



VERMIN SWARM

DICTATEUR DE LA RUINE V2 - 4 430 POINTS



1075 pts (24.00 %) **755 pts (17.00 %) Core** 1345 pts (30.00 %) **Special** 1350 pts (30.00 %) **Tunnel Gunners** 580 pts (13.00 %) **Bread and Games**
 (40 Max) (25 Least) (0 NoLimit) (30 Max) (20 Max)

Characters



RUINOUS DICTATOR #1

Ruinous Dictator - *Gigantic* - Infantry - 75x50

470 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 | Avatar of Udius • Pontifex Maximus • Occultism



VERMIN SENATOR #1

Vermin Senator - *Standard* - Infantry - 20x20

305 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|---------------------|-----|-----|-----|---|--------------|
| | 5" | 10" | 7 | Callous, Valorous Discretion, The Die is Cast | |
| 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 | | | | | |

Options | General • Storm Rocket • Map of the Deeps • Rodentium Bullets • Destiny's Call



HOUSE PREFECT #1

House Prefect - *Standard* - Infantry - 20x20

150 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|---------------|-----|-----|-----|------------------------------|--------------|
| | 5" | 10" | 5 | Callous, Valorous Discretion | |
| Defensive | HP | Def | Res | Arm | |
| | 2 | 2 | 3 | 0 | Light Armour |
| Offensive | Att | Off | Str | Ap | Agi |
| House Prefect | 2 | 2 | 3 | 0 | 4 |
| Hand Weapon | | | | | |

Options | Rakachit Technocrat • Jezail (3+)



HOUSE PREFECT #2

House Prefect - *Standard* - Infantry - 20x20

150 POINTS





| Global | Adv | Mar | Dis | Model Rules | |
|-----------|-----|-----|-----|------------------------------|--------------|
| | 5" | 10" | 5 | Callous, Valorous Discretion | |
| Defensive | HP | Def | Res | Arm | |
| | 2 | 2 | 3 | 0 | Light Armour |

| | | | | | | |
|----------------------|------------|------------|------------|-----------|------------|--------------------|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| House Prefect | 2 | 2 | 3 | 0 | 4 | Hand Weapon |

| | |
|----------------|-----------------------------------|
| Options | Rakachit Technocrat • Jezail (3+) |
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Core



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|--|---|---|
|  | VERMIN LEGIONARIES #1 Vermin Legionaries x35 - Standard - Infantry - 20x20 | 320 POINTS  |
|--|---|---|

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| <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 | Without Number • Champion • Musician • Standard Bearer • Shield and Spear |
|----------------|---|



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|--|---|---|
|  | VERMIN SLAVES #1 Vermin Slaves x31 - Standard - Infantry - 20x20 | 220 POINTS  |
|--|---|---|

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|---------------|------------|------------|------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
| | 5" | 10" | 3 | Insignificant, Callous, Life is Cheap |

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

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|--------------------|------------|------------|------------|-----------|------------|--|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| VerminSlave | 1 | 1 | 3 | 0 | 4 | |

| | |
|----------------|--|
| Options | Tunnelling Tools • Without Number • Musician |
|----------------|--|



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|--|---|---|
|  | VERMIN SLAVES #2 Vermin Slaves x30 - Standard - Infantry - 20x20 | 215 POINTS  |
|--|---|---|

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|---------------|------------|------------|------------|--|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
| | 5" | 10" | 3 | Insignificant, Callous, Life is Cheap |

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

| | | | | | | |
|--------------------|------------|------------|------------|-----------|------------|--|
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> | |
| VerminSlave | 1 | 1 | 3 | 0 | 4 | |

Special

| | | |
|--|---|---|
|  | BLACKFUR VETERANS #1 Blackfur Veterans x40 - Standard - Infantry - 20x20 | 465 POINTS  |
|--|---|---|

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|---------------|------------|------------|------------|---|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> |
| | 5" | 10" | 6 | Scoring, Callous, Life is Cheap, Avrasi Formations |

| | | | | | |
|------------------|-----------|------------|------------|------------|-----------------------------|
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 1 | 3 | 2 | 0 | Heavy Armour, 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 | Cohort Coordination, Halberd |

| | |
|----------------|---|
| Options | Bloodfur Praetorians • Champion • Musician • Standard Bearer • Banner of Discipline |
|----------------|---|



MURMILLO BRUTES #1
Murmillo Brutes **x5** - Large - Infantry - 50x50

525 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 | Musician • Standard Bearer • Rotary Gun (4+) |
|----------------|--|



LEGIONARY DRILL TEAM #1
Legionary Drill Team - Standard - Infantry - 40x40

95 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 |

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

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

Tunnel Gunners



VERMIN ARTILLERY #1
Vermin Artillery - Large - Construct - 75

210 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 | |
| Crew | 3 | 3 | 3 | 0 | 4 | Move or Fire |

| | |
|----------------|----------------------------|
| Options | Rakachit Mauss Cannon (4+) |
|----------------|----------------------------|



VERMIN ARTILLERY #2
Vermin Artillery - Large - Construct - 75

190 POINTS



| Global | Adv | Mar | Dis | Model Rules | |
|--------|-----|-----|-----|-------------|--|
|--------|-----|-----|-----|-------------|--|

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|------------------|------------|------------|------------|----------------------|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 5" | 5" | 5 | War Machine, Callous | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 4 | 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 |

| | |
|----------------|------------------------|
| Options | Skorchit Ordnance (4+) |
|----------------|------------------------|



EXPERIMENTAL WEAPON TEAMS #1
Experimental Weapon Teams x6 - Standard - Infantry - 20x20


275 POINTS



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


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|----------------|------------------------|
| Options | Jezail (4+) and Shield |
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Bread and Games



STYGIAN EARTHBREAKER #1
Stygian Earthbreaker - Large - Construct - 50x100

280 POINTS



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|-----------------------------|------------|------------|------------|---|------------|
| <i>Global</i> | <i>Adv</i> | <i>Mar</i> | <i>Dis</i> | <i>Model Rules</i> | |
| | 6" | 6" | 6 | Strider, Stubborn, Callous, Earthbreaker Drill, Underground Arrival | |
| <i>Defensive</i> | <i>HP</i> | <i>Def</i> | <i>Res</i> | <i>Arm</i> | |
| | 5 | 1 | 5 | 3 | |
| <i>Offensive</i> | <i>Att</i> | <i>Off</i> | <i>Str</i> | <i>Ap</i> | <i>Agi</i> |
| Stygian Earthbreaker | | | 6 | 4 | 2 |



ARENA BEAST #1
Arena Beast - Gigantic - Beast - 50x100

300 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 | |
| <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 |
| Pitmaster | 2 | 3 | 4 | 1 | 4 |

| | |
|----------------|------------------|
| Options | Underworld Beast |
|----------------|------------------|

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.} | | | | |



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 would 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 |
|---|----------------------|---------|--------------|--------------------------------------|-----------|--|
| 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.} |
| 4 | 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".} |
| 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.} |
| 2 | Hand of Glory | 6+ [8+] | Caster [12"] | [Augment] Focused | One Turn | [This spell may only target Characters, Champions, and single model units.] {If one or more unsaved wounds are caused with this spell, the Caster Recovers 1 Health Point.} |
| 1 | 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.} |
| 3 | The Rot Within | 6+ | 18" | Hex | Permanent | The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.} |

Magic items

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

Map of the Deeps: At the end of each friendly ShootingPhase, the bearer may move a single friendly Tunnel Marker within 24" up to 6" in any direction.

Rodentium Bullets: The weapon's range is set to 18". The weapon gains +2 Shots, +1 AP, Accurate, and Magical Attacks.

Storm Rocket: One use only. When this Artefact is used, it is a Shooting Weapon with Aim (2+) and the following profile: Range 24", Shots 1, Str 5, AP 2, **AreaAttack (3x3)**, **Magical Attacks**. On a natural to-hit roll of '1', the wielder suffers 1 hit with **Lightning Attacks**.

Magic banners

Banner of Discipline: The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

Model Rules

Aegis:

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 to-hit rolls of '1' with its Close Combat Attacks.

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.

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.

Earthbreaker Drill: Universal Rule.

The model can only perform its Grind Attacks against units Engaged with its Front Facing. The model gains +3 Armour against:

- Shooting Attacks from enemy models Located in the model's Front Arc.
- Melee Attacks from units Engaged with the model's Front Facing.

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:

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

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

Heavy Weapon: Attack Attribute – Shooting.

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

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing. This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's 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). In multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Insignificant:

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.

Pistol: Range 12" Shots 1 Strength 4 Armour Penetration 2 QuicktoFire

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.

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

Strider: The model automatically passes Dangerous Terrain Tests taken due to Terrain.
If more than half of a unit's models have Strider, the unit never loses their Steadfast or Rank Bonus due to Terrain.
Sometimes Strider is linked to a specific type of Terrain, stated in brackets.
In this case, models with Strider are considered Striders only when interacting with such type of Terrain.

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:

The Die is Cast: Universal Rule.
The model gains +1 Discipline, up to a maximum of 8, while within 12" of one or more enemy models.

Underground Arrival: Universal Rule.
The model adds one Tunnel Marker to the army. In addition, the model may choose to start the game in Tunnel Reserve. 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 the Tunnel Reserve. This cannot be done if the model is Engaged or Shaken.

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.

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| Ruinous Dictator #1 | Vermin Senator #1 | House Prefect #1 | House Prefect #2 | Blackfur Veterans #1 | Vermin Legionaries #1 | Vermin Slaves #1 | Vermin Slaves #2 | Murmillio Brutes #1 | Legionary Drill Team #1 | Fetthis Brutes #1 | Vermin Artillery #1 | Vermin Artillery #2 | Experimental Weapon Teams #1 | Stygian Earthbreaker #1 | Arena Beast #1 |
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