




**VERMIN SWARM**  
**COWBOY LIST - 4 495 POINTS**




1800 pts (40.00 %) 1155 pts (26.00 %) 740 pts (16.00 %) 800 pts (18.00 %) 0 pts (0.00 %)  
**Characters**      **Core**      **Special**      **Tunnel Gunners**      **Bread and Games**  
 (40 Max)      (25 Least)      (0 NoLimit)      (30 Max)      (20 Max)

## Characters




**RUINOUS DICTATOR #1**  
Ruinous Dictator - Gigantic - Infantry - 75x50

**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     |

**Options** | Pontifex Maximus • Avatar of Acratos • Occultism



**BLOODFUR LEGATE #1**  
Bloodfur Legate - Large - Infantry - 40x40

**390 POINTS**




| Global          | Adv | Mar | Dis | Model Rules                  |              |
|-----------------|-----|-----|-----|------------------------------|--------------|
|                 | 5"  | 10" | 6   | Callous, Valorous Discretion |              |
| Defensive       | HP  | Def | Res | Arm                          |              |
|                 | 3   | 4   | 4   | 0                            | Heavy Armour |
| Offensive       | Att | Off | Str | Ap                           | Agi          |
| Bloodfur Legate | 4   | 5   | 4   | 1                            | 6            |

### MOUNT PRAETORIAN BRUTE




| Global           | Adv | Mar | Dis | Model Rules |     |
|------------------|-----|-----|-----|-------------|-----|
|                  | 6"  | 12" | C   |             |     |
| Defensive        | HP  | Def | Res | Arm         |     |
|                  | 3   | C   | 5   | C+1         |     |
| Offensive        | Att | Off | Str | Ap          | Agi |
| Praetorian Brute | 3   | 3   | 6   | 3           | 4   |

**Options** | Shield • Praetorian Brute • Willow's Ward • Secrets of the Doom Blade



**BLOODFUR LEGATE #2**  
Bloodfur Legate - Large - Infantry - 40x40

**330 POINTS**



| Global          | Adv | Mar | Dis | Model Rules                  |              |
|-----------------|-----|-----|-----|------------------------------|--------------|
|                 | 5"  | 10" | 6   | Callous, Valorous Discretion |              |
| Defensive       | HP  | Def | Res | Arm                          |              |
|                 | 3   | 4   | 4   | 0                            | Heavy Armour |
| Offensive       | Att | Off | Str | Ap                           | Agi          |
| Bloodfur Legate | 4   | 5   | 4   | 1                            | 6            |

### MOUNT PRAETORIAN BRUTE



|               |            |            |            |                    |
|---------------|------------|------------|------------|--------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
|---------------|------------|------------|------------|--------------------|

|    |     |   |  |  |
|----|-----|---|--|--|
| 6" | 12" | C |  |  |
|----|-----|---|--|--|

|                  |           |            |            |            |  |
|------------------|-----------|------------|------------|------------|--|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> |  |
|                  | 3         | C          | 5          | C+1        |  |

|                         |            |            |            |           |            |  |
|-------------------------|------------|------------|------------|-----------|------------|--|
| <i>Offensive</i>        | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |  |
| <b>Praetorian Brute</b> | 3          | 3          | 6          | 3         | 4          |  |

|                |   |
|----------------|---|
| <b>Options</b> | Paired Weapons • Praetorian Brute • Hero's Heart • Destiny's Call |
|----------------|---|



### BLOODFUR LEGATE #3

Bloodfur Legate - *Gigantic* - *Construct* - 20x20

590 POINTS



|               |            |            |            |                              |
|---------------|------------|------------|------------|------------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>           |
|               | 5"         | 10"        | 6          | Callous, Valorous Discretion |

|                  |           |            |            |            |              |
|------------------|-----------|------------|------------|------------|--------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> |              |
|                  | 3         | 4          | 4          | 0          | Heavy Armour |

|                        |            |            |            |           |            |             |
|------------------------|------------|------------|------------|-----------|------------|-------------|
| <i>Offensive</i>       | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |             |
| <b>Bloodfur Legate</b> | 4          | 5          | 4          | 1         | 6          | Hand Weapon |



### MOUNT TRIUMPHAL PLATFORM

|               |            |            |            |                                 |
|---------------|------------|------------|------------|---------------------------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>              |
|               | 5"         | 10"        | C+1        | Borne into Battle, War Platform |

|                  |           |            |            |            |  |
|------------------|-----------|------------|------------|------------|--|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> |  |
|                  | 8         | 1          | 5          | 4          |  |

|                            |            |            |            |           |            |           |
|----------------------------|------------|------------|------------|-----------|------------|-----------|
| <i>Offensive</i>           | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |           |
| <b>Praetorian Brute(3)</b> | 3          | 3          | 6          | 3         | 4          | Harnessed |

|                |  |  |   |   |  |                        |
|----------------|--|--|---|---|--|------------------------|
| <b>Chassis</b> |  |  | 5 | 2 |  | Impact Hits, Inanimate |
|----------------|--|--|---|---|--|------------------------|

|                |  |
|----------------|--|
| <b>Options</b> | General • Triumphal Platform • Death Cheater • King Slayer |
|----------------|--|

Core



### VERMIN LEGIONARIES #1

Vermin Legionaries x44 - *Standard* - *Infantry* - 20x20

339 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> |                     |
| <b>Vermin Legionary</b> | 1          | 3          | 3          | 0         | 4          | Cohort Coordination |

|                |  |
|----------------|--|
| <b>Options</b> | Champion • Musician • Standard Bearer • Shield |
|----------------|--|



### VERMIN LEGIONARIES #2

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

411 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> |  |
|------------------|------------|------------|------------|-----------|------------|--|

|                  |            |            |            |           |            |                     |
|------------------|------------|------------|------------|-----------|------------|---------------------|
| <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 |

|                |  |
|----------------|--|
| <b>Options</b> | Champion • Musician • Standard Bearer • Shield and Spear |
|----------------|--|

|  |  |                   |   |
|--|--|-------------------|---|
|  | <b>VERMIN LEGIONARIES #3</b><br>Vermin Legionaries x55 - Standard - Infantry - 20x20 | <b>405 POINTS</b> |  |
|--|--|-------------------|---|



|               |            |            |            |                                 |
|---------------|------------|------------|------------|---------------------------------|
| <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 |

|                |  |
|----------------|--|
| <b>Options</b> | Champion • Musician • Standard Bearer • Shield and Spear |
|----------------|--|

**Special**



|  |   |                   |   |
|--|---|-------------------|---|
|  | <b>FETTHIS BRUTES #1</b><br>Fetthis Brutes x12 - Large - Infantry - 40x40 | <b>560 POINTS</b> |  |
|--|---|-------------------|---|

|               |            |            |            |                    |
|---------------|------------|------------|------------|--------------------|
| <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 |



|                |          |
|----------------|----------|
| <b>Options</b> | Champion |
|----------------|----------|

|  |  |                  |   |
|--|--|------------------|---|
|  | <b>LEGIONARY DRILL TEAM #1</b><br>Legionary Drill Team - Standard - Infantry - 40x40 | <b>90 POINTS</b> |  |
|--|--|------------------|---|

|               |            |            |            |  |
|---------------|------------|------------|------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>   |
|               | 5"         | 10"        | 5          | War Platform, Borne into Battle, Callous, Life is Cheap, Back to the Burrows |

|                  |           |            |            |            |  |
|------------------|-----------|------------|------------|------------|--|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> |  |
|                  | 4         | 2          | 3          | 3          |  |

|                      |            |            |            |           |            |               |
|----------------------|------------|------------|------------|-----------|------------|---------------|
| <i>Offensive</i>     | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |               |
| Legionary Drill Team |            |            | 6          | 3         | 4          | Grind Attacks |

|  |  |                  |   |
|--|--|------------------|---|
|  | <b>LEGIONARY DRILL TEAM #2</b><br>Legionary Drill Team - Standard - Infantry - 40x40 | <b>90 POINTS</b> |  |
|--|--|------------------|---|

|               |            |            |            |  |
|---------------|------------|------------|------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i>   |
|               | 5"         | 10"        | 5          | War Platform, Borne into Battle, Callous, Life is Cheap, Back to the Burrows |

|                  |           |            |            |            |  |
|------------------|-----------|------------|------------|------------|--|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> |  |
|                  | 4         | 2          | 3          | 3          |  |

|                      |            |            |            |           |            |               |
|----------------------|------------|------------|------------|-----------|------------|---------------|
| <i>Offensive</i>     | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |               |
| Legionary Drill Team |            |            | 6          | 3         | 4          | Grind Attacks |

# Tunnel Gunners



## VERMIN ARTILLERY #1

Vermin Artillery - Large - Construct - 75

**190** POINTS



| Global      | Adv | Mar | Dis |     |     | Model Rules          |
|-------------|-----|-----|-----|-----|-----|----------------------|
|             | 5"  | 5"  | 5   |     |     | War Machine, Callous |
| Defensive   | HP  | Def | Res | Arm |     |                      |
|             | 4   | 1   | 4   | 0   |     |                      |
| Offensive   | Att | Off | Str | Ap  | Agi |                      |
| <b>Crew</b> | 3   | 3   | 3   | 0   | 4   | Move or Fire         |

|                |                        |
|----------------|------------------------|
| <b>Options</b> | Skorchit Ordnance (4+) |
|----------------|------------------------|



## VERMIN ARTILLERY #2

Vermin Artillery - Large - Construct - 75

**190** POINTS



| Global      | Adv | Mar | Dis |     |     | Model Rules          |
|-------------|-----|-----|-----|-----|-----|----------------------|
|             | 5"  | 5"  | 5   |     |     | War Machine, Callous |
| Defensive   | HP  | Def | Res | Arm |     |                      |
|             | 4   | 1   | 4   | 0   |     |                      |
| Offensive   | Att | Off | Str | Ap  | Agi |                      |
| <b>Crew</b> | 3   | 3   | 3   | 0   | 4   | Move or Fire         |

|                |                        |
|----------------|------------------------|
| <b>Options</b> | Skorchit Ordnance (4+) |
|----------------|------------------------|



## VERMIN ARTILLERY #3

Vermin Artillery - Large - Construct - 75

**190** POINTS



| Global      | Adv | Mar | Dis |     |     | Model Rules          |
|-------------|-----|-----|-----|-----|-----|----------------------|
|             | 5"  | 5"  | 5   |     |     | War Machine, Callous |
| Defensive   | HP  | Def | Res | Arm |     |                      |
|             | 4   | 1   | 4   | 0   |     |                      |
| Offensive   | Att | Off | Str | Ap  | Agi |                      |
| <b>Crew</b> | 3   | 3   | 3   | 0   | 4   | Move or Fire         |

|                |                        |
|----------------|------------------------|
| <b>Options</b> | Skorchit Ordnance (4+) |
|----------------|------------------------|



## EXPERIMENTAL WEAPON TEAMS #1

Experimental Weapon Teams x5 - Standard - Infantry - 20x20

**230** POINTS



| Global                  | Adv | Mar | Dis |     |              | Model Rules  |
|-------------------------|-----|-----|-----|-----|--------------|--|
|                         | 5"  | 10" | 5   |     |              | Light Troops, Callous, Life is Cheap, Heavy Weapon |
| Defensive               | HP  | Def | Res | Arm |              |  |
|                         | 3   | 2   | 2   | 0   | Heavy Armour |  |
| Offensive               | Att | Off | Str | Ap  | Agi          |  |
| <b>Exp. Weapon Team</b> | 2   | 2   | 3   | 0   | 4            | Quick to Fire                                      |

|                |                        |
|----------------|------------------------|
| <b>Options</b> | Jezail (4+) and Shield |
|----------------|------------------------|

## Magics

Racial Trait Spell

|   | Casting      | Range | Type  | Duration |
|---|--------------|-------|---|----------|
| <b>H The Awakened Swarm</b>   |              |       |   |          |
| Mf  | <5+><br>{8+} | 12"   | Translation missing:<br>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.} |              |       |   |          |



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

## Magic items

**Secrets of the Doom Blade:** While using this weapon, the wielder gains +1 Attack Value. Attacks made with this weapon gain **Multiple Wounds (D6)**, become **Divine Attacks** and **Magical Attacks**, and their Strength and Armour Penetration are **set** to 10. At the end of each friendly Movement Phase, if the wielder is not Engaged in Combat, it suffers 1 hit with **Lightning Attacks**.

**Willow's Ward:** While using this Shield, the bearer cannot use Parry, gains +1 Armour, and Impact Hits distributed onto the bearer suffer -2 Armour Penetration.

**Destiny's Call:** The wearer gains Aegis (4+) and its Armour is set to 3 and can never be improved beyond this.

**Hero's Heart:** The wielder of this enchanted weapon gains +1 Attack Value while using it. Attacks made with this enchanted weapon become **Magical Attacks** and always have at least Strength 5 and at least Armour Penetration 3.

**Death Cheater:** The wearer gains +1 Armour and Fortitude (4+).

**King Slayer:** The wielder of this enchanted weapon gains +X Strength, +X Armour Penetration, +X Attack Value, and **Magical Attacks** while using it, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

## Model Rules

**Aegis:**

**Back to the Burrows:** Universal Rule.

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:

- 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.

**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.

#### **Fight in Extra Rank:**

**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

**Heavy Armour:** +2 Armor

**Heavy Weapon:** Attack Attribute – Shooting.

The model may not use its Shooting Weapon if the model performed a March Move in this Player Turn

**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

**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.

**Move or Fire:** The attack may not be used if the attacking model has made an Advance Move, March Move, Reform or Pivot during the current Player Turn.

**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.

#### **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.

**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!:** Universal Rule.

The model must be the General. While within range of the model's Commanding Presence, other friendly units gain Unstable and cannot voluntarily choose Flee as a Charge Reaction.

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

**War Machine:** The model cannot Pursue, Declare Charges or Declare Flee as Charge Reaction. Characters can never join units with War Machines, and Characters with War Machine cannot join units at all.

When a War Machine fails a Panic Test, instead of Fleeing it is Shaken until the end of the next Player Turn. War Machines that fail a Break Test are automatically destroyed. War Machines and units Engaged in Combat with them cannot make Combat Reforms.

When a unit charges a War Machine, it can move into base contact by having its Front Facing contact any point of the War Machine's base (it must still maximise the number of models in base contact, see subsection II.1.A "Bases and Base Contact", page 4 and Figure 1 page 4). No Align Move is allowed. Ignore the War Machine's Facing, as it does not have any due to its round base.

**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.

## 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.

