



VERMIN SWARM

VS ALPHA2B - 4 488 POINTS



1115 pts (25.00 %)	1183 pts (26.00 %)	1065 pts (24.00 %)	1125 pts (25.00 %)	0 pts (0.00 %)
Characters	Core	Special	Tunnel	Bread and Games
(40 Max)	(25 Least)	(0 NoLimit)	(30 Max)	(20 Max)

Characters

VERMIN SENATOR GG

Vermin Senator - Standard - Infantry - 20x20mm

225 POINTS

Global	Adv	Mar	Dis				Model Rules
	5"	10"	7				, The Die is Callous, Valorous DiscretionCast
Defensive	HP	Def	Res	Arm			
	3	3	3	0	Light Armour		
Offensive	Att	Off	Str	Ap	Agi		
Vermin Senator	2	3	3	0	4	Pistol, Hand Weapon	

Options	General
Magic items	Crown of Autocracy • Orator's Toga

SWARM PRIEST, ADEPT OF WITCHCRAFT

Swarm Priest - Standard - Infantry - 20x20mm

280 POINTS

Global	Adv	Mar	Dis				Model Rules
	5"	10"	5				Wizard Apprentice, Callous, Valorous Discretion
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	Holy Triumvirate • Wizard Adept • Caelysian Pantheon • Witchcraft
Magic items	Crown of Hubris

SWARM PRIEST, ADEPT OF THAUMATURGY

Swarm Priest - Standard - Infantry - 20x20mm

245 POINTS

Global	Adv	Mar	Dis				Model Rules
	5"	10"	5				Wizard Apprentice, Callous, Valorous Discretion
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	Holy Triumvirate • Wizard Adept • Caelysian Pantheon • Thaumaturgy
Magic items	Obsidian Rock



SWARM PRIEST, ADEPT OF WITCHCRAFT

Swarm Priest - Standard - Infantry - 20x20mm

220 POINTS



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

Options	Holy Triumvirate • Wizard Adept • Caelysian Pantheon • Witchcraft
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DUSKBLADE ASSASSIN

Duskblade Assassin - Standard - Infantry - 20x20mm

145 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Not a Leader, Callous, Valorous Discretion, Dark Doorways, Disdain for Plebs, Sic Semper Tyrannis	
Defensive	HP	Def	Res	Arm	
	2	5	3	0	Distracting
Offensive	Att	Off	Str	Ap	Agi
Duskblade Assassin	2	5	4	3	8

Divine Attacks (Character), Multiple Wounds (2, against Character), Throwing Weapons, Paired Weapons, Hand Weapon

Core



BLACKFUR VETERANS

Blackfur Veterans x50 - Standard - Infantry - 20x20mm

585 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

Cohort Coordination, Halberd

Options	Champion • Musician • Standard Bearer
Magic banners	Rending Banner (Banner Enchantment)



VERMIN LEGIONARIES

Vermin Legionaries x58 - Standard - Infantry - 20x20mm

433 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

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

Options	Champion • Musician • Standard Bearer • Shield and Spear
Magic banners	Aether Icon (Banner Enchantment)



	VERMIN VELITES Vermin Velites x15 - Standard - Infantry - 20x20mm	165 POINTS	
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<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	Musician • Sling (4+)
Special	



	BLACKFUR PRAETORIANS Blackfur Veterans x50 - Standard - Infantry - 20x20mm	545 POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	6	Scoring, Callous, Life is Cheap, Avrasi Formations

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	2	0	Heavy Armour , Shield

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>	
Blackfur Veteran	1	4	3	0	5	Cohort Coordination , Halberd



Options	Bloodfur Praetorians • Champion • Musician • Standard Bearer
Magic banners	Aether Icon (Banner Enchantment)

	GIANT RATS Giant Rats x30 - Standard - Beast - 20x20mm	160 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 Giant Rats x30 - Standard - Beast - 20x20mm	160 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


Giant Rats x15 - Standard - Beast - 20x20mm

100 POINTS



<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

Giant Rats x15 - Standard - Beast - 20x20mm

100 POINTS



<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



EXPERIMENTAL WEAPON TEAMS - JEZAIL

Experimental Weapon Teams x6 - Standard - Infantry - 20x20mm


275 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	Light Troops, Callous, Life is Cheap, Heavy Weapon	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	2	2	0	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Exp. Weapon Team	2	2	3	0	4

Quick to Fire


Options	Jezaill (4+) and Shield
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EXPERIMENTAL WEAPON TEAMS - CANISTER LAUNCHER

Experimental Weapon Teams x4 - Standard - Infantry - 20x20mm


245 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	Light Troops, Callous, Life is Cheap, Heavy Weapon	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	2	2	0	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Exp. Weapon Team	2	2	3	0	4

Quick to Fire


Options	Canister Launcher (4+)
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EXPERIMENTAL WEAPON TEAMS - CANISTER LAUNCHER


Experimental Weapon Teams x3 - *Standard - Infantry - 20x20mm*

185 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	5	Light Troops, Callous, Life is Cheap, Heavy Weapon	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	2	2	0	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Exp. Weapon Team	2	2	3	0	4 Quick to Fire

Options	Canister Launcher (4+)
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VERMIN ARTILLERY - MAUSS CANNON

Vermin Artillery - *Large - Construct - 75mm round*

210 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	5"	5	War Machine, Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	1	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	3	3	3	0	4 Move or Fire


Options	Rakachit Mauss Cannon (4+)
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VERMIN ARTILLERY - MAUSS CANNON

Vermin Artillery - *Large - Construct - 75mm round*

210 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	5"	5	War Machine, Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	1	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Crew	3	3	3	0	4 Move or Fire

Options	Rakachit Mauss Cannon (4+)
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<i>H The Awakened Swarm</i>				
<i>Mf</i>	<5+> {8+}	12"	Ground	Instant
The range of this spell can be measured from the Caster or from any friendly Tunnel Marker on the board. Summon a unit of 3 Rat Swarms (profile below), with its Centre on the targeted point. {The Summoned unit may perform a 6" Magical Move.}				



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].



Witchcraft

		Casting	Range	Type	Duration	Effect
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. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
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].
2	Deceptive Glamour	4+ [6+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.
4	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.
5	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	The target gains Random Movement (2D6 [3D6])
6	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee {and Shooting} Attacks against the target must reroll failed to-wound rolls.
4	The Wheel Turns	8+ [10+]	24"	Hex	Last one Turn	Melee Attacks made by {and distributed towards} R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by {and allocated against} R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.

Magic items

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".

Crown of Hubris: Immediately after Siphon the Veil, i.e. after converting Veil Tokens into Magic Dice, the bearer may choose to inflict D6 hits against its unit that wound automatically with no saves of any kind allowed. These hits are considered Special Attacks. If so, the owner gains additional Veil Tokens equal to half the number of lost Health Points, rounding fractions up.

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

Orator's Toga: The bearer gains Stand Behind and cannot issue Duels.

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.

Rending Banner: One use only. May be activated at the start of a Round of Combat. Close Combat Attacks from R&F models in the bearer's unit gain +1 Armour Penetration until the bearer's unit is no longer Engaged in Combat. A model can only be affected by a single Rending Banner at the same time.

Model Rules

Avrasi Formations: Universal Rule.

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.

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:

- The enemy unit is Engaged only with friendly models that are of Standard Height and/or Infantry.
- 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. Each hit from attacks without Area Attack must then be randomised to determine which unit is hit by rolling a D6 for each hit. On a roll of 4+, unless specifically stated otherwise, the intended target is hit; otherwise, the friendly unit Engaged with the intended target is hit. If there is more than one friendly unit, randomise which one is hit.
- In case of Area Attacks, the initial hit is not randomised. Determine the number of hits caused by the Area Attack based on the attack's initial target. Then randomise each hit as specified above.

Cohort Coordination: The model gains two instances of Fight in Extra Rank while its unit is Steadfast and does not suffer from Disrupted Ranks. Check if the conditions are met and apply the effects at the start of each Initiative Step.

Dark Doorways: Universal Rule.

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 and that the model can join, 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 inside the unit 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

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: Universal Rule.

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.

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

Heavy Armour: +2 Armor

Heavy Weapon: Attack Attribute – Shooting.

The model may not use its Shooting Weapon if the model performed a March Move in this Player Turn

Insignificant:

Life is Cheap: Each Health Point loss of models with Life is Cheap is only counted as half a Health Point loss for the purpose of Combat Score, 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.

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.

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.

Pistol: Range 12" Shots 1 Strength 4 Armour Penetration 2 QuicktoFire

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: Universal Rule.

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.

The Die is Cast: Universal Rule.

The model gains +1 Discipline, up to a maximum of 8, while within 12" of one or more enemy models.

Throwing Weapons: Range 8", Shots 2, FO Same as user, AP Same as user, Accurate, Quick to Fire

Valorous Discretion: Single model units of Standard Height with Valorous Discretion treat all enemy units as units with Terror.

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 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.

Vermin Senator GG



Experimental Weapon Teams - Jezail



Swarm Priest, Adept of Witchcraft



Experimental Weapon Teams - Canister Launcher



Swarm Priest, Adept of Thaumaturgy



Experimental Weapon Teams - Canister
Launcher



Vermin Artillery - Mauss Cannon



Swarm Priest, Adept of Witchcraft



Dusklade Assassin



Vermin Artillery - Mauss Cannon



Blackfur Veterans



Vermin Legionaries



Vermin Velites



Blackfur Praetorians



Giant Rats



Giant Rats



Giant Rats



Giant Rats

