



VERMIN SWARM

LIST THE VERMIN SWARM - T T - 7 093 POINTS



600 pts (8.00 %) 655 pts (9.00 %) 4778 pts (67.00 %) 825 pts (12.00 %) 235 pts (3.00 %) 150 pts (2.00 %)

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

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

Lords



MAGISTER #1

Magister - Standard - Infantry - 20x20

235 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Magister	5	3	3	3	4	3	5	1	6	Infantry
Model Rules	Safety in Numbers • Honourless									

Options	Level 4 (Wizard Master) • Dispel Scroll
Magic	Wizard Level 3 Master . Generates spells from the Path of Ruin or Shadows

Heroes



CHIEF - BSB

Chief - BSB - Standard - Infantry - 20x20

169 POINTS



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

Options	Halberd • The Lightning Rod • Armour of Destiny
----------------	---



PLAQUE PROPHET #1

Plague Prophet - Standard - Infantry - 20x20

260 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Plague Prophet	5	5	3	4	5	2	5	3	6	Infantry
Chariot	5	-	-	6	5	5	3	-	-	Chariot
Crew (4)	-	3	3	3	-	-	3	1	5	
Model Rules	Frenzy • Hatred • Resistant • Safety in Numbers • Honourless									
Model Rules (Chariot)	Resistant • Grinding Attacks (D6 +2) • Impact Hits (+2) • State of Trance (Plague Brotherhood) • Fear • Large Target • Frenzy • Stubborn • Ward Save (4+) • Hatred • War Platform • Mount's Protection (5+) • Paired Weapons									
Model Rules (Chariot)	Resistant • Grinding Attacks (D6 +2) • Impact Hits (+2) • State of Trance (Plague Brotherhood) • Fear • Large Target • Frenzy • Stubborn • Ward Save (4+) • Hatred • War Platform • Mount's Protection (5+) • Paired Weapons									

Options	Mount : Plague Pendulum • Fleshrender • Glittering Cuirass
----------------	--



RAKACHIT MACHINIST #1

Rakachit Machinist - Standard - Infantry - 20x20

71 POINTS



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

Options	Ratlock Pistol
----------------	----------------



SICARRA ASSASSIN #1
Sicarra Assassin - Standard - Infantry - 20x20

155 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sicarra Assassin	6	6	5	4	4	2	8	3	7	Infantry
Model Rules	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									

Options	Multiple Wounds (D3) • May take a Tail Weapon • Potion of Strength
----------------	--

Core



PLAQUE BROTHERHOOD #1
Plague Brotherhood x40 - Standard - Infantry - 20x20

1 373 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Plague Brotherhood	5	3	3	3	4	1	3	1	5	Infantry
Champion	5	4	4	3	4	1	3	2	5	
Model Rules	Frenzy • Hatred • Resistant • Safety in Numbers • Paired Weapons									

Options	Champion • Musician • Standard Bearer
----------------	---------------------------------------



RATS-AT-ARMS #1
Rats-at-Arms x30 - Standard - Infantry - 20x20

1 705 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
Champion	5	4	4	3	3	1	4	2	5	
Model Rules	Safety in Numbers • Light Armour • Shield									

Options	Champion • Musician • Standard Bearer • Banner of Discipline
----------------	--



SLAVES #1
Slaves x40 - Standard - Infantry - 20x20

850 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Slaves	5	2	2	3	3	1	4	1	2	Infantry
Model Rules	Disposable • Insignificant • Safety in Numbers									

Options	Musician
----------------	----------



SLAVES #2
Slaves x40 - Standard - Infantry - 20x20

850 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Slaves	5	2	2	3	3	1	4	1	2	Infantry
Model Rules	Disposable • Insignificant • Safety in Numbers									

Options	Musician
----------------	----------

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
Model Rules	Calculating • Skirmishers • Resistant • Safety in Numbers • Callous • Gas Globes • Heavy Armour									



GUTTER BLADES #2
Gutter Blades x5 - Standard - Infantry - 20x20

310 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gutter Blades	6	4	4	3	3	1	5	1	7	Infantry
Model Rules	Vanguard • Skirmishers • Safety in Numbers • Callous • Throwing Weapons • Paired Weapons									

Options	Poisoned Attacks • Scout and Ambush • Tail Weapons
----------------	--



GUTTER BLADES #1
Gutter Blades x5 - Standard - Infantry - 20x20

310 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gutter Blades	6	4	4	3	3	1	5	1	7	Infantry
Model Rules	Vanguard • Skirmishers • Safety in Numbers • Callous • Throwing Weapons • Paired Weapons									

Options	Poisoned Attacks • Scout and Ambush • Tail Weapons
----------------	--



WEAPON TEAM #1
Weapon Team - Standard - Infantry - 20x20

65 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Weapon Team	5	3	3	3	3	2	4	2	5	Infantry
Model Rules	Tag-Along • Insignificant • Safety in Numbers • Callous • Heavy Armour									

Options	Meat Grinder
----------------	--------------



WEAPON TEAM #2
Weapon Team - Standard - Infantry - 20x20

65 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Weapon Team	5	3	3	3	3	2	4	2	5	Infantry
Model Rules	Tag-Along • Insignificant • Safety in Numbers • Callous • Heavy Armour									

Options	Rotary Gun
----------------	------------

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	*	-	
Model Rules	Volatile • Random Movement (3D6) • Impact Hits (+1) • Large Target • Immune to Psychology • Grinding attacks (D3) • Safety in Numbers • Electric Discharge • Innate Defence (4+)									
Model Rules (Mill Rats)	Random Attacks (2D6)									

Rare

DREAMMILL #2

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	*	-	
Model Rules	Volatile • Random Movement (3D6) • Impact Hits (+1) • Large Target • Immune to Psychology • Grinding attacks (D3) • Safety in Numbers • Electric Discharge • Innate Defence (4+)									
Model Rules (Mill Rats)	Random Attacks (2D6)									

Rare

LIGHTNING CANNON #1

Lightning Cannon - Standard - Infantry - 20x20

85 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cannon	-	-	-	-	7	3	-	-	-	War Machine
Crew (3)	5	3	3	3	3	-	4	1	5	
Model Rules	Safety in Numbers • Volatile • Lightning Cannon									

Rare

LIGHTNING CANNON #2

Lightning Cannon - Standard - Infantry - 20x20

85 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Cannon	-	-	-	-	7	3	-	-	-	War Machine
Crew (3)	5	3	3	3	3	-	4	1	5	
Model Rules	Safety in Numbers • Volatile • Lightning Cannon									

Rare

THUNDER HULKS #1

Thunder Hulks x2 - Standard - Infantry - 20x20

150 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
Model Rules	Thunder Hulks • Immune to Psychology • Safety in Numbers • Callous • Rotary Gun • Naphtha Thrower • Globe Launcher • Meat Grinder • Plate Armour									

Magics

Magic items

Armour of Destiny:

Dispel Scroll:

Fleshrender:

Glittering Cuirass:

Potion of Strength:

Magic banners

The Lightning Rod:

Banner of Discipline:

Model Rules

Aether Turbine:

Calculating:

Callous:

Channel:

Disposable:

Electric Discharge:

Frenzy:

Gas Globes:

Globe Launcher:

Grinding attacks (D3):

Hatred:

Heavy Armour:

Hidden:

Honourless:

Immune to Psychology:

Impact Hits (+1):

Innate Defence (4+):

Insignificant:

Large Target:

Light Armour:

Lightning Cannon:

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:

Tag-Along:

Throwing Weapon:

Throwing Weapons:

Thunder Hulks:

Vanguard:

Volatile:

Ward Save (4+):

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.

Chief - BSB	Dreadmil #1	Dreadmil #2	Grenadier #1	Gutter Blades #2	Gutter Blades #1	Lightning Cannon #1	Lightning Cannon #2	Magister #1	Plague Brotherhood #1	Plague Prophet #1	Rakachit Machinist #1	Rats-at-Arms #1	Sicarra Assassin #1	Slaves #1	Slaves #2	Thunder Hulks #1	Weapon Team #1	Weapon Team #2