



VERMIN SWARM

1 - 4 500 POINTS



1640 pts (36.00 %) 1145 pts (25.00 %) 1585 pts (35.00 %) 130 pts (3.00 %) 0 pts (0.00 %)

Characters (40 Max) **Core** (25 Least) **Special** (0 NoLimit) **Tunnel Gunners** (25 Max) **Bread and Games** (25 Max)

Characters



DUSKBLADE ASSASSIN #1

Duskblade Assassin - Standard - Infantry - 20x20mm

125 POINTS



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




DUSKBLADE ASSASSIN #2

Duskblade Assassin - Standard - Infantry - 20x20mm

125 POINTS




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




DUSKBLADE ASSASSIN #3

Duskblade Assassin - Standard - Infantry - 20x20mm

125 POINTS




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



VERMIN SENATOR #1

Vermin Senator - Standard - Infantry - 40x40mm

180 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Callous, Vox Populi		
Defensive	HP	Def	Res	Arm		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	3	3	0		Light Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Vermin Senator	2	3	3	0	4	Hand Weapon, Pistol



MOUNT SENATORIAL LITTER

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	C	, The Die is TallCast		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	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	Harnessed

Options	General • Senatorial Litter
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SWARM PRIEST #1

Swarm Priest - Gigantic - Construct - 60x100mm

505 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	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, Channel (1), Attached		
<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	Great Weapon
Chassis				5	2	Impact Hits, Harnessed

Options	Whispering Bell • Wizard Adept • Caelysian Pantheon • Sacred Platform • Witchcraft
Magic items	Obsidian Rock



SWARM PRIEST #2

Swarm Priest - Standard - Infantry - 20x20mm

235 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	Hand Weapon

Options	Wizard Adept • Caelysian Pantheon • Thaumaturgy
Magic items	Orator's Toga



HOUSE PREFECT #1

House Prefect - Standard - Infantry - 20x20mm

210 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Callous	
Defensive	HP	Def	Res	Arm	
	2	3	3	0	Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
House Prefect	2	4	3	0	4

Options	Skorchit Alchemist • Deepfire Thrower
Magic items	Orator's Toga



HOUSE PREFECT #2

House Prefect - Large - Infantry - 40x40mm

135 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Callous	
Defensive	HP	Def	Res	Arm	
	2	3	3	0	Heavy Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
House Prefect	2	4	3	0	4

Global	Adv	Mar	Dis	Model Rules	
	6"	12"	C		
Defensive	HP	Def	Res	Arm	
	3	C	5	C+1	
Offensive	Att	Off	Str	Ap	Agi
Praetorian Brute	4	3	5	2	4

Options	Fetthis Fleshmaster • Pistol • Praetorian Brute
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Core



VERMIN LEGIONARIES #1

Vermin Legionaries x40 - Standard - Infantry - 20x20mm

320 POINTS



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

Options	Standard Bearer with Eagle Standard • Musician • Champion
Magic banners	Legion Standard (Banner Enchantment)



VERMIN LEGIONARIES #2
Vermin Legionaries x25 - Standard - Infantry - 20x20mm

230 POINTS



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

Options	Standard Bearer with Eagle Standard • Musician • Champion
Magic banners	Legion Standard (Banner Enchantment)



BLACKFUR VETERANS #1
Blackfur Veterans x40 - Standard - Infantry - 20x20mm

465 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Scoring, Callous, Life is Cheap		
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	Fight in Extra Rank, Cohort Coordination, Phalanx, Halberd

Options	Champion • Musician • Standard Bearer with Eagle Standard
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VERMIN VELITES #1
Vermin Velites x15 - Standard - Infantry - 20x20mm

130 POINTS



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

Options	Sling (4+)
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Special



FETTHIS BRUTES #1
Fetthis Brutes x8 - Large - Infantry - 40x40mm

375 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	5	Callous	
Defensive	HP	Def	Res	Arm	
	3	3	5	0	
Offensive	Att	Off	Str	Ap	Agi

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Fetthis Brute	3	2	4	2	4	Fight in Extra Rank	, Paired Weapons

Options	Champion
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FETTHIS BRUTES #2

Fetthis Brutes x8 - Large - Infantry - 40x40mm

375 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	6"	12"	5	Callous			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	3	3	5	0			
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Fetthis Brute	3	2	4	2	4	Fight in Extra Rank	, Paired Weapons

Options	Champion
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FETTHIS BRUTES #3

Fetthis Brutes x8 - Large - Infantry - 40x40mm

375 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	6"	12"	5	Callous			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	3	3	5	0			
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Fetthis Brute	3	2	4	2	4	Fight in Extra Rank	, Paired Weapons

Options	Champion
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SHADOWFUR STALKERS #1


Shadowfur Stalkers x10 - Standard - Infantry - 20x20mm

150 POINTS



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

Options	Throwing Weapons • Champion
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SHADOWFUR STALKERS #2

Shadowfur Stalkers x10 - Standard - Infantry - 20x20mm


150 POINTS





<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	5"	10"	5	, Sicarran Light Troops, Skirmisher, Callous, Life is CheapSmugglers			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	1	3	2	0	Hard Target		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Shadowfur Stalker	1	3	3	2	5	Paired Weapons

Options	Throwing Weapons • Champion
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	GIANT RATS #1 Giant Rats x10 - Standard - Beast - 20x20mm	80 POINTS	
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<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

	GIANT RATS #2 Giant Rats x10 - Standard - Beast - 20x20mm	80 POINTS	
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<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

	IGNIFIER GRENADIERS #1 Ignifier Grenadiers x5 - Standard - Infantry - 20x20mm	130 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	6	, Deepfire Light Troops, Skirmisher, Callous, Life is Cheap Grenades		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	3	3	0	, Heavy Flammable, Hard Target Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Ignifier Grenadier	1	4	3	0	4	

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H The Awakened Swarm				
<i>Mf</i>	{6+} {7+}	{12"} {18"} <small>The range of this spell can be measured from the Caster or from the center of any friendly Tunnel Marker on the Battlefield. Summon a Rat Swarm (profile below) on the targeted point.</small>	Ground	Instant



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>
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.
3	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.
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.
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. Roll once for the number of hits and once for the Strength and apply the rolled Strength value to all hits
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, 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.



Witchcraft

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
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.
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.
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.
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+.
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")
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.

Magic items

Obsidian Rock: The bearer gains Magic Resistance (2).

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.

Model Rules

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.

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.

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+.

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.

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.

Fight in Extra Rank:

Flammable:

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:

Heavy Armour: +2 Armor

Hidden:

Insignificant:

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.

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.

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

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.

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.

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, if available, is set to 18" when measured to units with one or more models with Eagle Standard.

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.

Fetthis Brutes #1



Duskblade Assassin #1



Duskblade Assassin #2



Vermin Legionaries #1



Vermin Legionaries #2



Blackfur Veterans #1



Vermin Velites #1



Dusksblade Assassin #3



Vermin Senator #1



Fetthis Brutes #2



Fetthis Brutes #3



Shadowfur Stalkers #1



Shadowfur Stalkers #2



Swarm Priest #1



Swarm Priest #2



House Prefect #1



House Prefect #2



Giant Rats #1



Giant Rats #2



Ignifier Grenadiers #1

