




# VERMIN SWARM

## 07/01 - 4 497 POINTS



1610 pts (36.00 %)   1137 pts (25.00 %)   455 pts (10.00 %)   685 pts (15.00 %)   610 pts (14.00 %)  
**Characters**                      **Core**                      **Special**                      **Tunnel Gunners**                      **Bread and Games**  
 (40 Max)                      (25 Least)                      (0 NoLimit)                      (30 Max)                      (20 Max)


### Characters



#### RUINOUS DICTATOR #1

Ruinous Dictator - Gigantic - Infantry - 75x75mm

## 475 POINTS



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


**Options** | General • Lord of the Legions • Avatar of Favana • Occultism




#### SWARM PRIEST #1

Swarm Priest - Gigantic - Construct - 60x100mm

## 435 POINTS




Global	Adv	Mar	Dis			Model Rules
	5"	10"	5			Whispering Bell, Wizard Apprentice, Holy Triumvirate, Callous
Defensive	HP	Def	Res	Arm		
	3	2	3	0		
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			Fearless, Channel (1), Attached, War Platform
Defensive	HP	Def	Res	Arm		
	7	1	5	2	Aegis (5+)	
Offensive	Att	Off	Str	Ap	Agi	
Acolyte(8)	1	2	3	0	3	Great Weapon
Chassis			5	2	Harnessed, Impact Hits (2D3)	


**Options** | Wizard Adept • Caelysian Pantheon • Holy Triumvirate • Sacred Platform • Whispering Bell • Witchcraft



#### SWARM PRIEST #2

Swarm Priest - Standard - Infantry - 20x20mm



## 295 POINTS



Global	Adv	Mar	Dis			Model Rules
	5"	10"	5			Wizard Apprentice, Holy Triumvirate, Callous
Defensive	HP	Def	Res	Arm		
	3	2	3	0		

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
<b>Swarm Priest</b>	1	2	3	0	4	Hand Weapon


<b>Options</b>	Wizard Adept • Caelysian Pantheon • Holy Trumvirate • Thaumaturgy • Book of Arcane Mastery
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	<b>DUSKBLADE ASSASSIN #1</b> Duskblade Assassin - <i>Standard - Infantry - 20x20mm</i>	<b>135 POINTS</b>	
<i>Global</i>	<i>Adv</i> 5" <i>Mar</i> 10" <i>Dis</i> 5	<i>Model Rules</i> Disdain for Plebs, Fearless, Sic Semper Tyrannis, Callous, Hidden, Not a Leader	
<i>Defensive</i>	<i>HP</i> 2 <i>Def</i> 5 <i>Res</i> 3 <i>Arm</i> 0	Distracting	
<i>Offensive</i>	<i>Att</i> 2 <i>Off</i> 5 <i>Str</i> 4 <i>Ap</i> 3 <i>Agi</i> 8	Multiple Wounds, Paired Weapons, Hand Weapon, Throwing Weapons, Divine Attacks	

	<b>DUSKBLADE ASSASSIN #2</b> Duskblade Assassin - <i>Standard - Infantry - 20x20mm</i>	<b>135 POINTS</b>	
<i>Global</i>	<i>Adv</i> 5" <i>Mar</i> 10" <i>Dis</i> 5	<i>Model Rules</i> Disdain for Plebs, Fearless, Sic Semper Tyrannis, Callous, Hidden, Not a Leader	
<i>Defensive</i>	<i>HP</i> 2 <i>Def</i> 5 <i>Res</i> 3 <i>Arm</i> 0	Distracting	
<i>Offensive</i>	<i>Att</i> 2 <i>Off</i> 5 <i>Str</i> 4 <i>Ap</i> 3 <i>Agi</i> 8	Multiple Wounds, Paired Weapons, Hand Weapon, Throwing Weapons, Divine Attacks	



	<b>DUSKBLADE ASSASSIN #3</b> Duskblade Assassin - <i>Standard - Infantry - 20x20mm</i>	<b>135 POINTS</b>	
<i>Global</i>	<i>Adv</i> 5" <i>Mar</i> 10" <i>Dis</i> 5	<i>Model Rules</i> Disdain for Plebs, Fearless, Sic Semper Tyrannis, Callous, Hidden, Not a Leader	
<i>Defensive</i>	<i>HP</i> 2 <i>Def</i> 5 <i>Res</i> 3 <i>Arm</i> 0	Distracting	
<i>Offensive</i>	<i>Att</i> 2 <i>Off</i> 5 <i>Str</i> 4 <i>Ap</i> 3 <i>Agi</i> 8	Multiple Wounds, Paired Weapons, Hand Weapon, Throwing Weapons, Divine Attacks	

## Core

	<b>VERMIN LEGIONARIES #1</b> Vermin Legionaries x60 - <i>Standard - Infantry - 20x20mm</i>	<b>445 POINTS</b>	
<i>Global</i>	<i>Adv</i> 5" <i>Mar</i> 10" <i>Dis</i> 5	<i>Model Rules</i> Cohort Coordination, Scoring, Life is Cheap, Callous	
<i>Defensive</i>	<i>HP</i> 1 <i>Def</i> 2 <i>Res</i> 2 <i>Arm</i> 0	Light Armour, Shield	



<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Vermin Legionary</b>	1	3	3	0	4

<b>Options</b>	Standard Bearer with Eagle Standard • Musician • Champion • Legion Standard
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	<b>VERMIN LEGIONARIES #2</b> Vermin Legionaries <b>x60</b> - <i>Standard - Infantry - 20x20mm</i>	<b>445</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	Cohort Coordination, Scoring, Life is Cheap, Callous	
<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>
<b>Vermin Legionary</b>	1	3	3	0	4



<b>Options</b>	Standard Bearer with Eagle Standard • Musician • Champion • Legion Standard
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	<b>VERMIN LEGIONARIES #3</b> Vermin Legionaries <b>x27</b> - <i>Standard - Infantry - 20x20mm</i>	<b>247</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	Cohort Coordination, Scoring, Life is Cheap, Callous	
<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>
<b>Vermin Legionary</b>	1	3	3	0	4

<b>Options</b>	Standard Bearer with Eagle Standard • Musician • Champion • Legion Standard
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## Special

	<b>MURMILLO BRUTES #1</b> Murrillo Brutes <b>x6</b> - <i>Large - Infantry - 50x50mm</i>	<b>455</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Cohort Coordination, Scoring, Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	5	0 (+1)	Heavy Armour, Shield
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Murrillo Brute</b>	3	3	5	2	4
					Jezeil, Quick to Fire

<b>Options</b>	Champion • Musician • Standard Bearer with Eagle Standard • Shield and Jezeil
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## Tunnel Gunners

	<b>DOOMSPARK DEVICE #1</b> Doomspark Device - <i>Large - Construct - 50x100mm</i>	<b>235</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	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>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Rakachit Engineer(3)</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>4</b>
<b>Chassis</b>				<b>4</b>	<b>Inanimate, Grind Attacks, Chain Lightning, Darkstone Generator</b>



**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>	
	<b>5"</b>	<b>8"</b>	<b>5</b>	<b>Callous, Light Troops</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>3</b>	<b>2</b>	<b>2</b>	<b>0 (+1)</b>	<b>Heavy Armour, Shield</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Exp. Weapon Team</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>4</b>
					<b>Jezeil, Quick to Fire</b>

<b>Options</b>	Shield and Jezeil (4+)
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**EXPERIMENTAL WEAPON TEAMS #2**  
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>	
	<b>5"</b>	<b>8"</b>	<b>5</b>	<b>Callous, Light Troops</b>	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	<b>3</b>	<b>2</b>	<b>2</b>	<b>0 (+1)</b>	<b>Heavy Armour, Shield</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Exp. Weapon Team</b>	<b>2</b>	<b>2</b>	<b>3</b>	<b>0</b>	<b>4</b>
					<b>Jezeil, Quick to Fire</b>

<b>Options</b>	Shield and Jezeil (4+)
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**Bread and Games**



**ARENA BEAST #2**  
Arena Beast - Gigantic - Beast - 50x100mm

**305 POINTS**



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

<b>Options</b>	Underworld Beast
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**ARENA BEAST #2**  
Arena Beast - Gigantic - Beast - 50x100mm

**305 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
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<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>	<i>Fortitude</i>
	6	3	5	2	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Arena Beast	2D3+1	3	7	3	3
Pitmaster	2	3	4	1	4

Options	Underworld Beast
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## Magics

### Racial Trait Spell

	Casting	Range	Type	Duration
<b>The Endless Swarm</b>				
<i>Mf</i>	3+	12"	Augment	Last one Turn
<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's number of Health Point losses that count towards Life is Cheap is increased by 4.</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>
<b>5</b>	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.}
<b>4</b>	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.}
<b>6</b>	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.}
<b>2</b>	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.}
<b>1</b>	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".}
<b>3</b>	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.}



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
<b>5</b>	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, nothing happens. • If 4-6 is rolled, each unit within 2D6" 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 (for all other rules, the Caster is considered to be the attacker). The spell then ends.
<b>4</b>	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.) <a href="#">[This spell may only target Characters, Champions, and single model units.]</a>
<b>6</b>	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.
<b>2</b>	Smite the Unbeliever	6+ [9+]	24"	Hex	Last one Turn	<b>Immediately after successfully casting this spell, roll a D6.</b> <a href="#">[Choose which effect to apply when casting the spell.]</a> - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
<b>1</b>	Hand of Heaven	5+ [8+]	24"	Hex, Missile, Damage	Last one Turn	The target suffers <b>D6 [D6+1]</b> hits with Strength <b>D6 [D6+1]</b> , Armour Penetration <b>2 [3]</b> , and Magical Attacks. Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits
<b>3</b>	Speaking in Tongues	5+	24"	Hex	Last one Turn	The target must take a Discipline Test: • If the test is passed, the target gains Fearless. • If the test is failed, the target becomes Shaken.



Witchcraft

		Casting Range		Type	Duration	Effect
<b>6</b>	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee <a href="#">(and Shooting)</a> Attacks against the target must reroll failed to-wound rolls.
<b>4</b>	The Wheel Turns	6+ [8+]	18"	Universal	Last one Turn	Melee Attacks against the target always <a href="#">(hit)</a> <a href="#">[wound]</a> on 4+.
<b>5</b>	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")
<b>A</b>	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.
<b>2</b>	Deceptive Glamour	5+ [8+]	24"	Hex	Last one Turn	The target suffers <b>-1 [-2]</b> Offensive Skill, <b>-1 [-2]</b> Defensive Skill and <b>-1 [-2]</b> Agility.
<b>1</b>	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a <b>8" [12"]</b> 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.
<b>3</b>	Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks <a href="#">[and suffers a -2 modifier to its casting rolls]</a> .

## Magic items

**Book of Arcane Mastery:** Unless the bearer has Protean Magic, it knows one additional Learned Spell that it selects from the Learned Spells 1, 2, 3, and 4 of its chosen Path. In addition, the bearer cannot cast the Hereditary Spell.

## 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.

## 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.

**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.

**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

**Great Weapon:** Attacks made with a Great Weapon gain +2 Strength, +2 Armour Penetration and always strike at Initiative Step 0 (regardless of the wielder's Agility). A model using this weapon cannot simultaneously use a Shield against Melee Attacks

**Grind Attacks:** A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits

are resolved with the model part's own Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits

, it may only use one of these rules in the same Round of Combat

(its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when

X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

**Halberd:** Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

**Hand Weapon:** All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

**Harnessed:** Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

**Heavy Armour:** +2 Armor

### Hidden:

**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).

**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.

**Lord of the Legions:** The model gains Great Weapon and Paired Weapons.

**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.

**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.

**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 Trumvirate, the model counts as having Caelysian Pantheon.

**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 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 QR code and cut them to stick them on your units, with them you can directly access to the unit's profile with your phone.

Ruinous Dictator #1





Swarm Priest #1



Swarm Priest #2



Dusklade Assassin #1



Dusklade Assassin #2



Dusklade Assassin #3



Vermin Legionaries #1



Vermin Legionaries #2



Vermin Legionaries #3



Murmillo Brutes #1



Doomspark Device #1



Arena Beast #2



Arena Beast #2



Experimental Weapon Teams #1



Experimental Weapon Teams #2

