



# VERMIN SWARM

## RATS - 1 939 POINTS



140 pts (7.00 %) 116 pts (6.00 %) 1478 pts (76.00 %) 205 pts (11.00 %) 0 pts (0.00 %) 0 pts (0.00 %)

**Rare** (25 Max)    **Heroes** (50 Max)    **Core** (25 Least)    **Special** (50 Max)    **Lords** (50 Max)    **Mount** (0 NoLimit)

### Heroes



**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									

**Options** May take a Heavy Armour • Ratlock Pistol • Hardened Shield • Crown of Scorn

### Core



**VERMIN GUARD #1**  
Vermin Guard x33 - Standard - Infantry - 20x20

**1 478 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									

**Options** Musician • Standard Bearer • Stalker's Standard

### Special



**JEZAILS #1**  
Jezails x5 - Standard - Infantry - 20x20

**100 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Jezails	5	3	3	3	3	2	4	2	5	Infantry
<b>Model Rules</b>	Safety in Numbers • Callous • Pavise • Jezail									



**RAT SWARM #1**  
Rat Swarm x2 - Standard - Infantry - 20x20

**40 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rat Swarm	6	3	-	2	2	5	4	5	10	Swarm
<b>Model Rules</b>	Tiny • Insignificant • Swiftstride • Safety in Numbers									



## 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
<b>Model Rules</b>	Tag-Along • Insignificant • Safety in Numbers • Callous • Heavy Armour									

<b>Options</b>	Rotary Gun
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**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)									

### Magics

#### Magic items

**Crown of Scorn:**

**Hardened Shield:**

#### Magic banners

**Stalker's Standard:**

#### Model Rules

**Aether Turbine:**

**Callous:**

**Channel:**

**Electric Discharge:**

**Grinding attacks (D3):**

**Halberd:**

**Heavy Armour:**

**Honourless:**

**Immune to Psychology:**

**Impact Hits (+1):**

**Innate Defence (4+):**

**Insignificant:**

**Jezail:**

**Large Target:**

**Light Armour:**

**Magical Attacks:**

**Pavise:**

**Random Attacks (2D6):**

**Random Movement (3D6):**

**Safety in Numbers:**

**Shield:**

**Swiftstride:**

**Tag-Along:**

**Tiny:**

**Volatile:**

### 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.

Dreadmill #1	Jezails #1	Rakachit Machinist #1	Rat Swarm #1	Vermin Guard #1	Weapon Team #1
					