



VERMIN SWARM

TESTAROLI - 3 995 POINTS



1585 pts (40.00 %) Characters (40 Max)
 1085 pts (27.00 %) Core (25 Least)
 560 pts (14.00 %) Special (0 NoLimit)
 765 pts (19.00 %) Tunnel Gunners (25 Max)
 0 pts (0.00 %) Bread and Games (25 Max)
 180 pts (5.00 %) Experimental Weapon (3 MaxUnit)
 0 pts (0.00 %) Brute Force (24 MaxModel)

Characters



RUINOUS DICTATOR #1


Ruinous Dictator - Gigantic - 75x75

560 POINTS



Global	Cha	Mob	Cou			Model Rules
	"	"				Lord of The Legions, Girded by Acratos, Girded by Acratos, Supernal, Holy Triumvirate, Fearless, Wizard Apprentice, Imperator, Stubborn, Caelysian Pantheon, Disciplined, Terror, Callous, Exclusive, Light Troops
Defensive	HP	Def	Res	Arm		
	7	5	5	2	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Ruinous Dictator	4	5	5	4	8	Halberd, Halberd, Magical Attacks, Hand Weapon, Stomp Attacks (D6)


Options | General • Occultism • Lord of The Legions • Girded by Acratos • Halberd



CAMPANO

Swarm Priest - Gigantic - 60x100

380 POINTS



Global	Cha	Mob	Cou			Model Rules
	"	"				Whispering Bell, Holy Triumvirate, Holy Triumvirate, Holy Triumvirate, Callous
Defensive	HP	Def	Res	Arm		
	3	2	3	0		
Offensive	Att	Off	Str	Ap	Agi	
Swarm Priest	1	2	3	0	4	Hand Weapon, Vermin

MOUNT SACRED PLATFORM

Global	Cha	Mob	Cou			Model Rules
	0"	3"	C"	C		War Platform, Attached, Fearless, Terror, Channel (1)
Defensive	HP	Def	Res	Arm		
	7	1	5	2		
Offensive	Att	Off	Str	Ap	Agi	
Acolyte(8)	1	2	3	4	3	Great Weapon, Vermin
Chassis			5	2	Construct, Mount, Impact Hits (D3)	

Options | Wizard Apprentice • Caelysian Pantheon • Holy Triumvirate • Sacred Platform • Whispering Bell • Thaumaturgy



TOSSICO

Swarm Priest - Gigantic - 60x100

420 POINTS



Global	Cha	Mob	Cou			Model Rules

<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Holy Triumvirate, Holy Triumvirate, Holy Triumvirate, Pestilent Pulpit, Pestilent Pulpit, Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	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
Cult of Errahman, Hand Weapon, Vermin					



MOUNT SACRED PLATFORM

<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	0"	3"	C"	C	War Platform, Attached, Fearless, Terror, Channel (1)
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	1	5	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Acolyte(8)	1	2	3	4	3
Great Weapon, Vermin					
Chassis			5	2	Construct, Mount, Impact Hits (D3)

Options Wizard Apprentice • Holy Triumvirate • Sacred Platform • Pestilent Pulpit • Thaumaturgy • Cult of Errahman



STENDARDIERE

Bloodfur Legate - Standard - 20x20

225 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Disciplined, Callous, Light Troops, Light Troops	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	5	4	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Bloodfur Legate	4	5	4	1	6
Metal Armour, Halberd, Hand Weapon, Vermin					

Options Battle Standard Bearer (one choice only) • Halberd • Touch of Greatness • Light Troops

Core



VERMIN LEGIONARIES #1

Vermin Legionaries x25 - Standard - 20x20

230 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Life is Cheap	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	1	Shield
<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
Light Armour, Cohort Coordination, Vermin, Legionary					

Options Standard Bearer • Musician



VERMIN LEGIONARIES #2

Vermin Legionaries x25 - Standard - 20x20

230 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Life is Cheap	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	1	Shield
<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
Light Armour, Cohort Coordination, Vermin, Legionary					

Options	Standard Bearer • Musician
----------------	----------------------------



	PLAGUE CULTISTS #1 Plague Cultists x25 - Standard - 20x20	295 POINTS	
--	---	-------------------	---

<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>
	"	"		Dying Blow, Life is Cheap, Unruly, Swiftstride

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>
	1	2	2	0

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Plague Disciple	1	2	3	0	4
Bloodpox Blades, Cult of Errahman, Diseased, Vermin, Zeal					

Options	Musician • Standard Bearer
----------------	----------------------------

	BLACKFUR VETERANS #1 Blackfur Veterans x25 - Standard - 20x20	330 POINTS	
--	---	-------------------	---

<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>
	"	"		Life is Cheap

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>
	1	3	2	2
Shield				

<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
Metal Armour, Halberd, Weapon Master, Cohort Coordination, Vermin, Testudo, Legionary					

Options	Musician • Standard Bearer
----------------	----------------------------

Special

	PLAGUE DISCIPLES #1 Plague Disciples x15 - Standard - 20x20	200 POINTS	
--	---	-------------------	---

<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>
	"	"		Dying Blow, Life is Cheap, Unruly, Afflict (-1 Def), Swiftstride

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>
	1	2	2	0

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Plague Disciple	1	2	3	0	4
Cult of Errahman, Plague Flail, Diseased, Devastating Charge (Lethal Strike), Vermin, Zeal					

Options	Musician • Standard Bearer
----------------	----------------------------


	DOOMSPARK DEVICE #1 Doomspark Device - Large - 50x100	360 POINTS	
--	---	-------------------	---

<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>
	"	"		Swiftstride, Callous, Light Troops

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>
------------------	-----------	------------	------------	------------


<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	2	5	3	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Rakachit Engineer(3)	1	2	3	0	4
Chassis			5	2	2
					Metal Armour, Darkstone Generator, Construct , Grind Attacks (D6+1 hits, Str D6+1, AP 3, Lightning Attacks)

Tunnel Gunners




BRONZINO
Vermin Artillery - Large - 75x75

190 POINTS




<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Emplacement, Callous, Exclusive	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	3	3	3	0	4
					Maniacal Enthusiasm (To-hit roll) , Rakachit Mauss Rifle, Vermin

Options	Rakachit Mauss Rifle (5+)
----------------	---------------------------



LATTOSIO
Vermin Artillery - Large - 75x75

190 POINTS




<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Emplacement, Callous, Exclusive	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	3	3	3	0	4
					Maniacal Enthusiasm (To-hit roll) , Rakachit Mauss Rifle, Vermin

Options	Rakachit Mauss Rifle (5+)
----------------	---------------------------





CATAPULTA
Vermin Artillery - Large - 75x75

205 POINTS




<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Skorchit Ordnance, Skorchit Ordnance, Skorchit Ordnance, Emplacement , Callous, Exclusive	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	1	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	3	3	3	0	4
					Maniacal Enthusiasm (To-hit roll) , Vermin

Options	Skorchit Ordnance (5+)
----------------	------------------------

RATLINGS
Experimental Weapon Teams x3 - Standard - 25x50

180 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>	
	"	"		Rotary Gun, Unit of Artillery, Callous, Light Troops	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	2	2	2	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Exp. Weapon Team	2	3	3	0	4	Metal Armour, Vermin

Options	Rotary Gun (4+)
---------	-----------------

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
The Awakened Swarm				
<i>Mf</i>	6+	18"	Translation missing: en.magic_spell.type_target.Augment	One Turn
<i>The target's number of Health Point losses that are ignored due to Life is Cheap is increased by 2. No model or unit can be affected by more than one instance of this spell simultaneously.</i>				
<i>* The range of this spell can be measured from the Caster or from the centre of any friendly Tunnel Marker on the Battlefield.</i>				



Occultism

Occultism is the Path of Forbidden Knowledge. It focuses on arcane methods considered illicit or immoral. Knowledge gained from supernals or clandestine research can unlock terrible abilities, while sacrificial rituals channel power through the Veil, enhancing their effects. Occultists are widely feared, operating best in secret and shadow, and few feel safe around someone for whom life itself is a coin to be spent.

The Sacrifice: Before casting certain spells (marked on the spell itself), you may choose a friendly unit within 12" of the caster to immediately suffer from The Devouring Dark. No model or unit can be targeted by more than one instance during the same Magic Phase. If The Sacrifice was performed, the Range of the spell is increased by +6".

		Casting	Range	Type	Duration	Effect
1	The Devouring Dark	7+	18"	Hex Damage Replicable	One Turn	The target suffers a hit with Area Attack (2x2), Str 5, AP 2, and Magical Attacks.
2	Hand of Glory	8+	12"	Augment	One Turn	The target gains Aegis (6+) and Aegis (+1, max. 3+). The Sacrifice may be performed for this spell.
3	Blood Curse	9+	18"	Hex	One Turn	The target suffers -1 Str and -1 AP. The Sacrifice may be performed for this spell.
4	Pentagram of Pain	9+	12"	Universal Aura	Instant	The target suffers 3 hits, with Str 5, AP 2, and Magical Attacks. If one or more unsaved wounds are caused with this spell, the Caster of the spell Recovers 1 HP. The Sacrifice may be performed for this spell.
5	The Grave Calls	11+	12"	Hex Damage	Instant	The target suffers 8 hits, with Str 5, AP 2, and Magical Attacks. The Sacrifice may be performed for this spell.
6	Umbral Majesty	11+		Augment Caster	One Turn	The target gains Dying Blow, and a single model part in the target gains Grind Attack (4 hits, Str 5, AP 2, Magical Attacks). Wherever possible, enemy models must allocate their Melee Attacks towards a Health Pool that is not the target.



Thaumaturgy

Thaumaturgy is the Path of Miracles. It focuses on calling for the divine intervention of the gods and their servants. The will of the gods is unknowable, and their aid can rarely be relied upon, yet those who make their power subject to the whims of their deities can achieve the mightiest of effects. Often haughty and judgemental, Thaumaturges are the agents of their gods, bearing their connection to the divine openly and daring others to cross them.

Divine Intervention: When resolving the effects of a Thaumaturgy spell, roll a D6:

- On a '5' or '6': Apply the "Blessing" effects, marked with a "☉".
- On a '1': Apply the "Admonition" effects, marked with a "x"

		Casting	Range	Type	Duration	Effect
1	Smite The Unbeliever	7+	24"	Hex Missile Damage	Instant	The target suffers D6 hits with Str 4 5, AP 2, and Magical Attacks. ☉ : These hits are instead resolved with Str 7. x : These hits are instead resolved with Str 3.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
2	Light of Faith	6+	24"	Hex	One Turn	The target immediately suffers 2D6 hits with Str 2, AP 0, Magical Attacks, and Divine Attacks. ⌘ : The target gains Minimise Flee rolls. × : The target gains Maximised Flee rolls.
3	Weight of Judgement	9+	24"	Hex	One Turn	The target's Agi is set to 1. ⌘ : Enemy* units in the same combat† as the target has their Agi set to 1. × : Friendly* units in the same combat† as the target has their Agi set to 1. *From the perspective of the caster. †At the time of casting the spell.
4	Holy Affliction	10+	24"	Hex	One Turn	The target suffers -1 to wound. ⌘ : The target suffers -1 AP. × : The target gains +1 AP
5	Rain of Fire	11+	24"	Damage Universal	Instant	The target suffers D3+1 hits, and all units within 3" of the target suffer 1 hit. These hits are resolved with Str 9, AP 4, Flaming Attacks and Magical Attacks. ⌘ : Increase the number of hits each unit suffers from this Spell by 1. × : Decrease the number of hits each unit suffers from this Spell by 1.
6	Wrath of God	11+	48"	Ground	Permanent	Place a marker on the target point. Instead of rolling for Divine Intervention when the spell is cast, do it at the start of each subsequent Magic Phase. ⌘ : Each unit within 2D6" from the center of the marker suffers 2D6 with Str 5, AP 2, and Magical Attacks. Then remove the marker. × : The opponent may move the marker in any direction up to 3".

Magic items

Touch of Greatness: +1 Str and +1 AP.

Model Rules

Aegis:

Afflict:

Bloodpox Blades: Close Combat Weapon
Paired Weapons. Attacks made with Bloodpox Blades gain Poison Attacks

Caelysian Pantheon:

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.

Construct:

Cult of Errahman: Whenever a natural '1' is rolled to hit for an enemy Close Combat Attack allocated towards a model with Cult of Errahman, the model part inflicts 1 hit with Toxic Attacks on the attacking model's unit in the same Initiative Step, before any casualties are removed. R&F models with Cult of Errahman cannot be joined by models without Cult of Errahman.

Darkstone Generator:

Shooting Weapon.
Range 12", Shots D6+1, Strength D6+1, Armour Penetration 3, March and Shoot, Mishap (Roll for number of Shots), Reload!

The attacks hit automatically.

Trial and Terror: The weapon instead targets and automatically hits all units within 6" (including units not inside the Front Arc/Line of Sight, and units Engaged in Combat) except the shooting unit itself (remember that models that are Engaged in Combat cannot perform Shooting Attacks). Roll once for the number of shots and apply this value to all targeted units, then roll for the Strength of the hits for each targeted unit individually.

These shots are not randomized using the rules for Callous.

Devastating Charge:

Attacks & Weapons, Melee
A charging model part with Devastating Charge, or using a weapon with Devastating Charge, gains the Model Rules and Characteristic modifiers stated in brackets. For example, a charging model part with Devastating Charge (+1 Strength, Poison Attacks) gains +1 Strength and Poison Attacks when it is charging. This rule is cumulative: a model part with several instances of Devastating Charge applies all Attack Attributes and Characteristics modifiers from all of them when charging.

Disciplined:

Diseased:

Dying Blow:

Emplacement:

Exclusive:

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.

Girded by Acratos: The model's Armour is set to 5 and it gains Magic Resistance (2) and Metal Armour.

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

Holy Triumvirate: If there are at least 3 models with **Holy Triumvirate** on your Army List, and they all have either Caelysian Pantheon or they all have Cult of Errahman, these models can all select spells as follows: • **Wizard Apprentices:** select from the Learned Spells 1, 2, 3, and 4 of their chosen Path and the Hereditary Spell. • **Wizard Adepts:** select from the Learned Spells 1, 2, 3, 4, 5, and 6 of their chosen Path and the Hereditary Spell.

Imperator: While within range of the model's Commanding Presence, other friendly units gain Fearless and Unstable and the number of Health Point losses ignored due to Life is Cheap is decreased by 2.

Legionary:

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.

Lord of The Legions: The model's Standard Melee Attacks gains Multiple Wounds (D3).

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

Maniacal Enthusiasm: When the model makes a dice roll of the type defined in brackets ("X"), after seeing the result you may choose to add +2 to the result rolled. If this modifier is used, immediately roll a D6 and consult the table below:

- 1–2 Oops: Change the target of the spell or Shooting Attack being rolled for to the nearest other friendly unit (to the model making the attack. This unit does not need to be within Line of Sight or Range.).
- 3–4 Room for Improvement: The model's unit suffers D6 hits with Str 4 AP 1.
- 5–6 Glorious Success!: No additional effect.

Metal Armour:

Pestilent Pulpit: The model knows one additional Learned Spell, it gains **Exclusive** (Plague Disciples), and the number of its Impact Hits is increased by D3. The model's unit gains **Poison Attacks**. Close Combat Attacks that already were Poison Attacks from another source will automatically wound on successful natural to-hit rolls of 5+ instead of 6+.

Plague Flail: Close Combat Weapon.

Halberd. The wielder gains Devastating Charge (Lethal Strike). In addition, the wielder and enemy units in base contact with one or more models using a Plague Flail suffer -1 Defensive Skill.

Rakachit Mauss Rifle: Artillery Weapon.

Cannon. Range 48", Shots 1, Str 5 [7], AP 2 [4], Area Attack (1×5), Mishap (To-hit roll), [Multiple Wounds (D3)].

Trial and Terror: The weapon's range is set to 24", and it gains Accurate and [Multiple Wounds (D6)].

Rotary Gun: Shooting Weapon

0–12 Models/Army.

Range 18", Shots D6, Str 4, AP 2, Mishap (Roll for number of Shots).

Trial and Terror: The weapon's range is set to 12", its Shots are set to D6×2, and it gains Reload!.

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

Skorchit Ordnance: Artillery Weapon.

Catapult (4×4). Range 12–48", Shots 1, Str 4, AP 0, Flaming Attacks, Mishap (Misfire).

The model gains Flammable.

Trial and Terror: The weapon's range is set to 12–30". Replace Catapult (4x4) with Catapult (6x6).

Stomp Attacks:

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:

Swiftstride: When a unit composed entirely of models with Swiftstride 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 D6 rolled.

Terror: The model gains Fear and is immune to the effects of Terror. When a unit with one or more models with Terror Declares a Charge, its target must take a Panic Test. If the test is failed, the target of the charge must declare a Flee Charge Reaction, if able to do so.

Testudo: Close Combat Weapon.
Attacks made with this weapon gain +1 Strength. The wielder gains Parry while using this weapon.

Unit of Artillery: If one model in this unit is affected by an Engineer, all models in this unit are affected by the Engineer.

Unruly:

Vermin:

Weapon Master:

Whispering Bell: The model knows one additional Learned Spell, and the range of its non-Bound Spells is increased by 3";. The model gains **Exclusive (Blackfur Veterans, Vermin Legionaries)** and **Deafening Clamour**. R&F models in friendly units within 12"; of the Sacred Platform gain **Aegis (6+)**; Gigantic models and Constructs are not affected.

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

Zeal:

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.

