



VERMIN SWARM

STABILIZE THE UNSTABILITY - 4 515 POINTS



1420 pts (32.00 %) 1259 pts (28.00 %) 553 pts (12.00 %) 1283 pts (29.00 %) 0 pts (0.00 %)

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

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

Tunnel Gunners



RATATUI BRUDER

Experimental Weapon Teams x6 - Standard - Infantry - 25x50mm

362 POINTS



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

Options	Rotary Gun (4+)
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RATATATA DIE FEUERWERKSBRUDER SIND DA

Experimental Weapon Teams x4 - Standard - Infantry - 25x50mm

244 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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SCHILD-SCHWESTERN UND JEZAIL-BRUDER

Experimental Weapon Teams x6 - Standard - Infantry - 25x50mm

242 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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UPS EINE FLAMBIERTE RATTE

Vermin Artillery - Large - Construct - 75mm round

185 POINTS



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

Options	Skorchit Ordnance (4+)
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DOOMSPARK DEVICE #1


Doomspark Device - Large - Construct - 50x100mm

250 POINTS



Global	Adv	Mar	Dis	Model Rules	
	6"	10"	6	Swiftstride, Callous	
Defensive	HP	Def	Res	Arm	
	4	2	5	3	
Offensive	Att	Off	Str	Ap	Agi
Rakachit Engineer(3)	1	2	3	0	4
Chassis				4	Grind Attacks, Inanimate, Chain Lightning, Darkstone Generator


Special



FURSTEHER BARRYS


Blackfur Veterans x41 - Standard - Infantry - 20x20mm

463 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	
Offensive	Att	Off	Str	Ap	Agi
Blackfur Veteran	1	4	3	0	5


Options	Champion • Musician • Standard Bearer with Eagle Standard • Bloodfur Praetorians
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GIANT RATS #1


Giant Rats x10 - Standard - Beast - 20x20mm

90 POINTS



Global	Adv	Mar	Dis	Model Rules	
	7"	14"	5	Insignificant, Callous, Life is Cheap	
Defensive	HP	Def	Res	Arm	
	1	2	2	0	
Offensive	Att	Off	Str	Ap	Agi
Giant Rat	1	2	3	1	5


Characters



CASAR JR.

Ruinous Dictator - Gigantic - Infantry - 20x20mm

490 POINTS



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

Options	I am the Senate • Avatar of Acratos • General
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DRILLING WILLY

Swarm Priest - Standard - Infantry - 20x20mm

235 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


Options	Wizard Adept • Thaumaturgy • Light Armour • Holy Triumvirate • Caelysian Pantheon
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DRILLING LILLY


Swarm Priest - Standard - Infantry - 20x20mm

140 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


Options	Thaumaturgy • Light Armour • Holy Triumvirate • Caelysian Pantheon
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DRILLING BILLY


Swarm Priest - Standard - Infantry - 20x20mm

235 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


Options	Wizard Adept • Occultism • Light Armour • Holy Triumvirate • Caelysian Pantheon
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BLOODFUR LEGATE #1

Bloodfur Legate - Standard - Infantry - 20x20mm



320 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>	



<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	3	4	4	0	Heavy Armour
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Bloodfur Legate	4	5	4	1	6 Hand Weapon

Options	Shield • Potion of Swiftiness • Secrets of the Doom Blade
Core	

	ZAHNSTOCHER TARRYS Vermin Legionaries x25 - Standard - Infantry - 20x20mm	245 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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	ZAHNSTOCHER LARRYS Vermin Legionaries x46 - Standard - Infantry - 20x20mm	442 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 • Rending Banner
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	ZAHNSTOCHER GARRYS Vermin Legionaries x46 - Standard - Infantry - 20x20mm	442 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 • Rending Banner
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	WISCH-MÖB Vermin Slaves x30 - Standard - Infantry - 20x20mm	130 POINTS	
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<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>	
	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	Musician
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Magics

Racial Trait Spell

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



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 would 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>
2	Hand of Glory	6+ [8+]	Caster [12"]	[Augment], Focused	Last one Turn	The target <<, all models in its unit when the spell is cast, and Raised models in the unit>> gain Aegis (6+) and Aegis (+1, max 3+). {This spell may only target Characters, Champions, and single model units.}
3	The Rot Within	6+	24"	Hex	Permanent	The target suffers -1 Offensive Skill and -1 Defensive Skill. {The Caster gains +1 Offensive Skill and +1 Defensive Skill.}
1	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".}
4	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.}
5	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.}
6	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.}



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	
2	Smite the Unbeliever	6+ [9+]	24"	Hex	Last one Turn	Immediately after successfully casting this spell, roll a D6. [Choose which effect to apply when casting the spell.] - If 1-3 is rolled, the target suffers -1 Resilience. - If 4-6 is rolled, the target suffers -1 Strength and -1 Armour Penetration.
3	Speaking in Tongues	7+	18"	Universal	Last one Turn	If this spell targets a friendly unit, the target may reroll failed Discipline Tests. If this spell targets an enemy unit, the target can never reroll failed Discipline Tests.
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.]
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.
5	Wrath of God	12+	96"	Ground	Permanent	Place a counter on the target point. At the end of each subsequent Magic Phase roll a D6; if 1-3 is rolled, add another counter on the same point. If 4-6 is rolled, each unit within (2D6+X)", where X is equal to the number of counters, suffers 2D6 hits with Strength 5, Armour Penetration 2, and Magical Attacks. If a unit fails a Panic Test forced by the spell, it flees directly away from the marked point. The spell then ends, remove all counters.
6	Trial of Faith	7+ [10+]	12" [18"]	Hex, Missile, Damage, Focused, Direct	Instant	The Caster rolls D3+1 and the target rolls D3. If the Caster's roll is higher, the target suffers a number of hits equal to the difference between their respective rolls. These hits wound automatically with Armour Penetration 10 and Magical Attacks.

Magic items

Potion of Swiftmess: 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.

Secrets of the Doom Blade: While using this weapon, the wielder gains +1 Attack Value. Attacks made with this weapon gain **Multiple Wounds (D6)** and become **Divine Attacks** and **Magical Attacks**. Their Strength is **set** to 10 and their Armour Penetration is **set** to 3. At the end of each friendly Movement Phase, if the wielder is not Engaged in Combat, it suffers 1 hit with **Toxic Attacks**.

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

Aegis:

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

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.

Chain Lightning: The model's Grind Attacks are resolved with Strength D6+1 and Armour Penetration 3.

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.

Darkstone Generator: Shooting Weapon.

Range 12", Shots D6+1, Strength D6+1, Armour Penetration 3, March and Shoot, Mishap (Roll for number of Shots), Reload!

The attacks hit automatically.

Trial and Terror: The weapon instead targets and automatically hits all units within 6" (including units not inside the Front Arc/Line of Sight, and units Engaged in Combat) except the shooting unit itself (remember that models that are Engaged in Combat cannot perform Shooting Attacks). Roll once for the number of shots and apply this value to all targeted units, then roll for the Strength of the hits for each targeted unit individually.

These shots are not randomized using the rules for Callous.

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.

Fearless: If more than half of a unit's models are Fearless, the unit automatically passes Panic Tests and Decimated Tests and cannot declare a Flee Charge Reaction (unless already Fleeing). Models that are Fearless are also immune to the effects of Fear.

Fight in Extra Rank:

Grind Attacks: A model part with Grind Attacks resolves these attacks at its own Agility. It must choose an enemy unit in base contact with it. The chosen enemy unit suffers a number of hits equal to the value stated in brackets (X). These hits are resolved with the model part's own Strength and Armour Penetration.

If a model has both Grind Attacks and Impact Hits

, it may only use one of these rules in the same Round of Combat

(its controlling player may choose which). When several model parts in the same unit have Grind Attacks and when X is a random number (e.g. Grind Attacks (2D3)), roll for the number of hits separately for each model part.

Halberd: Attacks made with a Halberd gain +1 Strength and +1 Armour Penetration. A model using this weapon cannot simultaneously use a Shield against Melee Attacks.

Hand Weapon: All models come equipped with a Hand Weapon as their default equipment. If a model has any Close Combat Weapon other than a Hand Weapon, it cannot choose to use the Hand Weapon (unless specifically stated). Hand Weapons wielded by models on foot can be used alongside a Shield, then giving Parry

Heavy Armour: +2 Armor

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.

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.

Stubborn: A unit with at least one model with Stubborn ignores any Combat Score penalties to its Discipline when taking Break Tests or Combat Reform Discipline Tests.

Supernal:

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.

Unlimited Power!: The model must be the General. While within range of the model's Commanding Presence, other friendly units gain **Fearless**. In addition, while Steadfast and not suffering from Disrupted Ranks, the units also gain **Unstable**.

War 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 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 profile with your phone.

Cäsar Jr.



Drilling Willy



Drilling Lilly



Drilling Billy



Zahnstocher Tarrys



Zahnstocher Larrys



Zahnstocher Garrys



Ratatui Brüder



Ratatata die Feuerwerksbrüder sind da



Schild-Schwestern und Jezail-Brüder



Wisch-Mob



Bloodfur Legate #1



Ups eine flambierte Ratte



Doomspark Device #1



Türsteher Barrys



Giant Rats #1

