



VERMIN SWARM

TEST NEW VS - 4 460 POINTS




1795 pts (40.00 %) 1125 pts (25.00 %) 585 pts (13.00 %) 840 pts (19.00 %) 300 pts (7.00 %)

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

(40 Max) (25 Least) (0 NoLimit) (30 Max) (20 Max)


Characters



VERMIN SENATOR #1


Vermin Senator - Standard - Infantry - 20x20mm

300 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 | Tome of the Ratking • Plague-Hermit's Blessing • Hero's Heart




DUSKBLADE ASSASSIN #1

Duskblade Assassin - Standard - Infantry - 20x20mm

130 POINTS




Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Not a Leader, Callous, Valorous Discretion, 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 (2, against Character), Paired Weapons, Throwing Weapons, Hand Weapon					



VERMIN SENATOR #2

Vermin Senator - Standard - Infantry - 40x40mm

270 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					




MOUNT SENATORIAL LITTER

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	C	Tall, Vox Populi	
Defensive	HP	Def	Res	Arm	
	4	C	4	C	Cannot be Stomped

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Blackfur Veteran(4)	1	4	4	1	5


Options	Senatorial Litter • General • Cowl of the Apostate • Destiny's Call
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SWARM PRIEST #1

Swarm Priest - Standard - Infantry - 20x20mm

475 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	Wizard Apprentice, Callous, Valorous Discretion	
<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
Hand Weapon					



MOUNT SACRED PLATFORM

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	C	War Platform	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	1	5	2	
Aegis					
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Acolyte(8)	1	2	3	0	3
Impact Hits, Harnessed					
<i>Chassis</i>			5	2	


Options	Holy Triumvirate • Light Armour • Sacred Platform • Wizard Adept • Caelysian Pantheon • Whispering Bell • Bloodpox Blades
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SWARM PRIEST #2

Swarm Priest - Standard - Infantry - 20x20mm

475 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	Wizard Apprentice, Callous, Valorous Discretion	
<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
Hand Weapon					



MOUNT SACRED PLATFORM

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	C	War Platform	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	7	1	5	2	
Aegis					
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Acolyte(8)	1	2	3	0	3
Impact Hits, Harnessed					
<i>Chassis</i>			5	2	

Options	Holy Triumvirate • Light Armour • Sacred Platform • Wizard Adept • Caelysian Pantheon • Occultism • Thaumaturgy • Whispering Bell • Bloodpox Blades
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HOUSE PREFECT #1

House Prefect - Standard - Infantry - 20x20mm



145 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	Callous, Valorous Discretion	
<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 Hand Weapon



Options	Skorchit Alchemist • Canister Launcher (3+)
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Core

	BLACKFUR VETERANS #2 Blackfur Veterans x40 - Standard - Infantry - 20x20mm	485 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	Champion • Musician • Standard Bearer • Rending Banner
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	BLACKFUR VETERANS #3 Blackfur Veterans x35 - Standard - Infantry - 20x20mm	435 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	Champion • Musician • Standard Bearer • Rending Banner
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	VERMIN VELITES #1 Vermin Velites x20 - Standard - Infantry - 20x20mm	205 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 Velite	1	3	3	0	4 Cohort Coordination, Paired Weapons

Options	Champion • Musician • Sling (4+)
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Special



BLACKFUR VETERANS #1
Blackfur Veterans **x41** - Standard - Infantry - 20x20mm

445 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Scoring, Callous, Life is Cheap, Avrasi Formations		
Defensive	HP	Def	Res	Arm		
	1	3	2	0	Heavy Armour, Shield	
Offensive	Att	Off	Str	Ap	Agi	
Blackfur Veteran	1	4	3	0	5	Cohort Coordination, Halberd

Options	Bloodfur Praetorians • Champion • Musician • Standard Bearer
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SHADOWFUR STALKERS #1
Shadowfur Stalkers **x10** - Standard - Infantry - 20x20mm

140 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Light Troops, Skirmisher, Callous, Life is Cheap, Sicarran Smugglers		
Defensive	HP	Def	Res	Arm		
	1	3	2	0	Hard Target	
Offensive	Att	Off	Str	Ap	Agi	
Shadowfur Stalker	1	3	3	2	5	Paired Weapons

Options	Pistol (4+)
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Tunnel Gunners



EXPERIMENTAL WEAPON TEAMS #1
Experimental Weapon Teams **x6** - Standard - Infantry - 20x20mm

275 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	
Exp. Weapon Team	2	2	3	0	4	Quick to Fire

Options	Jezail (4+) and Shield
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DOOMSPARK DEVICES #1
Doomspark Devices - Large - Construct - 50x100mm

190 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	10"	6	Swiftstride, Callous, Chain Lightning		
Defensive	HP	Def	Res	Arm		
	4	2	5	3		
Offensive	Att	Off	Str	Ap	Agi	
Rakachit Engineer(3)	1	2	3	0	4	
Chassis			D6	Inanimate, Grind Attacks, Darkstone Generator		



DOOMSPARK DEVICES #2

Doomspark Devices - Large - Construct - 50x100mm

190 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	10"	6	Swiftstride, Callous, Chain Lightning	
<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	D6 Inanimate, Grind Attacks, Darkstone Generator				

Bread and Games



ARENA BEAST #1

Arena Beast - Gigantic - Beast - 50x100mm

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	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
					Harnessed
					Halberd

Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
H The Awakened Swarm				
<i>Mf</i>	<5+> {8+}	12"	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 {}.

		<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.}

		Casting	Range	Type	Duration	Effect
4	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".}
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	Last one Turn	[This spell may only target Characters, Champions, and single model units.] The target {and all models in its unit} gain Aegis (6+) and Aegis (+1, max 3+).
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.}



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.

		Casting	Range	Type	Duration	Effect
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.
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+ [7+]	18"	Hex	Last one Turn	Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].

Magic items

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.

Plague-Hermit's Blessing: The wearer gains +1 Health Point and Fortitude (5+). Successful to-hit rolls with Close Combat Attacks against the wearer must be rerolled.

Tome of the Ratking: The bearer can cast The Awakened Swarm (Hereditary Spell) as a Bound Spell with Power Level (4/8). At the end of each friendly Magic Phase, the bearer may discard up to 3 Veil Tokens. For each discarded Veil Token, Raise 3 Health Points in a friendly Rat Swarms unit. This can Raise Health Points above the unit's starting size, up to a maximum of 27 Health Points.

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.

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

Magic banners

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.

Model Rules

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 towound rolls of '1' with its Close Combat Attacks.

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.

Chain Lightning: Special Attack.

The model's Grind Attacks are resolved as Lightning Attacks.

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.

Dark Doorways: Universal Rule.

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 and that the model can join, 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 inside the unit 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, Lightning Attacks, 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 randomised using the rules for Callous.

Disdain for Plebs: Universal Rule.

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.

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.

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

Heavy Weapon: Attack Attribute – Shooting.

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

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: 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.

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: Universal Rule.

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

Sicarran Smugglers: Universal Rule.

The unit may start the game in Tunnel Reserve. Ambush rolls of units consisting entirely of models with Sicarran Smugglers may be rerolled. This overrides the restriction of rules and abilities not working while their bearer is off the board.

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.

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.

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

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

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.

Vermin Senator #1



Duskblade Assassin #1



Vermin Senator #2



Swarm Priest #1



Swarm Priest #2



Blackfur Veterans #1



Blackfur Veterans #2



Blackfur Veterans #3



Vermin Velites #1



Experimental Weapon Teams #1



Doomspark Devices #1



Doomspark Devices #2



Arena Beast #1



Shadowfur Stalkers #1



House Prefect #1

