





| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
|-------------------------|------------|------------|------------|-----------|------------|-------------------------------------|
| Blackfur Veteran | 1 | 4 | 3 | 0 | 5 | Cohort Coordination, Halberd |

| | |
|----------------|---------------------------------------|
| Options | Champion • Musician • Standard Bearer |
|----------------|---------------------------------------|

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|--|--|-------------------|---|
|  | VERMIN LEGIONARIES #1 Vermin Legionaries x60 - <i>Standard - Infantry - 20x20</i> | 435 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 |


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|----------------|--|
| Options | Champion • Musician • Standard Bearer • Shield and Spear |
|----------------|--|

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|--|--|-------------------|---|
|  | VERMIN LEGIONARIES #2 Vermin Legionaries x60 - <i>Standard - Infantry - 20x20</i> | 435 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 • Shield and Spear |
|----------------|--|

Special

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|--|---|-------------------|---|
|  | FETTHIS BRUTES #1 Fetthis Brutes x15 - <i>Large - Infantry - 40x40</i> | 710 POINTS |  |
|--|---|-------------------|---|

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|----------------------|------------|------------|------------|--------------------|------------|--|
| | 6" | 12" | 5 | Callous | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 3 | 5 | 0 | | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Fetthis Brute | 3 | 2 | 4 | 2 | 4 | Fight in Extra Rank, Paired Weapons |

| | |
|----------------|----------|
| Options | Champion |
|----------------|----------|

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|--|---|-------------------|---|
|  | FETTHIS BRUTES #2 Fetthis Brutes x15 - <i>Large - Infantry - 40x40</i> | 710 POINTS |  |
|--|---|-------------------|---|

| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | | |
|------------------|------------|------------|------------|--------------------|------------|--|
| | 6" | 12" | 5 | Callous | | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | | |
| | 3 | 3 | 5 | 0 | | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |

| | | | | | | |
|----------------------|------------|------------|------------|-----------|------------|--|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| Fetthis Brute | 3 | 2 | 4 | 2 | 4 | Fight in Extra Rank, Paired Weapons |

| | |
|----------------|----------|
| Options | Champion |
|----------------|----------|

Magics

Racial Trait Spell

| | Casting | Range | Type | Duration |
|---|--------------|-------|---|----------|
| H The Awakened Swarm | | | | |
| <i>Mf</i> | <5+> [8+] | 12" | 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 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.] | | | | |



| | | Casting | Range | Type | Duration | Effect |
|----------|-------------------|----------|-------|-----------|----------|---|
| 5 | Will-o'-the-Wisp | 8+ [8+] | 18" | Universal | One Turn | The target gains Random Movement (2D6 [3D6]) |
| 3 | Twisted Effigy | 5+ [7+] | 36" | Hex | One Turn | The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls]. |
| 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. |
| 6 | Bewitching Glare | 8+ [12+] | 18" | Hex | One Turn | Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls. |
| 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. |
| 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. |
| 2 | Deceptive Glamour | 4+ [6+] | 24" | Hex | One Turn | The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility. |

Magic items

Crown of Hubris: Immediately after Siphon the Veil, i.e. after converting Veil Tokens into Magic Dice, the bearer may choose to inflict D6 hits against its unit that wound automatically with no saves of any kind allowed. These hits are considered Special Attacks. If so, the owner gains additional Veil Tokens equal to half the number of lost Health Points, rounding fractions up.

Model Rules

Avrasi Formations: Universal Rule.
The model gains the following rules based on its unit's Formation:

- Testudo: While the model's unit is in Close Formation, the model gains +1 Armour against Shooting Attacks.
- Phalanx: While the model's unit is in Line Formation, the model must reroll natural towound rolls of '1' with its Close Combat Attacks.

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.

Fight in Extra Rank:

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

Heavy Armour: +2 Armor

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

Paired Weapons: The wielder gains +1 Attack Value when using Paired Weapons. Attacks made with Paired Weapons gain +1 Offensive Skill and ignore Parry. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

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.

Shield: +1 Armour Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry.

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

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

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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.

