



VERMIN SWARM

METZEL-MÖRDER - 4 475 POINTS



1130 pts (25.00 %) 1320 pts (29.00 %) 795 pts (18.00 %) 990 pts (22.00 %) 405 pts (9.00 %)

Characters **Core** **Special** **Tunnel Gunners** **Bread and Games**

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

Tunnel Gunners



EXPERIMENTELLE WAFFENGRUPPE #1
Experimental Weapon Teams **x3** - Standard - Infantry - 25x50mm

125 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	Jezail (4+) and Shield
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EXPERIMENTELLE WAFFENGRUPPE #2
Experimental Weapon Teams **x3** - Standard - Infantry - 25x50mm

185 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	Rotary Gun (4+)
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EXPERIMENTELLE WAFFENGRUPPE #3
Experimental Weapon Teams **x3** - Standard - Infantry - 25x50mm

185 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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IGNIFER-GRENADIERE #1
Ignifier Grenadiers **x8** - Standard - Infantry - 20x20mm

145 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	6	Light Troops, Skirmisher, Callous, Life is Cheap, Deepfire Grenades	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0	Flammable, Hard Target, Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Ignifier Grenadier	1	4	3	0	4



SCHWARMARTILLERIE #1
Vermin Artillery - Large - Construct - 75mm round

185 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

Skorchit Ordnance (4+)

Special



SCHWARZFELLVETERANEN #1
Blackfur Veterans x30 - Standard - Infantry - 20x20mm

320 POINTS



<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
Fight in Extra Rank, Cohort Coordination, Halberd					

Options

Champion • Musician • Standard Bearer with Eagle Standard • Bloodfur Praetorians



SCHATTENFELLJÄGER #1
Shadowfur Stalkers x10 - Standard - Infantry - 20x20mm

130 POINTS



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

Options

Pistol (4+)



FETTHIS-KÖLÖSSE #1
Fetthis Brutes x6 - Large - Infantry - 40x40mm

265 POINTS




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
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<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	5	Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	3	5	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Fetthis Brute	3	2	4	2	4

Fight in Extra Rank, Paired Weapons


Options	Champion
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BOHRERTEAM DER LEGION #1

Legionary Drill Team - Standard - Infantry - 40x40mm


80 POINTS



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

Grind Attacks


Characters



METZEL-MÖRDER

Bloodfur Legate - Large - Infantry - 40x40mm

355 POINTS



<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




MOUNT PRAETORIAN BRUTE

<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	C		
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	C	5	C+1	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Praetorian Brute	4	3	5	2	4

Harnessed


Options	Pistol (3+) • Paired Weapons • Praetorian Brute • General • Rod of Battle • Essence of Mithril • King Slayer • Swarm Master
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SCHWAMPRIESTER #1

Swarm Priest - Standard - Infantry - 20x20mm

115 POINTS



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

Hand Weapon



DAMMERKLINGENASSASSINE #1
Duskblade Assassin - Standard - Infantry - 20x20mm

125 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Fearless, Not a Leader, Callous, 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, Multiple Wounds, Throwing Weapons, Hand Weapon, Paired Weapons



HAUSPRAFEKT #1
House Prefect - Standard - Infantry - 20x20mm

190 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Callous		
Defensive	HP	Def	Res	Arm		
	2	2	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
House Prefect	2	2	3	0	4	Hand Weapon

Options	Rakachit Technocrat • Rotary Gun (3+) • Storm Rocket
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BLUTFELL LEGAT #2
Bloodfur Legate - Standard - Infantry - 20x20mm

230 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 • Halberd • Rending Banner x1
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HAUSPRAFEKT #2
House Prefect - Standard - Infantry - 20x20mm

115 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Callous		
Defensive	HP	Def	Res	Arm		
	2	2	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
House Prefect	2	2	3	0	4	Hand Weapon

Options	Stygian Overseer • Pistol (3+)
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SCHRECKENSRAD-STREITWAGEN #1

Dreadmill Chariots - Large - Construct - 50x100mm

110 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	5"	6	Fearless, Light Troops, Swiftstride, Callous, Unstable Engines	
Defensive	HP	Def	Res	Arm	
	3	2	4	3	Flammable
Offensive	Att	Off	Str	Ap	Agi
Dreadmill Driver	1	2	3	0	4
Chassis			5	2	4
Grind Attacks, Impact Hits, Inanimate					



ARENABESTIE #1

Arena Beast - Gigantic - Beast - 50x100mm

295 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	12"	6	Fearless, Callous	
Defensive	HP	Def	Res	Arm	
	6	3	5	2	Fortitude
Offensive	Att	Off	Str	Ap	Agi
Arena Beast	2D3+1	3	7	3	3
Pitmaster	2	3	4	1	4
Halberd					

Core



SCHWARMLEGIONARE #1

Vermin Legionaries x25 - Standard - Infantry - 20x20mm

220 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 • Musician • Standard Bearer with Eagle Standard • Shield



SCHWARMLEGIONARE #2



Vermin Legionaries x25 - Standard - Infantry - 20x20mm

220 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 • Musician • Standard Bearer with Eagle Standard • Shield
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	SCHWARMLEGIONARE #2 Vermin Legionaries x25 - Standard - Infantry - 20x20mm	220 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 Legionary	1	3	3	0	4 Cohort Coordination

Options	Champion • Musician • Standard Bearer with Eagle Standard • Shield and Spear
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	SCHWARM-VELITES #1 Vermin Velites x20 - Standard - Infantry - 20x20mm	175 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	Bow (4+)
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	SCHWARM-VELITES #2 Vermin Velites x20 - Standard - Infantry - 20x20mm	155 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	Sling (4+)
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	SCHWARMSKLAVERN #1 Vermin Slaves x35 - 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"	3	Insignificant, Callous, Life is Cheap	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	1	2	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Vermin Slave	1	1	3	0	4

Options	Without Number
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SCHWARMSKLAVERN #1

Vermin Slaves x35 - Standard - Infantry - 20x20mm

165 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

Options	Without Number
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Magics

Racial Trait Spell

	Casting	Range	Type	Duration
H The Awakened Swarm				
Mf	(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>				

Magic items

Essence of Mithril: The wearer's Armour is set to 5 and can never be improved beyond this.

King Slayer: The wielder gains +X Attack Value while using this weapon, and attacks made with this weapon gain +X Strength, +X Armour Penetration, and Magical Attacks, where X is equal to the number of enemy Characters in base contact with the wielder's unit. This bonus is calculated at the Initiative Step when the attacks are made.

Rod of Battle: The bearer can cast a Bound Spell, Power Level (4/8):
Type: Augment. Range 18". Duration: One Turn.
The target gains +1 to hit with its Close Combat Attacks.

Swarm Master: While using this weapon, the wielder gains **Grind Attacks (X)**, where X is the number of Full Ranks in the wielder's unit, up to a maximum of 10. These Grind Attacks are resolved with Strength 3, Armour Penetration 1, and **Magical Attacks**.

Storm Rocket: One use only. When this Artefact is used, it is a Shooting Weapon with Aim (2+) and the following profile: Range 24" and Shots 1, Str 5, AP 2, **Area Attack (3x3)**, **Magical Attacks**, **Mishap (To-hit roll)**.

Magic banners

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: 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.

Deepfire Grenades: Shooting Weapon.

Range 8", Shots 2, Str 6, AP 2, Accurate, Flaming Attacks, Quick to Fire, Volley Fire. When shooting at an enemy unit Engaged in Combat, hits are distributed onto a randomly chosen friendly unit Engaged with the original target on a roll of 5+ instead of 4+.

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:

Flammable:

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

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:

Harnessed: Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with at least one model part with Harnessed is considered to be mounted.

Heavy Armour: +2 Armor

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:

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.

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.

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.

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.

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

Unstable Engines: Units consisting entirely of models with Unstable Engines: • Gain +D6" to their Charge Range rolls in the Charge Phase. Also add this D6 to the Failed Charge distance. • Immediately after choosing to perform a March Move, gain +D6" March Rate. The effects last until the end of the phase. Immediately before a model is removed as a casualty from the unit, the model inflicts D6 hits with Strength 4, Armour Penetration 0 and Flaming Attacks on all other units within 6" of the model's unit. Roll once for the number of hits inflicted on each unit. These hits are considered Special Attacks.

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 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

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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 profile

with your phone.

Metzel-Mörder



Schwarmpriester #1



Dämmerklingenassassine #1



Schwarmlegionäre #1



Schwarmlegionäre #2



Schwarmlegionäre #2



Schwarm-Velites #1



Schwarm-Velites #2



Schwarzfellveteranen #1



Schwarmsklaven #1



Schwarmsklaven #1



Hauspräfekt #1



Blutfell Legat #2



Experimentelle Waffengruppe #1



Experimentelle Waffengruppe #2



Experimentelle Waffengruppe #3



Schreckensrad-Streitwagen #1



Ignifer-Grenadiere #1



Schwarmartillerie #1



Arenabestie #1



Schattenfjälljäger #1



Fetthis-Kolosse #1



Bohrerenteam der Legion #1



Hauspräfekt #2

