



VERMIN SWARM

VS 2020 - 4 445 POINTS



1715 pts (39.00 %) 1105 pts (25.00 %) 140 pts (3.00 %) 1140 pts (26.00 %) 345 pts (8.00 %)
Characters **Core** **Special** **Tunnel** **Built and**
 (40 Max) (25 Least) (0 NoLimit) **Gunners** **Bred**
 (30 Max) (30 Max)

Characters

TYRANT #1

Tyrant - Standard - Infantry - 40x40mm

380 POINTS

Global	Adv	Mar	Dis			Model Rules
	5"	10"	7			Safety in Numbers, Callous, Honourless
Defensive	HP	Def	Res	Arm		
	3	6	4	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Tyrant	4	6	4	1	7	Hand Weapon

MOUNT VERMIN GUARD LITTER

Global	Adv	Mar	Dis			Model Rules
	5"	10"	C			Herding the Swarm
Defensive	HP	Def	Res	Arm		
	C	C	C	C+2		
Offensive	Att	Off	Str	Ap	Agi	
Vermin Guard	4	4	4	1	5	Harnessed

Options	Shield (Dusk Forged) • Heavy Armour (Alchemist's Alloy) • Halberd • Vermin Guard Litter • General
Magic items	Dusk Forged (Shield) • Alchemist's Alloy (Heavy Armour) • Crown of Autocracy

CHIEF #1

Chief - Standard - Infantry - 20x20mm

195 POINTS

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

Options	Battle Standard Bearer • Ratlock Pistols (3+)
Magic items	Sceptre of Vermin Valour

MAGISTER #1

Magister - Standard - Infantry - 20x20mm

510 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		

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
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<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
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Magister	1	3	3	0	4	Hand Weapon
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Options	Wizard Master • Thaumaturgy
Magic items	Binding Scroll • Second Awakening • Magical Heirloom

	RAKACHIT MACHINIST #1 Rakachit Machinist - Standard - Infantry - 20x20mm	180 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	5	Safety in Numbers, Callous, Honourless

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	4	1	Heavy Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Rakachit Machinist	2	4	5	2	4	Magical Attacks , Mechanical Limbs, Hand Weapon

Options	Ratlock Pistols (3+)
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	RAKACHIT MACHINIST #2 Rakachit Machinist - Standard - Infantry - 20x20mm	180 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	5	Safety in Numbers, Callous, Honourless

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	4	1	Heavy Armour

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Rakachit Machinist	2	4	5	2	4	Magical Attacks , Mechanical Limbs, Hand Weapon

Options	Ratlock Pistols (3+)
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	SICARRA ASSASSIN #1 Sicarra Assassin - Standard - Infantry - 20x20mm	270 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	7	Not a Leader, Safety in Numbers, Callous, Honourless, Professional Courtesy

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	6	4	0	Aegis (4+)

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Sicarra Assassin	3	6	4	4	8	Multiple Wounds (D3, against Characters) , Paired Weapons, Poison Attacks, Lightning Reflexes, Tail Weapon, Hand Weapon

Options	Throwing Weapons(3+)
Magic items	Potion of Swiftiness

Core



RATS-AT-ARMS #1

Rats-at-Arms x35 - Standard - Infantry - 20x20mm

320 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Scoring, Safety in Numbers	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	Light Armour, Shield
Offensive	Att	Off	Str	Ap	Agi
Rat-at-Arms	1	3	3	0	4

Options	Champion • Musician • Standard Bearer
Magic banners	Aquila of Ruin (Banner Enchantment)



FOOTPADS #1

Footpads x10 - Standard - Infantry - 20x20mm

135 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Scoring, Safety in Numbers, Callous	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	
Offensive	Att	Off	Str	Ap	Agi
Footpad	1	3	3	0	4

Options	Musician
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FOOTPADS #2

Footpads x10 - Standard - Infantry - 20x20mm

135 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Scoring, Safety in Numbers, Callous	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	
Offensive	Att	Off	Str	Ap	Agi
Footpad	1	3	3	0	4

Options	Musician
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PLAGUE BROTHERHOOD #1

Plague Brotherhood x20 - Standard - Infantry - 20x20mm

215 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Scoring, Fearless, Frenzy, Safety in Numbers	
Defensive	HP	Def	Res	Arm	
	1	2	4	0	
Offensive	Att	Off	Str	Ap	Agi
Plague Brother	1	3	3	0	3

Options	Musician
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GIANT RATS #1

Giant Rats x20 - Standard - Infantry - 20x20mm

150 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	5	Swiftstride, Safety in Numbers, Swift Reform	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	
Offensive	Att	Off	Str	Ap	Agi
Giant Rat	1	3	3	0	4

Fight in Extra Rank



GIANT RATS #2

Giant Rats x20 - Standard - Infantry - 20x20mm

150 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	5	Swiftstride, Safety in Numbers, Swift Reform	
Defensive	HP	Def	Res	Arm	
	1	3	3	0	
Offensive	Att	Off	Str	Ap	Agi
Giant Rat	1	3	3	0	4

Fight in Extra Rank

Special



MEAT GRINDER #1

Meat Grinder - Standard - Infantry - 40x40mm

140 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Not a Leader, War Platform, Safety in Numbers, Callous, Tag-Along, Insignificant, One with the Swarm, Brood's Courage	
Defensive	HP	Def	Res	Arm	
	2	3	3	3	
Offensive	Att	Off	Str	Ap	Agi
MeatGrinder	2	3	3	0	4

Heavy Armour

Meat Grinder

Tunnel Gunners



DREAMMILL #1

Dreadmill - Large - Construct - 50x100mm

350 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	8"	7	Fearless, Swiftstride, Safety in Numbers	
Defensive	HP	Def	Res	Arm	
	5	3	5	3	
Offensive	Att	Off	Str	Ap	Agi
Dreadmill			5	2	4

Inanimate, Impact Hits (D3, D3), Electric Discharge, Grind Attacks (D3, D3)

DREAMMILL #2
Dreadmill - Large - Construct - 50x100mm

350 POINTS



Global	Adv	Mar	Dis	Model Rules	
	8"	8"	7	Fearless, Swiftstride, Safety in Numbers	
Defensive	HP	Def	Res	Arm	
	5	3	5	3	
Offensive	Att	Off	Str	Ap	Agi
Dreadmill			5	2	4

PLAGUE CATAPULT #1
Plague Catapult - Large - Construct - 75mm round

210 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	5"	5	, War FearlessMachine	
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+)

LIGHTNING CANNON #1
Lightning Cannon - Large - Construct - 75mm round

230 POINTS



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

Move or Fire, Lightning Cannon (4+, 4+)

Built and Bred

ABOMINATION #1
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	
Offensive	Att	Off	Str	Ap	Agi
Abomination	3D6	3	6	3	4

Magics

Racial Trait Spell

Casting	Range	Type	Duration
<i>The Awakened Swarm</i>			

	<i> Casting </i>	<i> Range </i>	<i> Type </i>	<i> Duration </i>
<i> Mf </i>	7+ [10+]	[12"] [24"]	Hex, Damage, Direct	Instant

The target suffers 2D6 hits with Strength 4, Armour Penetration 2, and Magical Attacks.



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>
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

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

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.

Crown of Autocracy: The model's range of Commanding Presence (if available) is increased by 3", up to a maximum of 18". If the model does not have Commanding Presence, it gains Commanding Presence whose range is always set to 3".

Dusk Forged: The bearer may choose to reroll its failed Armour Saves while using this Shield. If it does, it automatically fails all Special Saves.

Magical Heirloom: The bearer gains the Hereditary Spell during Spell Selection, always knows it in addition to its other spells, cannot select it during Spell Selection, and cannot replace or otherwise lose it.

Potion of Swiftess: One use only. May be activated at the start of any Round of Combat. Until the end of the Player Turn, the bearer gains +3 Agility.

Sceptre of Vermin Valour: The bearer gains Stand Behind.

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

Magic banners

Aquila of Ruin: If the bearer's unit consists entirely of Infantry models, the maximum of its Rank Bonus is increased by +2, which cannot be increased by any other means (this means the unit can add upto +5 for Full Ranks to its Combat Score).

Model Rules

Aegis:

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.

Electric Discharge: Special Attack.

Model parts with this Special Attack can use it as 1. a Shooting Attack, and as 2. a Special Attack when Engaged in Combat.

- As a Shooting Attack: Choose a target using the normal rules for Shooting Attacks. The Shooting Attack has Range 18", Shots 3, Reload!, Accurate, Quick to Fire, and Aim (4+).

- As a Special Attack in Close Combat: The Melee Attack is made at the model part's Initiative Step. Choose a single enemy in base contact and roll three D6 (these rolls are not considered to-hit rolls). For each roll of 3+ the target suffers a hit from the Electric Discharge.

Hits from Electric Discharge are resolved with Strength 5, Armour Penetration 10, Multiple Wounds (D3), Lightning Attacks, and Magical Attacks.

Before using the Electric Discharge, the Dreadmill may be supercharged. If supercharged, the attacks from the Electric Discharge are set to Strength 6 and their Range is set to 12" for the duration of the phase. After the Ele

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.

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.

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

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.

Impact Hits: At Initiative Step 10, a charging model part with Impact Hits must choose an enemy unit that is in base contact with the attacking model's Front Facing.

This unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the attacking model part's 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). In

multipart models, only model parts that also have Harnessed or Inanimate can use their Impact Hits. When several models in the same unit have Impact Hits, and when X

is a random number (e.g. Impact Hits (D6)), roll for the number of hits separately for each model part.

Inanimate: Inanimate - Melee

Model parts with Inanimate cannot make Close Combat Attacks and cannot use Shooting Weapons. Shooting Weapons carried by model parts with Inanimate can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate).

Insignificant:

Light Armour: Armor +1

Lightning Cannon: Range 48", Shots 1, Str 7, AP 10, Accurate, Magical Attacks, Lightning Attacks, [Multiple Wounds (D3+1, Clipped Wings)].

Before rolling to hit, the Lightning Cannon may be supercharged.

If supercharged, the weapon's Strength is set to 10 and its Range is set to 18" for the duration of the phase.

After the shot has been resolved, roll a D6.

On a roll of '1' or '2', the Lightning Cannon cannot be supercharged again this game.

Lightning Reflexes:

Magical Attacks: The attack doesn't have any special effects. However, it interacts with other rules, such as Otherworldly. Model parts with Magical Attacks apply it also to their Special Attacks (such as Stomp Attacks, Impact Hits and Breath Attack).

Meat Grinder: Melee Weapon.

When using this weapon, the wielder gains Impact Hits (2D6) and Grind Attacks (2D6). These Impact Hits and Grind Attacks are resolved with Strength 4 and Armour Penetration 2.

Mechanical Limbs: Special Attack.

A Rakachit Machinist may use a single of the following attacks once per Player Turn. If used as a Shooting Attack, the attack may be used in addition to using a Shooting Weapon, provided both Shooting Attacks target the same unit.

Lightning Coil: Shooting Attack. Range 18", Shots D6, Str 2, AP 3. This attack hits automatically.

Naphtha Thrower: Breath Attack (Str 3, AP 0, Flaming Attacks). This Breath Attack is not limited to being used only once per game.

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.

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.

One with the Swarm: Universal Rule.

The model can only join units of Rats-at-Arms, and loses Insignificant while joined to such units.

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 (4×4) Artillery Weapon

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

Poison Attacks: If the attack successfully hits with a natural to-hit roll of '6', it automatically wounds with no to-wound roll needed. Shooting Attacks using the Hopeless Shot can only automatically wound if the first to-hit roll is a natural '6'. Note that the second to-hit roll must still be successful in order to hit the target. If the attack can be turned into more than one hit (e.g. a hit with Area Attack, Battle Focus, or Penetrating), only a single hit, chosen by the attacker, automatically wounds. All other hits must roll to wound as normal.

Professional Courtesy: Universal Rule.

Sicarra Assassins cannot join (or be deployed in) units that contain another Sicarra Assassin. Sicarra Assassins may perform Make Way moves even when they are in base contact with an enemy model.

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 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.

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.

Sling: Shooting Weapon.

Range 18", Shots 1, Str 3, AP 0, Quick to Fire.

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.

Swift Reform: During the Movement Phase, a unit containing one or more models with Swift Reform may execute a Swift Reform instead of a Reform. The unit makes a Reform with the following exceptions:

- The unit is not prohibited from shooting in the next Shooting Phase (but will still suffer the to-hit modifier for moving and shooting).
- The unit can perform an Advance Move after the Reform. For the purpose of no model being able to end its movement with its centre farther away than its Advance Rate from its starting position, measure this distance after the Reform.
- No model can end its movement (after an Advance Move) with its centre farther away than its March Rate from its starting position before the Reform.

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.

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.

Tail Weapon: Close Combat.

When attacking with Paired Weapons, the model part gains +1 Attack Value.

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.

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 Characters 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.

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 profil with your phone.

Tyrant #1



Chief #1



Magister #1



Rakachit Machinist #1



Rakachit Machinist #2



Sicarra Assassin #1



Rats-at-Arms #1



Footpads #1



Footpads #2



Plague Brotherhood #1



Giant Rats #1



Giant Rats #2



Meat Grinder #1



Dreadmill #1



Dreadmill #2



Plague Catapult #1



Lightning Cannon #1



Abomination #1

