



VERMIN SWARM

BITWA Z ZORDONEM - 4 475 POINTS



1185 pts (26.00 %) 1385 pts (31.00 %) 485 pts (11.00 %) 1110 pts (25.00 %) 310 pts (7.00 %)

Characters **Core** **Special** **Tunnel Gunners** **Bread and Games**

(40 Max) (25 Least) (0 NoLimit) (30 Max) (25 Max)

Tunnel Gunners



IGNIFIER GRENADIERS #1
Ignifier Grenadiers x8 - Standard - Infantry - 20x20mm

145 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Light Troops, Skirmisher, Callous, Life is Cheap, Deepfire Grenades	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	Flammable, Hard Target, Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Ignifier Grenadier	1	4	3	0	4



EXPERIMENTAL WEAPON TEAMS #1
Experimental Weapon Teams x3 - Standard - Infantry - 25x50mm

185 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	8"	5	Light Troops, Callous, Life is Cheap	
Defensive	HP	Def	Res	Arm	
	3	2	2	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Exp. Weapon Team	2	2	3	0	4

Options

Rotary Gun (4+)



EXPERIMENTAL WEAPON TEAMS #2
Experimental Weapon Teams x3 - Standard - Infantry - 25x50mm

185 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	8"	5	Light Troops, Callous, Life is Cheap	
Defensive	HP	Def	Res	Arm	
	3	2	2	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Exp. Weapon Team	2	2	3	0	4

Options

Deepfire Thrower




DOOMSPARK DEVICE #1
Doomspark Device - Large - Construct - 50x100mm

250 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	10"	6	Swiftstride, Callous	


<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				4	Grind Attacks, Inanimate, Chain Lightning, Darkstone Generator



VERMIN ARTILLERY #1

Vermin Artillery - Large - Construct - 75mm round

220 POINTS



<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
					Move or Fire

Options	Rakachit Mauss Rifle (4+)
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EXPERIMENTAL WEAPON TEAMS #3

Experimental Weapon Teams x3 - Standard - Infantry - 25x50mm


125 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	8"	5	Light Troops, Callous, Life is Cheap	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	2	2	0	Heavy Armour
<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
					Quick to Fire

Options	Jezail (4+) and Shield
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Special



PLAGUE DISCIPLES #1

Plague Disciples x40 - Standard - Infantry - 20x20mm


485 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	Bodyguard, Scoring, Callous, Life is Cheap, Fear no Evil	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Plague Disciple	2	2	3	0	3
					Cult of Errahman

Options	Champion • Musician • Standard Bearer • Great Weapon • Bell of the Deep Roads
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Characters



VERMIN SENATOR #1

Vermin Senator - Standard - Infantry - 20x20mm


200 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
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Global	Adv	Mar	Dis	Model Rules	
	5"	10"	7	Callous, Vox Populi	
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 • Cowl of the Apostate • Orator's Toga
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DUSKBLADE ASSASSIN #1
Duskblade Assassin - Standard - Infantry - 20x20mm

125 POINTS




Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Fearless, Not a Leader, Callous, Dark Doorways, Disdain for Plebs, Sic Semper Tyrannis	
Defensive	HP	Def	Res	Arm	
	2	5	3	0	Distracting
Offensive	Att	Off	Str	Ap	Agi
Duskblade Assassin	2	5	4	3	8
Divine Attacks, Multiple Wounds, Throwing Weapons, Hand Weapon, Paired Weapons					




DUSKBLADE ASSASSIN #2
Duskblade Assassin - Standard - Infantry - 20x20mm

125 POINTS




Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Fearless, Not a Leader, Callous, Dark Doorways, Disdain for Plebs, Sic Semper Tyrannis	
Defensive	HP	Def	Res	Arm	
	2	5	3	0	Distracting
Offensive	Att	Off	Str	Ap	Agi
Duskblade Assassin	2	5	4	3	8
Divine Attacks, Multiple Wounds, Throwing Weapons, Hand Weapon, Paired Weapons					




DUSKBLADE ASSASSIN #3
Duskblade Assassin - Standard - Infantry - 20x20mm

125 POINTS




Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Fearless, Not a Leader, Callous, Dark Doorways, Disdain for Plebs, Sic Semper Tyrannis	
Defensive	HP	Def	Res	Arm	
	2	5	3	0	Distracting
Offensive	Att	Off	Str	Ap	Agi
Duskblade Assassin	2	5	4	3	8
Divine Attacks, Multiple Wounds, Throwing Weapons, Hand Weapon, Paired Weapons					



SWARM PRIEST #1
Swarm Priest - Standard - Infantry - 20x20mm

230 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	Wizard Apprentice, Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	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

Options	Wizard Adept • Thaumaturgy • Holy Triumvirate • Caelysian Pantheon
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SWARM PRIEST #1 COPY
Swarm Priest - Standard - Infantry - 20x20mm

230 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	Wizard Apprentice, Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	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

Options	Wizard Adept • Occultism • Holy Triumvirate • Caelysian Pantheon
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HOUSE PREFECT #1
House Prefect - Standard - Infantry - 20x20mm


150 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	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


Options	Stygian Overseer • Pistol (3+) • Map of the Deeps
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Bread and Games



ARENA BEAST #1
Arena Beast - Gigantic - Beast - 50x100mm

310 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	Fortitude
<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
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Core



VERMIN LEGIONARIES #1
Vermin Legionaries **x45** - Standard - Infantry - 20x20mm

350 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	Scoring, Callous, Life is Cheap	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Vermin Legionary	1	3	3	0	4

Options	Champion • Musician • Standard Bearer with Eagle Standard • Shield • Legion Standard
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VERMIN LEGIONARIES #1 COPY
Vermin Legionaries **x45** - Standard - Infantry - 20x20mm

350 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	Scoring, Callous, Life is Cheap	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Vermin Legionary	1	3	3	0	4

Options	Champion • Musician • Standard Bearer with Eagle Standard • Shield • Legion Standard
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BLACKFUR VETERANS #1
Blackfur Veterans **x40** - Standard - Infantry - 20x20mm

500 POINTS



<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

Options	Champion • Musician • Standard Bearer with Eagle Standard • Rending Banner
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VERMIN VELITES #1
Vermin Velites **x17** - Standard - Infantry - 20x20mm

185 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	Scoring, Callous, Life is Cheap	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	2	0	Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Vermin Velite	1	3	3	0	4

Options	Sling (4+) • Champion • Musician • Standard Bearer with Eagle Standard
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Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
H The Awakened Swarm				
<i>Mf</i>	(12") {18"}	(5+) {7+}	Ground	Instant
<i>The range of this spell can be measured from the Caster or from any friendly Tunnel Marker on the Battlefield. Summon a Rat Swarm (profile below) on the targeted point.</i>				



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 {}.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
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.}
1	Breath of Corruption	6+ [9+]	Caster [12"]	[Augment], Focused	Last 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".}
4	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.}
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.}
3	The Rot Within	6+	24"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}
2	Hand of Glory	6+ [8+]	Caster [12"]	[Augment], Focused	Last one Turn	The target <<, all models in its unit when the spell is cast, and Raised models in the unit>> gain Aegis (6+) and Aegis (+1, max 3+). {This spell may only target Characters, Champions, and single model units.}



Thaumaturgy

Judgement on High: When casting non-Bound Spells from this Path, all Magic Dice that result in '1' must be rerolled.

Dice causing a Miscast cannot be rerolled. If a Caster Miscasts when casting a spell from this Path, add a +1 Miscast Modifier.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
4	Cleansing Fire	5+ [8+]	Caster [18"]	[Augment], Focused	Instant	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) {This spell may only target Characters, Champions, and single model units.}
5	Wrath of God	12+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.

		Casting Range	Range	Type	Duration	Effect
6	Trial of Faith	7+ [10+]	12" [18"]	Hex, Missile, Damage, Focused, Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.
2	Smite the Unbeliever	6+ [9+]	24"	Hex	Last one Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
1	Hand of Heaven	5+ [8+]	24"	Hex, Missile, Damage	Last one Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.
3	Speaking in Tongues	7+	18"	Universal	Last one Turn	If this spell targets a friendly unit, the target may reroll failed Discipline Tests. If this spell targets an enemy unit, the target can never reroll failed Discipline Tests.

Magic items

Cowl of the Apostate: The model gains **Holy Triumvirate** (see Swarm Priest), and for the purpose of this rule, it counts as having both **Caelysian Pantheon** and **Cult of Errahman**.

Orator's Toga: The bearer gains **Stand Behind** and cannot issue Duels.

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

Magic banners

Legion Standard: A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Bell of the Deep Roads: The bearer's unit may start the game in Tunnel Reserve. Ambush rolls of the bearer's unit may be rerolled. This overrides the restriction of Special Items not working while their bearer is off the board. If the unit passes an Ambush roll, all subsequent failed Ambush rolls for Tunnel Reserve during this Player Turn may be rerolled. Any unit that passes its Ambush roll due to this reroll **must** enter the Battlefield from the same Tunnel Marker as the bearer's unit. If this is not possible, the unit cannot enter the Battlefield during this Player Turn. Roll again in the next friendly Player Turn.

Model Rules

Avrasi Formations: 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-wound rolls of '1' with its Close Combat Attacks.

Bodyguard: When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

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.

Chain Lightning: The model's Grind Attacks are resolved with Strength D6+1 and Armour Penetration 3.

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.

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.

Dark Doorways: The model cannot be deployed during the Deployment Phase. Instead, at the start of any Player Turn, the owner may choose a friendly unit of Vermin Velites, Vermin Legionaries, Blackfur Veterans, Shadowfur Stalkers, or Ignifier Grenadiers that is not Fleeing, even if Engaged, and apply the following rules: • Remove a R&F model from the chosen unit's first rank as a casualty. You cannot remove the last R&F model from a unit. • Deploy the Duskblade Assassin in the position of the removed model. • The Duskblade Assassin cannot voluntarily leave its unit during the Player Turn in which it was deployed. • If the model is not deployed by the end of Game Turn 4, it counts as a casualty and cannot be deployed for the rest of the game. • The model cannot be deployed in a Summoned unit.

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.

Deepfire Grenades: Shooting Weapon.

Range 8", Shots 2, Str 6, AP 2, Accurate, Flaming Attacks, Quick to Fire, Volley Fire. When shooting at an enemy unit Engaged in Combat, hits are distributed onto a randomly chosen friendly unit Engaged with the original target on a roll of 5+ instead of 4+.

Disdain for Plebs: The model cannot be chosen by the opponent as the model that suffers the penalties for refusing a Duel.

Distracting: Close Combat Attacks allocated towards a model with Distracting suffer a -1 to-hit modifier. This to-hit modifier cannot be combined with any other negative to-hit modifiers.

Divine Attacks: Successful Aegis saves taken against the attack must be rerolled.

Fear no Evil: While the model's unit is Steadfast and does not suffer from Disrupted Ranks, it gains **Unbreakable**. In addition, while in the same unit as a Swarm Priest, the model gains **Fearless**.

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:

Flammable:

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

Hard Target:

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

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

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.

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.

Multiple Wounds: Attacks & Weapons, Melee

Unsaved wounds caused by the attacks are multiplied into the value given in brackets (X). If the value is a dice (e.g. Multiple Wounds (D3)), roll one dice for each unsaved wound with Multiple Wounds. The amount of wounds that the attack is multiplied into can never be higher than the Health Points Characteristic of the target (excluding Health Points lost previously in the battle). For example, if a Multiple Wounds (D6) attack wounds a unit of Trolls (HP 3) and rolls a '5' for the multiplier, the number of unsaved wounds is reduced to 3, even if the Troll unit has already lost one or two Health Points previously in battle.

If Clipped Wings is stated after the X value in brackets, any unsaved wound caused by the attack against a model with Fly is multiplied into X+1 instead of X.

Not a Leader: The model cannot be the General.

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.

Sic Semper Tyrannis: While the model's unit is in base contact with one or more enemy Characters, the model gains +1 Attack Value for each other Duskblade Assassin in the same unit.

Skirmisher: The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

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.

Throwing Weapons: Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

Vox Populi: The range of the model's Commanding Presence is **set** to 18" when measured to units with one or more models with Eagle Standard.

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.

Wizard Apprentice: - Knows 1 spell.

- Can select between the Learned Spell 1 of its chosen Path and the Hereditary Spell of its army.

The Wizard selects its spells as described in Spell Selection

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Qr codes of your army

You can print this page to have all your army's units qrcode and cut them to stick them on your units, with them you can directly access to the unit's profil with your phone.

Vermin Senator #1



Duskblade Assassin #1



Duskblade Assassin #2



Duskblade Assassin #3



Swarm Priest #1



Swarm Priest #1 copy



Vermin Legionaries #1



Vermin Legionaries #1 copy



Blackfur Veterans #1



Arena Beast #1



Ignifier Grenadiers #1



Experimental Weapon Teams #1



Experimental Weapon Teams #2



Doomspark Device #1



Vermin Artillery #1



Experimental Weapon Teams #3



House Prefect #1



Vermin Velites #1



Plague Disciples #1

