



# VERMIN SWARM

## NEW WORLD ORDER OF RATCHARACTERS - 3 435 POINTS




1210 pts (35.00 %) 890 pts (26.00 %) 350 pts (10.00 %) 985 pts (29.00 %)

**Characters**      **Core**      **Special**      **Tunnel**      **Built and Bred**


(40 Max)      (25 Least)      (0 NoLimit)      (30 Max)      (30 Max)

### Characters




**PATRIARKKA KAKS**  
Plague Patriarch - Standard - Infantry - 20x20mm

**230 POINTS**




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
<b>Battle Focus</b> , Hatred, Hand Weapon					

<b>Options</b>	Occultism • Wizard Adept • General
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**BUFFING WARLORD**  
Chief - Standard - Infantry - 20x20mm

**270 POINTS**




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

<b>Options</b>	Battle Standard Bearer • Heavy Armour (Seal of House Underminer)
<b>Magic items</b>	Crown of the Wizard King • Seal of House Underminer (Heavy Armour)
<b>Magic banners</b>	Banner of the Endless Swarm (Battle Standard Bearer)




**WELHOMESTARI**  
Magister - Large - Construct - 60x100mm

**710 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
<b>Hand Weapon</b>					



**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	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	C	5	C+2	Aegis (4+)
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
VH Bodyguard	4	4	5	2	4 Battle Focus, Harnessed

<b>Options</b>	Wizard Master • Doom Bell • Witchcraft
<b>Core</b>	



	<b>BIQ CHUNK</b> Slaves x30 - Standard - Infantry - 20x20mm	<b>145</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	2	Safety in Numbers, Insignificant, Disposable	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	2	3	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Slave	1	2	3	0	4



	<b>SPEARRS</b> Rats-at-Arms x42 - Standard - Infantry - 20x20mm	<b>335</b> 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, Safety in Numbers	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0 Light Armour, Shield	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Rat-at-Arms	1	3	3	0	4

<b>Options</b>	Spear • Standard Bearer
<b>Magic banners</b>	Aquila of Ruin (Banner Enchantment)

	<b>RUTTOMUNKIT</b> Plague Brotherhood x20 - Standard - Infantry - 20x20mm	<b>205</b> 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, 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 Weapons, Hatred

	<b>RUTTOMUNKIT 2</b> Plague Brotherhood x20 - Standard - Infantry - 20x20mm	<b>205</b> 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, 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>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
<b>Plague Brother</b>	1	3	3	0	3	<b>Battle Focus</b>	<b>, Paired , Hatred Weapons</b>

## Special



	<b>NINJA SKWAD</b> Gutter Blades x10 - Standard - Infantry - 20x20mm	<b>210</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	6"	12"	7	<b>Vanguard, Light Troops, Skirmisher, Safety in Numbers, Callous</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	4	3	0	<b>Hard Target (1, 1)</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
<b>Gutter Blade</b>	1	4	3	0	5	<b>Poison Attacks</b>	<b>, Paired Weapons</b>

<b>Options</b>	Throwing Weapons (4+)
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	<b>LIHAMYLLY</b> Meat Grinder - Standard - Infantry - 40x40mm	<b>140</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	5	<b>Not a Leader, War Platform, Safety in Numbers, Callous, Tag-Along, Insignificant , One with the Swarm , Brood's Courage</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	3	3	3	<b>Heavy Armour</b>

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
<b>MeatGrinder</b>	2	3	3	0	4	<b>Meat Grinder</b>	



## Tunnel Gunners

	<b>DOOMWHEEL</b> Dreadmill - Large - Construct - 50x100mm	<b>350</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	8"	8"	7	<b>Fearless, Swiftstride, Safety in Numbers</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	5	3	5	3	

<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>		
<b>Dreadmill</b>			5	2	4	<b>Inanimate, Impact Hits (D3, D3), Electric Discharge, Grind Attacks (D3, D3)</b>	

	<b>NAPHA FLAMERS</b> Weapon Team - Standard - Infantry - 25x50mm	<b>135</b> POINTS	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>
	5"	10"	5	<b>Safety in Numbers, Callous, Tag-Along, Insignificant, Brood's Courage, Scorched Fur</b>

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	

<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	2	3	3	0	<b>Heavy Armour</b>
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Weapon Team</b>	2	3	3	0	4

### NAPHTHA FLAMERS 2

Weapon Team - Standard - Infantry - 25x50mm

## 135 POINTS




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

<b>Options</b>	Naphtha Launcher (4+)
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### NAPHTHA FLAMERS 3

Weapon Team - Standard - Infantry - 25x50mm

## 135 POINTS



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

<b>Options</b>	Naphtha Launcher (4+)
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### SALAMITYKKI

Lightning Cannon - Large - Construct - 75mm round

## 230 POINTS



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

## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
	<b>The Awakened Swarm</b>			
<i>Mf</i>	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 {}.

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>2</b>	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+).
<b>3</b>	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.}
<b>6</b>	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.}
<b>1</b>	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.}
<b>4</b>	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".}
<b>5</b>	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.}



## Witchcraft

		<i>Casting</i>	<i>Range</i>	<i>Type</i>	<i>Duration</i>	<i>Effect</i>
<b>1</b>	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.
<b>3</b>	Twisted Effigy	5+ [7+]	36"	Hex	Last one Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
<b>2</b>	Deceptive Glamour	4+ [6+]	24"	Hex	Last one Turn	The target suffers -1 [-2] Offensive Skill, -1 [-2] Defensive Skill and -1 [-2] Agility.
<b>4</b>	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.
<b>5</b>	Will-o'-the-Wisp	8+ [8+]	18"	Universal	Last one Turn	The target gains Random Movement (2D6 [3D6])
<b>6</b>	Bewitching Glare	8+ [12+]	18"	Hex	Last one Turn	Melee [and Shooting] Attacks against the target must reroll failed to-wound rolls.
<b>4</b>	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 the Wizard King:** During Spell Selection, randomise a Magic Path (from all Paths in this book). The bearer is a Wizard Apprentice using the randomised Path. It cannot select the Hereditary Spell. The bearer cannot take any Special Items nor any other upgrades that are restricted to Wizards (or any types of Wizards).

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

## 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 up to +5 for Full Ranks to its Combat Score).

**Banner of the Endless Swarm:** If a unit with one or more Banners of the Endless Swarm has more Full Ranks than each of the enemy units Engaged in the same Combat, it gains **Fight in Extra Rank**. If the unit has more than twice the number of Full Ranks than each of the enemy units Engaged in the same Combat, it gains an additional instance of Fight in Extra Rank. Check how many Full Ranks the units have and apply 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.

**Disposable:** Universal Rule.

If the unit Breaks from Combat, it is immediately removed as a casualty.

When checking if an enemy unit is Steadfast, your Slave units count as having 0 Full Ranks, unless the Slave unit is Engaged in the enemy unit's Flank or Rear Facing.

When shooting into a combat where the only Engaged friendly models are Slaves:

- The Shooting Attack gains +2 to hit.
- When randomising to see which unit is hit, the intended target is hit on 4+ (instead of 3+).

**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.

**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

**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.

**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

**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.

**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.

**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.

**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.

**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.

**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.

**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.

**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.

**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.

**Vanguard:** After Deployment (including units with Scout), models with Vanguard may perform a 12" move. The move is performed as an Advance Move in the Movement Phase, including any actions and restrictions the unit would normally have (such as Wheeling, Reforming, joining units, leaving units and so on). The 12" distance is used instead of the unit's Advance Rate and March Rate. This move cannot be used to move within 12" of enemy units. This is decreased to 6" for enemy units which have either Scouted or Vanguarded. Units that have moved in this way may not Declare Charges in the first Player Turn (if their side has the first turn). If both players have units with Vanguard, alternate moving units one at a time, starting with the player that finished deploying last. Instead of moving a unit, a player may declare to not move any more Vanguarding units.

**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 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.

Patriarkka kaks



Buffing warlord



Welhomestari



Big chunk



Spears



Ruttomunkit



Ruttomunkit 2





Ninja Skwad



Lihamyly



Doomwheel



Naptha flammers



Naptha flammers 2



Naptha flammers 3



Salamitykki