type	Duration	Effect
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
3	Twisted Effigy	5+ [7+]	36"	Hex	One Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
2	Deceptive Glamour	4+ [6+]	24"	Hex	One Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.
A	Evil Eye		24"	Universal	One Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	One Turn	Choose which effect to apply when casting the spell: • The target gains Random Movement (2D6") • The target gains Random Movement (3D6")
6	Bewitching Glare	8+ [12+]	18"	Hex	One Turn	Melee [and Shooting] Attacks against the target must reroll failed to-wound rolls.

		Casting	Range	Type	Duration	Effect
4	The Wheel Turns	8+ [10+]	24"	Hex	One Turn	Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.

Magic items

Cowl of the Apostate: The model gains **Holy Triumvirate** (see Swarm Priest), and for the purpose of this rule, it counts as having both **Caelysian Pantheon** and **Cult of Errahman**.

Swarm Master: While using this weapon, the wielder gains **Grind Attacks (X)**, where X is the number of Full Ranks in the wielder's unit, up to a maximum of 10. These Grind Attacks are resolved with Strength 3, Armour Penetration 1, and **Magical Attacks**.

Book of Arcane Mastery: The bearer's first Casting Attempt in each Magic Phase gains a +2 Casting Modifier. When using a single Magic Dice for this Casting Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Casting Attempt, regardless of any modifiers.

Magic banners

Stalker's Standard: The bearer's unit gains Strider.

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Model Rules

Aegis:

Back to the Burrows: Once per game, at the end of the owner's Movement Phase, the model's unit may be removed from the Battlefield and placed in Tunnel Reserve. Before the unit is removed, it loses Scoring until it returns to the Battlefield. This can only be done if the model's unit is not Engaged or Shaken and has 50 or fewer Health Points.

Borne into Battle: The model **must** be deployed in, and can only join, a unit that includes at least one model from one of the unit entries stated in brackets (X). The model can never voluntarily leave its unit.

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.

Cohort Coordination: While the model's unit is Steadfast and does not suffer from Disrupted Ranks, the model gains **Fight in Extra Rank**. Check if the conditions are met and apply the effects at the start of each Initiative Step.

Deepfire Grenades: Shooting Weapon.

Range 8", Shots 2, Str 6, AP 2, Accurate, Flaming Attacks, Quick to Fire, Volley Fire. When shooting at an enemy unit Engaged in Combat, hits are distributed onto a randomly chosen friendly unit Engaged with the original target on a roll of 5+ instead of 4+.

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.

Flammable:

Fortitude: Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

Grind Attacks: A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits

, it may only use one of these rules in the same Round of Combat

(its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

Halberd: Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

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

Hard Target:

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

Life is Cheap: When calculating Combat Score, halve the number of Health Point losses of models with Life is Cheap, rounding fractions up. This does not include Combat Score bonuses from Overkill.

Light Armour: Armor +1

Light Troops: Units composed entirely of models with Light Troops are allowed to make any number of Reforms when performing Advance Moves or March Moves. They are allowed to shoot even if they Marched or Reformed. No model can end its movement with its centre further away than its March Rate from its starting position, around any obstructions (including the Unit Spacing rule). This means that when checking the distance travelled by a model, check the path the model would have taken if it was alone, with the exception that the unit as a whole cannot break the Unit Spacing rule while performing the move. If a model performed any action during the movement (such as a Sweeping Attack), the distance moved is counted from its starting position to the point on the Battlefield where it performed that action and then to its final position.

If more than half the models in a unit have Light Troops, the unit always counts as having 0 Full Ranks. Characters with Light Troops that are joined to units with one or more models without Light

Troops, lose this rule for as long as they remain with the unit. An Infantry Character joined to an Infantry unit with both Light Troops and the same Size as the Character gains Light Troops for as long as it remains with the unit.

Pistol: Range 12" Shots 1 Strength 4 Armour Penetration 2 Quick to Fire

Quick to Fire:

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.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

Stubborn: A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

Supernal:

Unlimited Power! The model must be the General. While within range of the model's Commanding Presence, other friendly units gain **Fearless**. In addition, while Steadfast and not suffering from Disrupted Ranks, the units also gain **Unstable**.

Vox Populi: The range of the model's Commanding Presence is set to 18"; when measured to units with one or more models with Eagle Standard.

War Platform: Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Characters category (for Army List creation).
- It cannot issue Duels, Accept Duels or Make Way.
- It can perform Swirling Melee.
- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

Wizard Adept: - Knows 2 spells.

- Can select from the Learned Spells 1, 2, 3, and 4 of its chosen Path and the Hereditary Spell of its army.
- The Wizard gains Channel (1) and selects its spells as described in Spell Selection.

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.

