



VERMIN SWARM

VS 4K - 3 915 POINTS



1575 pts (39.00 %) **Characters** (40 Max)
 1070 pts (27.00 %) **Core** (25 Least)
 0 pts (0.00 %) **Special** (0 NoLimit)
 825 pts (21.00 %) **Tunnel Gunners** (25 Max)
 540 pts (14.00 %) **Bread and Games** (25 Max)
 225 pts (6.00 %) **Experimental Weapon** (3 MaxUnit)
 315 pts (8.00 %) **Brute Force** (24 MaxModel)

Characters

BLOODFUR LEGATE #1

Bloodfur Legate - Standard - Infantry - 20x20

300 POINTS

Global	Cha	Mob	Cou	Model Rules	
	"	"		Disciplined, Callous	
Defensive	HP	Def	Res	Arm	
	3	5	4	2	
Offensive	Att	Off	Str	Ap	Agi
Bloodfur Legate	4	5	4	1	6

Options | Battle Standard Bearer (one choice only) • Banner of Speed • Destiny's Call

HOUSE PREFECT #1

House Prefect - Standard - Infantry - 20x20

95 POINTS

Global	Cha	Mob	Cou	Model Rules	
	"	"		Rotary Gun, Rotary Gun, Rakachit Technocrat, Rakachit Technocrat, Rakachit Technocrat, Attached, Callous, Captain, Light Troops	
Defensive	HP	Def	Res	Arm	
	2	3	3	2	Shield
Offensive	Att	Off	Str	Ap	Agi
House Prefect	2	4	3	0	4

Options | Rakachit Technocrat • Rotary Gun (3+) • Captain and Attached

SWARM PRIEST #1

Swarm Priest - Gigantic - 60x100

520 POINTS

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


Options | 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

<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 Adept • Caelysian Pantheon • Tarina's Lyre • Sacred Platform • Whispering Bell • Witchcraft
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RUINOUS DICTATOR #1

Ruinous Dictator - Gigantic - Infantry - 75x75

560 POINTS



<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>
	"	"		Lord of The Legions, Girded by Acratos, Supernal, Holy Triumvirate, Fearless, Wizard Apprentice, Imperator, Stubborn, Caelysian Pantheon, Disciplined, Terror, Callous, Exclusive, Light Troops

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	5	5	2	Aegis (5+)

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Ruinous Dictator	4	5	5	4	8	Magical Attacks, Paired Weapons, Hand Weapon, Stomp Attacks (D6)

Options	General • Occultism • Lord of The Legions • Girded by Acratos • Paired Weapons
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HOUSE PREFECT #2

House Prefect - Standard - 20x20

100 POINTS




<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>
	"	"		Skorchit Alchemist, Skorchit Alchemist, Attached, Callous, Captain, Light Troops

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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
House Prefect	2	4	3	0	4	Metal Armour, Hand Weapon, Vermin, Pistol (3+)

Options	Skorchit Alchemist • Obsidian Rock • Captain and Attached
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Core



VERMIN LEGIONARIES #2

Vermin Legionaries x29 - Standard - 20x20

287 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 • Sheltering Standard
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VERMIN LEGIONARIES #1

Vermin Legionaries x30 - Standard - 20x20


285 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, Spear

Options	Spear • Standard Bearer • Bell of the Deep Roads • Musician
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BLACKFUR VETERANS #1
Blackfur Veterans x34 - Standard - 20x20

498 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 • Sacred Aquila
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Tunnel Gunners

THUNDER BRUTES #1
Thunder Brutes x3 - Large - Infantry - 50x50

315 POINTS




<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>
	"	"		Rotary Gun, Callous

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	5	2	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Thunder Brute	3	3	5	2	4	Metal Armour, Cohort Coordination, Mutant, Vermin

Options	Standard Bearer • Aether Icon • Rotary Gun
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EXPERIMENTAL WEAPON TEAMS #1
Experimental Weapon Teams x6 - Standard - Infantry - 25x50

225 POINTS




<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>
	"	"		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, Jezail, Vermin

Options	Jezail (4+) and Shield
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VERMIN ARTILLERY #1
Vermin Artillery - Large - Construct - 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+)
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Bread and Games

	STYGIAN EARTHBREAKER #1 Stygian Earthbreaker - Large - Construct - 50x100	270 POINTS	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>
	"	"		Underground Arrival, Ambush (within 1.5" of a friendly Tunnel Marker), Stubborn, Strider, Terror

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>
	5	1	5	5

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Stygian Earthbreaker			6	4	2	Metal Armour, Construct, Devastating Charge (+10 Agi), Grind Attacks (3D3)

	DREAMMILL CHARIOTS #1 Dreadmill Chariots x3 - Large - Construct - 50x100	270 POINTS	
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<i>Global</i>	<i>Cha</i>	<i>Mob</i>	<i>Cou</i>	<i>Model Rules</i>
	"	"		Fearless, Unstable Engines, Swiftstride, Callous, Light Troops, Insignificant

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

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Dreadmill Driver	1	3	3	0	4	Vermin, Pistol (4+)

Chassis	2	3	5	2	4	Light Armour, Construct, Impact Hits (D6)
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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
<p><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></p> <p><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></p>				



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.

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
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 ore 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.



Witchcraft

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
1	Evil Eye	7+	18"	Hex	One Turn	The target suffers -1 Cou and loses Devastating Charge and/or First Strike (if it has them). If the target rolls for the number of Impact Hits, this roll is Minimised. No model or unit can be affected by more than one instance of this spell simultaneously.
2	Soured Luck	7+	24"	Hex	One Turn	Melee Attacks against the target are set to hit on 2+
3	Illusory Paths	10+	18"	Universal	One Turn	Choose which effect to apply when casting the spell: • The target gains Random Movement (2D6"). • The target gains Random Movement (3D6"). The target must perform a move in the movement phase if able to.
4	Cauldron's Curse	9+	24"	Hex	One Turn	The target gains Weakness (Ranged Attacks).
5	Mists of Invisibility	11+	12"	Damage Augment	Instant	Mark the ground under the center of the target. The target gains Ambush (within 12" of the marked point). Then remove the target from the Battlefield. It automatically passes the roll to return to the Battlefield in your next Player Turn. *Cannot target Shaken units
6	Clouded Sight	11+	24"	Hex	One Turn	The target cannot draw Line of Sight to a target more than 12" from it.

Magic items

Destiny's Call: Aegis (4+), and the wearer's model's Arm is set to always 3. Note that this means it cannot be improved beyond 3. It is still affected by AP.

Tarina's Lyre: Stomp Attack made by enemy units within 8" of the bearer suffer a -2 to-wound modifier.

Obsidian Rock: Magic Resistance (2).

Magic banners

Banner of Speed: A unit with one or more Banners of Speed gains +1" Cha and +1" Mob.

Sheltering Standard: Attacks with AP 3 or less can never reduce the Armour Save roll of the bearer's unit to worse than 6+.

Bell of the Deep Roads: The bearer's unit gains Ambush (within 1.5" of a friendly Tunnel Marker).

Sacred Aquila: The bearer and Rank-and-File models in the bearer's unit gain Fury. Additionally, for each natural to-hit roll of '1' with a Melee Attack made by the bearer's unit, the bearer's unit suffers 1 hit with Str 3 and AP 0 in the same Agility Step.

Aether Icon: The bearer's unit gains Magic Resistance (1).

Model Rules

Aegis:

Ambush:

Attached:**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.

Captain:

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:**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:**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.

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.

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.

Insignificant:**Jezeil:** Shooting Weapon

0–18 Models/Army.

Range 36", Shots 1, Str 5, AP 3, Accurate, Mishap (To-hit roll), Unwieldy.

The user loses Quick to Fire if it had it (and cannot gain it in any way).

Trial and Terror: The weapon's range is set to 24" and it gains Multiple Wounds (2) and Reload!

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:

Mutant:

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

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)].

Rakachit Technocrat: The model gains **Engineer** (3+) that can also be used on Shooting Weapons and Artillery Weapons of Experimental Weapon Teams, affecting all Experimental Weapon Team models in the chosen unit.

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 Alchemist: Standard Height R&F models in the model's unit gain **Lightning Reflexes**.

Spear:

Stomp Attacks:

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:

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.

Underground Arrival: Underground Arrival: Once per game, at the end of the owner's Movement Phase if the model is not Engaged or Shaken you may:

1. Mark a point on the Battlefield with a Tunnel Marker touching the model, unless there are 4 friendly Tunnel Markers on the Battlefield.
2. Remove the model from the Battlefield.
3. The model is now in Ambush (within 1.5" of a friendly Tunnel Marker) and may roll Ambush rolls normally next turns.

Unstable Engines: Units consisting entirely of models with Unstable Engines: • Gain +D6" to their Charge Range rolls in the Charge Phase. Also add this D6 to the Failed Charge distance. • Immediately after choosing to perform a March Move, gain +D6" March Rate. The effects last until the end of the phase. Immediately before a model is removed as a casualty from the unit, the model inflicts D6 hits with Strength 4, Armour Penetration 0 and Flaming Attacks on all other units within 6" of the model's unit.. These hits are considered Special Attacks.

Vermin:

Weakness:

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

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.

Bloodfur Legate #1	House Prefect #1	Swarm Priest #1	Ruinous Dictator #1	Vermin Legionaries #2	House Prefect #2	Vermin Legionaries #1	Blackfur Veterans #1	Thunder Brutes #1	Experimental Weapon Teams #1	Vermin Artillery #1	Stygian Earthbreaker #1	Dreadmill Chariots #1