



VERMIN SWARM

CENTRE 1 YAMA VS - 4 400 POINTS



1795 pts (40.00 %) **1095 pts (24.00 %) Core** 180 pts (4.00 %) **Special** 985 pts (22.00 %) **Tunnel** 1145 pts (25.00 %) **Built and Bred**
 Characters (40 Max) (25 Least) (0 NoLimit) Gunners (30 Max) (30 Max)

Characters



MAGISTER ON DOOM BELL, MASTER OF THAUMATURGY GG

Magister - Large - Construct - 60x100mm

845 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Safety in Numbers, Callous, Honourless, Wizard Adept	
Defensive	HP	Def	Res	Arm	
	3	3	3	0	
Offensive	Att	Off	Str	Ap	Agi
Magister	1	3	3	0	4

Hand Weapon



MOUNT DOOM BELL

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	C	, Above the Towering Presence, Terror, War Platform, State of TranceMasses , Sounding The Bell, Channel (2, 2), Fear	
Defensive	HP	Def	Res	Arm	
	5	C	5	C+2	
Offensive	Att	Off	Str	Ap	Agi
VH Bodyguard	4	4	5	2	4

Battle Focus , Harnessed

Options

Wizard Master • Doom Bell • 3 Dark Shards • Thaumaturgy • Light Armour • General

Magic items

Second Awakening • Sceptre of Power



PLAQUE PATRIARCH ON PLAQUE PENDULUM, APPRENTICE OF OCCULTISM 710 POINTS

Plague Patriarch - Large - Construct - 60x100mm



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	6	Wizard Apprentice, Frenzy, Safety in Numbers, Callous, Honourless, Putrid Scholar	
Defensive	HP	Def	Res	Arm	
	3	4	5	0	
Offensive	Att	Off	Str	Ap	Agi
Plague Patriarch	3	5	4	1	4

Battle Focus , Hatred, Hand Weapon




MOUNT PLAQUE PENDULUM

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	C	Frenzy, Stubborn, Towering Presence, State of Trance, War Platform, Fear , Fearless	
Defensive	HP	Def	Res	Arm	
	5	C	5	C+2	
Offensive	Att	Off	Str	Ap	Agi
Plague Brother	1	3	3	0	3

, Battle Focus , Paired Weapons

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Chassis			5	2	3	Inanimate, Grind Attacks (D6+2, D6+2), Pendulum
Ram			6	3		Inanimate, Harnessed, Impact Hits (D6+2, D6+2)


Options	Occultism • Light Armour (Putrid Protection) • Plague Pendulum • Plague Flail
Magic items	Putrid Protection (Light Armour)



CHIEF BSB

Chief - *Standard - Infantry - 20x20mm*

240 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	6	Safety in Numbers, Callous, Honourless		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	3	5	4	0	Light Armour	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Chief	3	5	4	1	6	Hand Weapon

Options	Battle Standard Bearer • Heavy Armour (Seal of House Underminer)
Magic items	Seal of House Underminer (Heavy Armour) • Crystal Ball • Sceptre of Vermin Valour

Core



VERMIN GUARD


Vermin Guard x44 - *Standard - Infantry - 20x20mm*

560 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Scoring, Safety in Numbers		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	4	3	0	Heavy Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Vermin Guard	1	4	3	0	5	Fight in Extra Rank, Halberd


Options	Champion • Musician • Standard Bearer
Magic banners	Banner of the Endless Swarm (Banner Enchantment)



PLAGUE BROTHERHOOD

Plague Brotherhood x26 - *Standard - Infantry - 20x20mm*

295 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>		
	5"	10"	5	Scoring, Fearless, Frenzy, Safety in Numbers		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>		
	1	2	4	0		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Plague Brother	1	3	3	0	3	Battle Focus, Paired, Hatred Weapons

Options	Champion • Musician • Standard Bearer
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PLAGUE CATAPULT
 Plague Catapult - Large - Construct - 75mm round

210 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	5"	5	, War Fearless Machine		
Defensive	HP	Def	Res	Arm		
	5	1	4	0		
Offensive	Att	Off	Str	Ap	Agi	
Crew	3	3	3	0	3	Battle Focus, Move or Fire, Hatred, Plague Catapult (4+, 4+)



GRENADIERS
 Grenadiers x8 - Standard - Infantry - 20x20mm

160 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Light Troops, Skirmisher, Safety in Numbers, Callous		
Defensive	HP	Def	Res	Arm		
	1	3	3	0	, Heavy Hard Target (1, 1) Armour	
Offensive	Att	Off	Str	Ap	Agi	
Grenadier	1	3	3	0	4	, Gas Globes (4+, Volley Fire 4+)



WEAPON TEAM - GLOBE LAUNCHER
 Weapon Team - Standard - Infantry - 25x50mm

135 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Safety in Numbers, Callous, Tag-Along, Insignificant, Brood's Courage, Scorched Fur		
Defensive	HP	Def	Res	Arm		
	2	3	3	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Weapon Team	2	3	3	0	4	

Options	Globe Launcher (4+)
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WEAPON TEAM - NAPHTHA LAUNCHER
 Weapon Team - Standard - Infantry - 25x50mm

135 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Safety in Numbers, Callous, Tag-Along, Insignificant, Brood's Courage, Scorched Fur		
Defensive	HP	Def	Res	Arm		
	2	3	3	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Weapon Team	2	3	3	0	4	

Options	Naphtha Launcher (4+)
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WEAPON TEAM - NAPHTHA LAUNCHER

Weapon Team - Standard - Infantry - 25x50mm

135 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Safety in Numbers, Callous, Tag-Along, Insignificant, Brood's Courage, Scorched Fur	
Defensive	HP	Def	Res	Arm	
	2	3	3	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Weapon Team	2	3	3	0	4

Options

Naphtha Launcher (4+)

Built and Bred

ABOMINATION

Abomination - Gigantic - Beast - 60x100mm

345 POINTS



Global	Adv	Mar	Dis	Model Rules	
	3D6"	"	8	Random Movement (3D6, 3D6), Fearless, Stubborn	
Defensive	HP	Def	Res	Arm	
	6	3	5	0	Fortitude (4+)
Offensive	Att	Off	Str	Ap	Agi
Abomination	3D6	3	6	3	4

Magics

Racial Trait Spell

	Casting	Range	Type	Duration
The Awakened Swarm				
Mf	7+ [10+]	[12"] [24"]	Hex, Damage, Direct	Instant
<i>The target suffers 2D6 hits with Strength 4, Armour Penetration 2, and Magical Attacks.</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 **{}**.

		Casting	Range	Type	Duration	Effect
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+).
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.}
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.}

		Casting	Range	Type	Duration	Effect
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.}
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".}
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.}



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
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.
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.]
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

Crystal Ball: The firsts Dispelling Attempt in each enemy Magic Phase gains a +2 Dispelling Modifier, provided the bearer is on the Battlefield.

Putrid Protection: The wearer gains +2 Armour. For each successful Armour Save made by thewearer against Melee Attacks, the wearer immediately inflicts 1 hit with Toxic Attacks against the model that causedthe wound, before any casualties are removed, distributed onto the model's Health Pool. This is considered a SpecialAttack.

Sceptre of Power: One use only. A Wizard with this Artefact may add a single Magic Dice from its Magic Dice pool to one of its casting rolls or dispelling rolls, after seeing the casting or dispelling roll (note that casting rolls cannot exceed the limit of max 5 Magic Dice).

Sceptre of Vermin Valour: The bearer gains **Stand Behind**.

Seal of House Underminer: The owner's army gains a +1 modifier for theroll for determining who chooses the Deployment Zone. Immediately after Deployment Zones are chosen, nominatea Terrain Feature with its centre in your half of the Battlefield. Unless that Terrain Feature is Impassable Terrain orOpen Terrain, it becomes Dangerous Terrain (2).

Second Awakening: When the bearer casts a spell of type Damage for which dice are usedto determine the number of hits the spell inflicts, you may choose to reroll those dice. If so, all dice must be rerolled.

Magic banners

Aether Icon: The bearer gains Magic Resistance (1). If the unit contains a model with another instance of Magic Resistance, it increases that model's Magic Resistance value by 1 instead.

Banner of the Endless Swarm: If a unit with one or more Banners of the EndlessSwarm has more Full Ranks than each of the enemy units Engaged in the same Combat, it gains **Fight in ExtraRank**. If the unit has more than twice the number of Full Ranks than each of the enemy units Engaged in thesame Combat, it gains an additional instance of Fight in Extra Rank. Check how many Full Ranks the units have andapply the effects at the start of each Initiative Step.

Model Rules

Battle Focus: If the attack hits with a natural to-hit roll of '6', the attack causes two hits instead of one.

Brood's Courage: A unit with more than half of its models with Brood's Courage (X) within 6" of a unit that includes at least one model from one of the unit entries stated in brackets (X), may use the Full Ranks of this unit for the purpose of calculating the Discipline modifier it gains from Safety in Numbers.

Callous: The model is allowed to use Shooting Attacks and The Awakened Swarm (Hereditary Spell) against enemy units that are Engaged in Combat with friendly units, as long as all friendly units Engaged in the Combat are of Standard Height. All units Engaged in this Combat are ignored for Cover purposes (but not for drawing Line of Sight). When a model with this rule targets an enemy unit Engaged in Combat with a Shooting Attack or with The Awakened Swarm, roll to hit as normal against the intended target. Each hit must then be randomised to see which unit it hits. Roll a D6 for each hit. On 3+ it hits the intended target; otherwise it hits a friendly unit Engaged in that Combat. If there are several friendly units involved in the combat, randomise which one is hit.

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

Frenzy: A unit with at least half its models with Frenzy cannot choose Flee as Charge Reaction, and when taking Discipline Tests, apply the following:

- If it is a Panic Test, Decimated Test or Fear Test: the unit gains +2 Discipline.

- If it is a Break Test, roll the test as normal.

- If it is any other Discipline Test, the unit suffers -2 Discipline.

At the start of the Charge Phase, each of your units with at least one model with Frenzy that could Declare a Charge against an enemy unit within the unit's Advance Rate +7" (using the lowest Advance Rate among the unit's models; if a model has more than 1 Advance Rate available, use the highest one) must take a Discipline Test, called a Frenzy Test. If the test is failed, the whole unit must Declare a Charge this Player Turn. Note that Characters are never forced to charge out of their units.

Gas Globes: Shooting Weapon.

Range 8", Shots 1, AP 10, Quick to Fire, Accurate, Magical Attacks. Hits from this weapon ignore the target's Resilience and are instead set to wound on 4+.

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:

Hatred: During the first Round of Combat, failed to-hit rolls from attacks with Hatred must be rerolled.

Heavy Armour: +2 Armor

Honourless: A Character with Honourless cannot be chosen by the enemy as the model that suffers the penalties for refusing a Duel.

Insignificant:

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.

Plague Catapult: Catapult (4x4) Artillery Weapon

Range 12-48", Shots 1, Toxic Attacks, Magical Attacks.

Putrid Scholar: Universal Rule.

The model selects its spells from all Learned Spells of its chosen Path and The Awakened Swarm (Hereditary Spell). This overrides the normal Spell Selection rules connected to being a Wizard Apprentice or Adept.

Random Movement: The unit cannot Declare Charges and cannot move normally (Advance, March, Reform) in the Movement Phase (which also means they cannot perform Magical Moves). The model loses Swiftstride (and can never gain it), but always charges, Flees, Pursues and Overruns the distance stated in brackets.

In the Movement Phase, at the end of step 2 of the it with Random Movement moves using the rules for Pursuing units, except that they can freely choose which direction to rotate towards before rolling the Pursuit Distance, cannot move off the Board Edge and only take Dangerous Terrain Tests if they actually charge an enemy unit (they still test as normal when Fleeing, Pursuing a Broken enemy or Overrunning).

Whenever a unit with Random Movement needs a March Rate (e.g. when Post-Combat Reforming), use the potential maximum value of X as its March Rate.

Characters with Random Movement can only join units with Random Movement (by moving into contact with them during the Movement Phase or by being deployed inside), and units with Random Movement can only be joined by Characters with Random Movement. Units with Random Movement cannot enter Buildings. If a unit has several sets of Random Movement, use the one with the lowest average (in case of a tie, you may choose which version to use). A model with Random Movement cannot move in the same phase as it arrives on the Battlefield as Reinforcement (Dawn Assault) or Ambusher.

Safety in Numbers: Non-fleeing units comprised entirely of models with Safety in Numbers add their number of Full Ranks after the first one to their Discipline, up to a maximum of +3 and never above 10. Safety in Numbers cannot be used to modify the Discipline that is distributed by models with Commanding Presence (but the received Commanding Presence can be modified by Safety in Numbers). Furthermore, units comprised entirely of models with Safety in Numbers gain +1" to their Flee Distance rolls.

Scorched Fur: Universal Rule.

When the model rolls Breakdown on the Misfire Table it is removed as a casualty.

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.

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.

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.

Tag-Along: If the model is within 3" of a friendly non-fleeing unit with at least one Rat-at-Arms or Vermin Guard model, it gains Aegis (4+) against Ranged Attacks.

Tiny: Universal Rule.

The model ignores friendly units when moving in the Charge and Movement Phase, but must follow the Unit Spacing rule at the end of the move.

Unstable:**Volley Fire:**

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.

Magister on Doom Bell, Master of Thaumaturgy

GG



Plague Patriarch on Plague Pendulum,
Apprentice of Occultism



Chief BSB



Vermin Guard



Plague Brotherhood



Rats-at-Arms



Rat Swarms



Rat Swarms



Plague Catapult



Plague Catapult



Grenadiers



Weapon Team - Globe Launcher



Weapon Team - Naphtha Launcher



Weapon Team - Naphtha Launcher



Abomination

