



VERMIN SWARM

THE 13TH LEGION - 4 484 POINTS



1750 pts (39.00 %) 1675 pts (37.00 %) 335 pts (7.00 %) 724 pts (16.00 %) 0 pts (0.00 %)
Characters **Core** **Special** **Tunnel** **Bread and**
 (40 Max) (25 Least) (0 NoLimit) **Gunners** **Games**
 (30 Max) (25 Max)

Tunnel Gunners



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

362 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	8"	5	Light Troops, Callous, Life is Cheap	
Defensive	HP	Def	Res	Arm	
	3	2	2	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Exp. Weapon Team	2	2	3	0	4 Quick to Fire

Options	Canister Launcher
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EXPERIMENTAL WEAPON TEAMS #1
 Experimental Weapon Teams x6 - Standard - Infantry - 25x50mm

362 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	8"	5	Light Troops, Callous, Life is Cheap	
Defensive	HP	Def	Res	Arm	
	3	2	2	0	Heavy Armour
Offensive	Att	Off	Str	Ap	Agi
Exp. Weapon Team	2	2	3	0	4 Quick to Fire

Options	Deepfire Thrower
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Special



DRILL DRENGENE
 Legionary Drill Team - Standard - Infantry - 40x40mm

90 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	, Back to the War Platform, Borne into Battle, Callous, Life is CheapBurrows	
Defensive	HP	Def	Res	Arm	
	4	2	3	3	
Offensive	Att	Off	Str	Ap	Agi
Legionary Drill Team			6	3	4 Grind Attacks



SHADOWFUR STALKERS #1

Shadowfur Stalkers x20 - Standard - Infantry - 20x20mm

245 POINTS



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

Options	Musician • Champion • Pistol (4+)
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Characters



RUINOUS DICTATOR #1

Ruinous Dictator - Gigantic - Infantry - 20x20mm

490 POINTS



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

Options	I am the Senate • Avatar of Acratos • General
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BLOODFUR LEGATE #1

Bloodfur Legate - Standard - Infantry - 20x20mm

375 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	6	Callous		
Defensive	HP	Def	Res	Arm		
	3	4	4	0	Heavy Armour	
Offensive	Att	Off	Str	Ap	Agi	
Bloodfur Legate	4	5	4	1	6	Hand Weapon

Options	Greater Eagle Standard • Shield • Spear (Titanic Might)
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Magic items	Death Cheater (Heavy Armour) • Crystal Ball • Titanic Might (Spear)
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SWARM PRIEST #1



Swarm Priest - Standard - Infantry - 20x20mm



210 POINTS





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

Options	Wizard Adept • Thaumaturgy • Caelysian Pantheon • General
Notes	Generating spells from Witchcraft

	LARRY THE LOSER					125 POINTS	
	Duskblade Assassin - Standard - Infantry - 20x20mm						
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	5"	10"	5	Fearless, Not a Leader, Callous, Dark Doorways, Disdain for Plebs, Sic Semper Tyrannis			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	2	5	3	0	Distracting		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Duskblade Assassin	2	5	4	3	8	Divine Attacks, Multiple Wounds Weapons, Throwing Weapons, Paired Hand Weapon Weapons	

	HARRY THE HOMIE					125 POINTS	
	Duskblade Assassin - Standard - Infantry - 20x20mm						
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	5"	10"	5	Fearless, Not a Leader, Callous, Dark Doorways, Disdain for Plebs, Sic Semper Tyrannis			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	2	5	3	0	Distracting		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Duskblade Assassin	2	5	4	3	8	Divine Attacks, Multiple Wounds Weapons, Throwing Weapons, Paired Hand Weapon Weapons	

	GARY THE GANGSTER					125 POINTS	
	Duskblade Assassin - Standard - Infantry - 20x20mm						
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	5"	10"	5	Fearless, Not a Leader, Callous, Dark Doorways, Disdain for Plebs, Sic Semper Tyrannis			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	2	5	3	0	Distracting		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Duskblade Assassin	2	5	4	3	8	Divine Attacks, Multiple Wounds Weapons, Throwing Weapons, Paired Hand Weapon Weapons	

	BLOODFUR LEGATE #2					300 POINTS	
	Bloodfur Legate - Standard - Infantry - 20x20mm						
<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>			
	5"	10"	6	Callous			
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>			
	3	4	4	0	Heavy Armour		
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
Bloodfur Legate	4	5	4	1	6	Hand Weapon	

Options	Halberd (Touch of Greatness)
Magic items	Binding Scroll • Destiny's Call (Heavy Armour) • Touch of Greatness (Halberd)

Core



VERMIN SLAVES #1

Vermin Slaves x60 - Standard - Infantry - 20x20mm

210 POINTS



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



VERMIN LEGIONARIES #1

Vermin Legionaries x60 - Standard - Infantry - 20x20mm

430 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 Legionary	1	3	3	0	4	Cohort Coordination

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



BLACKFUR VETERANS #1

Blackfur Veterans x50 - Standard - Infantry - 20x20mm

615 POINTS



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

Options	Champion • Musician • Standard Bearer with Eagle Standard
Magic banners	Stalker's Standard (Banner Enchantment)



VERMIN VELITES #1

Vermin Velites x15 - Standard - Infantry - 20x20mm

140 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+) • Musician
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VERMIN VELITES #1

Vermin Velites x15 - Standard - Infantry - 20x20mm

140 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	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Vermin Velite	1	3	3	0	4	Cohort Coordination, Paired Weapons

Options	Sling (4+) • Musician
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VERMIN VELITES #1

Vermin Velites x15 - Standard - Infantry - 20x20mm

140 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	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Vermin Velite	1	3	3	0	4	Cohort Coordination, Paired Weapons

Options	Sling (4+) • Musician
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Magics

Racial Trait Spell

	<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>
<i>H The Awakened Swarm</i>				
<i>Mf</i>	(12") {18"}	(5+) {7+}	Ground	Instant
<i>The range of this spell can be measured from the Caster or from any friendly Tunnel Marker on the Battlefield. Summon a Rat Swarm (profile below) on the targeted point.</i>				



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>
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.
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	7+	18"	Universal	Last one Turn	If this spell targets a friendly unit, the target may reroll failed Discipline Tests. If this spell targets an enemy unit, the target can never reroll failed Discipline Tests.

		<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>	<i> Effect </i>
4	Cleansing Fire	5+ [8+]	Caster [18"]	[Augment], Focused	Instant	The target gains Breath Attack (Strength D3+2, Armour Penetration 1, Magical Attacks). (Roll the D3 immediately after successfully casting this spell.) [This spell may only target Characters, Champions, and single model units.]
5	Wrath of God	12+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.
6	Trial of Faith	7+ [10+]	12" [18"]	Hex, Missile, Damage, Focused, Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.

Magic items

Binding Scroll: One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

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.

Death Cheater: The wearer gains +1 Armour and Fortitude (4+).

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

Titantic Might: Attacks made with this weapon gain +3 Strength and become Magical Attacks.

Touch of Greatness: Attacks made with this weapon gain +1 Strength, +1 Armour Penetration, and become Magical Attacks.

Strength modifiers from this weapon (combining both mundane and Weapon Enchantment modifiers) cannot exceed +2 (but can exceed +2 through modifiers from other sources, such as spells).

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.

Model Rules

Aegis:

Avrasi Formations: The model gains the following rules based on its unit's Formation: • **Testudo:** While the model's unit is in Close Formation, the model gains +1 Armour against Shooting Attacks. • **Phalanx:** While the model's unit is in Line Formation, the model must reroll natural to-wound rolls of '1' with its Close Combat Attacks.

Back to the Burrows: Once per game, at the end of the owner's Movement Phase, the model's unit may be removed from the Battlefield and placed in Tunnel Reserve. Before the unit is removed, it loses Scoring until it returns to the Battlefield. This can only be done if the model's unit is not Engaged or Shaken and has 50 or fewer Health Points.

Borne into Battle: The model must be deployed in, and can only join, a unit that includes at least one model from one of the unit entries stated in brackets (X). The model can never voluntarily leave its unit.

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.

Dark Doorways: The model cannot be deployed during the Deployment Phase. Instead, at the start of any Player Turn, the owner may choose a friendly unit of Vermin Velites, Vermin Legionaries, Blackfur Veterans, Shadowfur Stalkers, or Ignifier Grenadiers that is not Fleeing, even if Engaged, and apply the following rules: • Remove a R&F model from the chosen unit's first rank as a casualty. You cannot remove the last R&F model from a unit. • Deploy the Duskblade Assassin in the position of the removed model. • The Duskblade Assassin cannot voluntarily leave its unit during the Player Turn in which it was deployed. • If the model is not deployed by the end of Game Turn 4, it counts as a casualty and cannot be deployed for the rest of the game. • The model cannot be deployed in a Summoned unit.

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:

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:

Heavy Armour: +2 Armor

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.

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.

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.

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:

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**.

War Platform: Unless selected as a mount for a Character, a model with War Platform gains Not a Leader and Character, with the following exceptions:

- It does not count towards the Character category (for Army List creation). - It cannot Issue Duels, Accept Duels or Make Way.

- It can perform Swirling Melee.

- It does not count as a Character regarding Bodyguard and Multiple Wounds.

The model can join units even if it has Towering Presence, and having Chariot does not prevent it from joining units without Chariot. When joined to a unit, it must always be placed in the centre of the front rank, possibly pushing back other models with Front Rank, and must keep its position in the centre of the front rank at all times (as long as it is joined to the unit). If two positions are equally central (e.g. in a unit with an even number of models in the first rank and a War Platform replacing an uneven number of models per rank), the War Platform can be placed in either of these positions. If the War Platform cannot be placed in the centre of the front rank (e.g. due to Mismatching Bases or the front rank being too narrow), the model cannot join the unit. This means that a War Platform can never join a unit with Mismatching Bases and that only a single War Platform can be in the same unit unless noted otherwise.

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



Bloodfur Legate #1



Swarm Priest #1



Larry the Loser



Harry the homie



Gary the gangster



Vermin Slaves #1



Vermin Legionaries #1



Blackfur Veterans #1



Vermin Velites #1



Vermin Velites #1



Vermin Velites #1



Bloodfur Legate #2



Drill Dregene



Shadowfur Stalkers #1



Experimental Weapon Teams #1



Experimental Weapon Teams #1



