



# VERMIN SWARM

## 1600 ARMY 2 - 4 948 POINTS




340 pts (7.00 %) 554 pts (11.00 %) 3979 pts (80.00 %) 75 pts (2.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

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

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

### Heroes




**APPRENTICE MAGISTER #1**  
Apprentice Magister - Standard - Infantry - 20x20

**115 POINTS**




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Apprentice Magister	5	3	3	3	3	2	4	1	5	Infantry
<b>Model Rules</b>	Safety in Numbers • Honourless									

<b>Options</b>	Skull Splitter • Scabbing Potion (Heroe) - Cannot be taken by Large Targets
<b>Magic</b>	Level 1 Wizard Apprentice . Generates spells from the Path of Ruin or Shadows.




**CHIEF - BSB**  
Chief - BSB - Standard - Infantry - 20x20

**128 POINTS**




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chief	5	5	4	4	4	2	6	3	6	Infantry
<b>Model Rules</b>	Safety in Numbers • Honourless • Callous • Light Armour									

<b>Options</b>	May take a Heavy Armour • May take a Shield • Ratlock Pistol • Banner of Discipline • Gem of Fortune
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**RAKACHIT MACHINIST #1**  
Rakachit Machinist - Standard - Infantry - 20x20

**116 POINTS**




Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rakachit Engineer	5	4	4	4	4	2	5	2	6	Infantry
<b>Model Rules</b>	Callous • Aether Turbine • Magical Attacks • Channel • Safety in Numbers • Honourless • Light Armour									

<b>Options</b>	May take a Heavy Armour • Ratlock Pistol • Talisman of Shielding x1 • Dispel Scroll
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**SICARRA ASSASSIN #1**  
Sicarra Assassin - Standard - Infantry - 20x20

**195 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sicarra Assassin	6	6	5	4	4	2	8	3	7	Infantry
<b>Model Rules</b>	Master of Assassins • Professional Courtesy • Poisoned Attacks • Ward Save (4+) • Lightning Reflexes • Not A Leader • Hidden • Safety in Numbers • Honourless • Callous • Throwing Weapon • Paired Weapons									

<b>Options</b>	Lethal Strike • Multiple Wounds (D3) • May take a Tail Weapon • Mithril Mail - models on foot only (Heroes) • Lucky Charm x1 • Charm of Cursed Iron
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### Core



**FOOTPADS #1**  
Footpads **x20** - Standard - Infantry - 20x20

**800 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Footpads	6	3	3	3	3	1	4	1	6	Infantry
<b>Model Rules</b>	Safety in Numbers • Callous • Sling									

<b>Options</b>	May take Paired Weapons • Musician • Standard Bearer
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**RATS-AT-ARMS #1**  
Rats-at-Arms **x20** - Standard - Infantry - 20x20

**1 640 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rats-at-Arms	5	3	3	3	3	1	4	1	5	Infantry
<b>Model Rules</b>	Safety in Numbers • Light Armour • Shield									

<b>Options</b>	May take Spears • Musician • Standard Bearer
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**VERMIN GUARD #1**  
Vermin Guard **x40** - Standard - Infantry - 20x20

**1 539 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vermin Guard	5	4	3	3	3	1	5	1	5	Infantry
<b>Model Rules</b>	Safety in Numbers • Halberd • Heavy Armour • Shield									

<b>Options</b>	Musician • Standard Bearer • Rending Banner
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**Special**



**GRENADIERS #1**  
Grenadiers **x8** - Standard - Infantry - 20x20

**75 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Grenadiers	5	3	4	3	3	1	4	1	5	Infantry
<b>Model Rules</b>	Calculating • Skirmishers • Resistant • Safety in Numbers • Callous • Gas Globes • Heavy Armour									

**Rare**

Rare

**DREAMMILL #1**  
Dreadmill - Standard - Infantry - 20x20

**140 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chariot	-	-	-	6	6	5	4	-	-	Chariot
Rakachit Technician (1)	-	3	3	3	-	-	4	1	7	
Mill Rats	*	3	-	3	-	-	4	*	-	
<b>Model Rules</b>	Volatile • Random Movement (3D6) • Impact Hits (+1) • Large Target • Immune to Psychology • Grinding attacks (D3) • Safety in Numbers • Electric Discharge • Innate Defence (4+)									
<b>Model Rules (Mill Rats)</b>	Random Attacks (2D6)									

Rare

**THUNDER HULKS #1**  
Thunder Hulks x3 - Standard - Infantry - 20x20

**200 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Thunder Hulks	6	3	3	5	4	4	4	3	6	Monstrous Infantry
<b>Model Rules</b>	Thunder Hulks • Immune to Psychology • Safety in Numbers • Callous • Rotary Gun • Naphtha Thrower • Globe Launcher • Meat Grinder • Plate Armour									

### Magics

#### Magic items

Scabbing Potion (Heroe) - Cannot be taken by Large Targets:

Skull Splitter:

Gem of Fortune:

Dispel Scroll:

Talisman of Shielding:

Charm of Cursed Iron:

Lucky Charm:

Mithril Mail - models on foot only (Heroes):

#### Magic banners

Banner of Discipline:

Rending Banner:

#### Model Rules

Aether Turbine:

Calculating:

Callous:

Channel:

Electric Discharge:

Gas Globes:

Globe Launcher:

Grinding attacks (D3):

Halberd:

Heavy Armour:

Hidden:

Honourless:

Immune to Psychology:

Impact Hits (+1):

Innate Defence (4+):

Large Target:

Light Armour:

Lightning Reflexes:

Magical Attacks:

Master of Assassins:

Meat Grinder:

Naphtha Thrower:

Not A Leader:

Paired Weapons:

Plate Armour:

Poisoned Attacks:

Professional Courtesy:

Random Attacks (2D6):

Random Movement (3D6):

Resistant:

Rotary Gun:

Safety in Numbers:

Shield:

Skirmishers:

Sling:

Throwing Weapon:

Thunder Hulks:

Volatile:

Ward Save (4+):

### 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.

Apprentice Magister #1	Chief - BSB #1	Dreadmill #1	Footpads #1	Grenadiers #1	Rakachit Machinist #1	Rats-at-Arms #1	Sicarra Assassin #1	Thunder Hulks #1	Vermin Guard #1
