



VERMIN SWARM

FIRST - 4 495 POINTS



1390 pts (31.00 %) 1125 pts (25.00 %) 665 pts (15.00 %) 1120 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)

Characters

RUINOUS DICTATOR #1

Ruinous Dictator - Gigantic - Infantry - 75x75mm

485 POINTS

Global	Adv	Mar	Dis			Model Rules
	7"	14"	6			Fearless, Stubborn, Supernal, Wizard Adept, Callous, Unlimited Power! , Avatar of Favana, Holy Triumvirate
Defensive	HP	Def	Res	Arm		
	7	5	5	2	Aegis	
Offensive	Att	Off	Str	Ap	Agi	
Ruinous Dictator	4	5	5	4	8	Halberd, Hand Weapon

Options | General • I am the Senate • Avatar of Favana • Occultism

SWARM PRIEST #1

Swarm Priest - Gigantic - Construct - 60x100mm

605 POINTS

Global	Adv	Mar	Dis			Model Rules
	5"	10"	5			Wizard Apprentice, Callous
Defensive	HP	Def	Res	Arm		
	2	2	3	0 (+1)	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Swarm Priest	1	2	3	0	4	Hand Weapon

MOUNT SACRED PLATFORM

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

Options | Whispering Bell • Wizard Adept • Caelysian Pantheon • Holy Triumvirate • Light Armour • Sacred Platform • Witchcraft • Crystal Ball • Rod of Battle • Alchemist's Alloy

HOUSE PREFECT #1



House Prefect - Standard - Infantry - 20x20mm

185 POINTS

Global	Adv	Mar	Dis	Model Rules
	5"	10"	5	Callous

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	3	3	0	Heavy Armour, 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 Hand Weapon, Pistol

Options	Skorchit Alchemist • Pistol • Cowl of the Apostate • Orator's Toga
----------------	--

	HOUSE PREFECT #2 House Prefect - Standard - Infantry - 20x20mm	115 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	3	3	0	Heavy Armour, 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 Hand Weapon

Options	Rakachit Technocrat • Jezail
----------------	------------------------------

Core

	VERMIN LEGIONARIES #1 Vermin Legionaries x55 - Standard - Infantry - 20x20mm	410 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, 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 Spear, Cohort Coordination

Options	Spear • Standard Bearer with Eagle Standard • Musician • Champion • Legion Standard
----------------	---

	VERMIN LEGIONARIES #1 Vermin Legionaries x55 - Standard - Infantry - 20x20mm	410 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, 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 Spear, Cohort Coordination



Options	Spear • Standard Bearer with Eagle Standard • Musician • Champion • Legion Standard
----------------	---

	VERMIN LEGIONARIES #1 Vermin Legionaries x35 - Standard - Infantry - 20x20mm	305 POINTS	
--	--	-------------------	---

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



<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, 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	Spear, Cohort Coordination

Options	Spear • Standard Bearer with Eagle Standard • Champion • Stalker's Standard
<h2>Special</h2>	

	BLACKFUR VETERANS #1 Blackfur Veterans x45 - Standard - Infantry - 20x20mm	585 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		
<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	Fight in Extra Rank, Halberd, Cohort Coordination, Phalanx

Options	Bloodfur Praetorians • Champion • Musician • Standard Bearer with Eagle Standard • Sacred Aquila
----------------	--

	GIANT RATS #1 Giant Rats x10 - Standard - Beast - 20x20mm	80 POINTS	
--	---	------------------	--

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	7"	14"	5	Insignificant, Callous, Life is Cheap		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	2	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Giant Rat	1	2	3	1	5	Devastating Charge

Tunnel Gunners

	EXPERIMENTAL WEAPON TEAMS #1 Experimental Weapon Teams x6 - Standard - Infantry - 25x50mm	225 POINTS	
--	---	-------------------	---

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	8"	5	Light Troops, Callous		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	2	2	0 (+1)	Heavy Armour, Shield	
<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, Jezail

Options	Shield and Jezail (4+)
----------------	------------------------



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

190 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	5"	5	War Machine, Callous	
Defensive	HP	Def	Res	Arm	
	4	1	4	0	
Offensive	Att	Off	Str	Ap	Agi
Crew	3	3	3	0	4

Options	Rakachit Mauss Rifle (4+)
---------	---------------------------



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

190 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	5"	5	War Machine, Callous	
Defensive	HP	Def	Res	Arm	
	4	1	4	0	
Offensive	Att	Off	Str	Ap	Agi
Crew	3	3	3	0	4

Options	Rakachit Mauss Rifle (4+)
---------	---------------------------



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

255 POINTS



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



SHADOWFUR STALKERS #1
Shadowfur Stalkers x10 - Standard - Infantry - 20x20mm

145 POINTS



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

Options	Throwing Weapons
---------	------------------



ARENA BEAST #1

Arena Beast - Gigantic - Beast - 50x100mm

310 POINTS



Global	Adv	Mar	Dis	Model Rules		
	6"	12"	6	Fearless, Callous		
Defensive	HP	Def	Res	Arm		
	6	3	5	2	Fortitude	
Offensive	Att	Off	Str	Ap	Agi	
Arena Beast	2D3+1	3	7	3	3	Harnessed
Pitmaster	2	3	4	1	4	Halberd

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

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H The Awakened Swarm				
Mf	(6+) {7+}	(12") {18"}	Ground	Instant
<p><i>The range of this spell can be measured from the Caster or from the center of any friendly Tunnel Marker on the Battlefield.</i> <i>The target suffers 2D6 hits with Strength 2 and Armour Penetration 1. Any unit that suffers one or more hits from The Awakened Swarm must take a March Test in its next Movement Phase.</i></p>				



Occultism

The Sacrifice: When casting a non-Bound Spell from this Path, immediately after the casting roll, but before any Dispelling Attempt, the Active Player may choose the Caster's unit or another friendly unengaged unit within 24".

A unit may only be chosen once per phase. The chosen unit suffers X hits that wound automatically with Armour Penetration 10 and Magical Attacks, and with no saves of any kind allowed, where X is determined by the Discipline value of the largest fraction of models in the unit, ignoring all Discipline modifiers. In case of a tie, use the lower value:

- 0 to 4: 3 hits
- 5 to 7: 2 hits
- 8 to 10: 1 hit

Any Health Point loss from The Sacrifice that would remove the last model of the chosen unit as a casualty is discarded.

These Health Points losses never cause Panic Tests.

If at least one Health Point loss was caused, the spell is cast with the {amplified} version. In that case, use any text marked with {}.

		Casting	Range	Type	Duration	Effect
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".}
6	The Grave Calls	11+	18"	Hex, Damage, Direct	Instant	The target suffers 2D6 hits with Strength 5, Armour penetration 2, and Magical Attacks. {If the target is within 12" of the Caster, the hits gain +1 Strength and +1 Armour Penetration.}
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.]
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.}

		Casting	Range	Type	Duration	Effect
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.}



		Casting	Range	Type	Duration	Effect
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	Choose which effect to apply when casting the spell: • The target gains Random Movement (2D6") • The target gains Random Movement (3D6")
3	Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
4	The Wheel Turns	6+ [8+]	18"	Universal	Last one Turn	Melee Attacks against the target always (hit) [wound] on 4+.
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee (and Shooting) Attacks against the target must reroll failed to-wound rolls.
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a 8" [12"] Magical Move and gains Fly and Light Troops until the end of the Player Turn. In addition, the target loses Scoring until the start of the next friendly Magic Phase.
A	Evil Eye		24"	Universal	Last one Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
2	Deceptive Glamour	5+ [8+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.

Magic items

Alchemist's Alloy: The wearer gains +1 Armour and suffers -2 Offensive Skill.

Crystal Ball: The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield. When using a single Magic Dice for this Dispelling Attempt, a natural roll of '1' or '2' on the Magic Dice is always a failed Dispelling Attempt, regardless of any modifiers.

Rod of Battle: The bearer can cast a Bound Spell, Power Level (4/8):

Type: Augment. Range 18". Duration: One Turn.

The target gains +1 to hit with its Close Combat Attacks.

Cowl of the Apostate: The model gains **Holy Triumvirate**, and for the purpose of this rule, it must select either **Caelysian Pantheon** or **Cult of Errahman** at the start of step 7 of the Pre-Game Sequence (Spell Selection).

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

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.

Stalker's Standard: The bearer's unit gains Strider.

Sacred Aquila: The bearer and R&F models in the bearer's unit gain **Battle Focus**. Additionally, for each natural to-hit roll of '1' with a Close Combat Attack made by the bearer's unit, the bearer's unit suffers 1 hit with Strength 3 and Armour Penetration 0 in the same Initiative Step. This is considered a Special Attack.

Model Rules

Aegis:

Avatar of Favana: The model gains **Multiple Wounds (D3)** and **Swift-stride**.

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.

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.

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.

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

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

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.

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).

Insignificant:

Jezail: 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!.

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.

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.

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.

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.

Sicarran Smugglers: 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 the model 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.

Spear:

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.

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

Unlimited Power!: The model must be the General. While within range of the model's Commanding Presence, other friendly units gain **Fearless**. In addition, while Steadfast and not suffering from Disrupted Ranks, the units also gain **Unstable**. For the purpose of Holy Triumvirate, the model counts as having Caelysian Pantheon.

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 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.

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.

Ruinous Dictator #1



Swarm Priest #1



House Prefect #1



House Prefect #2



Vermin Legionaries #1



Vermin Legionaries #1



Vermin Legionaries #1



Blackfur Veterans #1



Experimental Weapon Teams #1



Vermin Artillery #1



Vermin Artillery #1



Doomspark Device #1



Arena Beast #1



Shadowfur Stalkers #1



Giant Rats #1

