



0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 400 pts (100.00 %) 0 pts (0.00 %)

**Rare**      **Heroes**      **Core**      **Special**      **Lords**      **Mount**

(25 Max)      (50 Max)      (25 Least)      (50 Max)      (50 Max)      (0 NoLimit)

Lords

**VERMIN DAEMON #1**

Vermin Daemon - Standard - Infantry - 20x20

**400 POINTS**

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vermin Daemon	8	8	4	6	6	5	9	5	8	Monster
<b>Model Rules</b>	Armour Piercing (6) • Innate Defense (5+) • Otherworldly • Daemonic Instability • Swiftstride									
<b>Magic</b>	Level 1 Wizard Apprentice . Generates spells from the Path of Ruin, Disease or Shadows.									

Magics

Model Rules

- 3 Dark Shards:
- Armour Piercing (6):
- Daemonic Instability:
- Heavy Armour:
- Innate Defense (5+):
- Lightning Reflexes:
- Otherworldly:
- Pathmaster:
- Plague-Ridden:
- Regeneration (4+):
- Swiftstride:

Qr codes of your army

Your 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 Daemon #1

