



# VERMIN SWARM

## LIST THE VERMIN SWARM (v2021.2 ALPHA 4) #1 - 4 470 POINTS




1235 pts (27.00 %) 1140 pts (25.00 %) 545 pts (12.00 %) 950 pts (21.00 %) 600 pts (13.00 %)

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

(40 Max)      (25 Least)      (0 NoLimit)      (30 Max)      (20 Max)


### Characters



### SWARM PRIEST #1

Swarm Priest - Standard - Infantry - 20x20

## 495 POINTS




Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Wizard Apprentice, Callous, Valorous Discretion	
Defensive	HP	Def	Res	Arm	
	2	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Swarm Priest	1	2	3	0	4
<b>Hand Weapon</b>					

### MOUNT SACRED PLATFORM

Global	Adv	Mar	Dis	Model Rules	
	5"	10"	C	War Platform	
Defensive	HP	Def	Res	Arm	
	7	1	5	2	Aegis
Offensive	Att	Off	Str	Ap	Agi
Acolyte(8)	1	2	3	0	3
Chassis			5	2	Impact Hits, Harnessed


**Options** | Holy Triumvirate • Sacred Platform • Wizard Adept • Caelysian Pantheon • Thaumaturgy • Obsidian Rock • Whispering Bell • Great Weapon



### SWARM PRIEST #2

Swarm Priest - Standard - Infantry - 20x20

## 280 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Wizard Apprentice, Callous, Valorous Discretion	
Defensive	HP	Def	Res	Arm	
	2	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Swarm Priest	1	2	3	0	4
<b>Hand Weapon</b>					

**Options** | Holy Triumvirate • Wizard Adept • Caelysian Pantheon • Witchcraft • Crown of Hubris



### SWARM PRIEST #3

Swarm Priest - Standard - Infantry - 20x20

## 220 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Wizard Apprentice, Callous, Valorous Discretion	
Defensive	HP	Def	Res	Arm	
	2	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Swarm Priest	1	2	3	0	4
<b>Hand Weapon</b>					

**Options** | Holy Triumvirate • Wizard Adept • Caelysian Pantheon • Thaumaturgy



**VERMIN SENATOR #1**  
Vermin Senator - Standard - Infantry - 20x20

240 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	7	Callous, Valorous Discretion, The Die is Cast		
Defensive	HP	Def	Res	Arm		
	3	3	3	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Vermin Senator	2	3	3	0	4	Pistol, Hand Weapon

<b>Options</b>	General • Crown of Autocracy • Binding Scroll x1
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**Core**



**VERMIN LEGIONARIES #1**  
Vermin Legionaries x55 - Standard - Infantry - 20x20

445 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Scoring, Callous, Life is Cheap		
Defensive	HP	Def	Res	Arm		
	1	2	2	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Vermin Legionary	1	3	3	0	4	Cohort Coordination

<b>Options</b>	Champion • Musician • Standard Bearer • Shield and Spear • Stalker's Standard
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**VERMIN LEGIONARIES #2**  
Vermin Legionaries x55 - Standard - Infantry - 20x20

440 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Scoring, Callous, Life is Cheap		
Defensive	HP	Def	Res	Arm		
	1	2	2	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Vermin Legionary	1	3	3	0	4	Cohort Coordination

<b>Options</b>	Champion • Musician • Standard Bearer • Shield and Spear • Flaming Standard
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**VERMIN LEGIONARIES #3**  
Vermin Legionaries x25 - Standard - Infantry - 20x20

255 POINTS



Global	Adv	Mar	Dis	Model Rules		
	5"	10"	5	Scoring, Callous, Life is Cheap		
Defensive	HP	Def	Res	Arm		
	1	2	2	0	Light Armour	
Offensive	Att	Off	Str	Ap	Agi	
Vermin Legionary	1	3	3	0	4	Cohort Coordination

<b>Options</b>	Champion • Musician • Standard Bearer • Shield and Spear • Banner of Discipline
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**Special**



**PLAQUE DISCIPLES #1**  
Plague Disciples x40 - Standard - Infantry - 20x20

455 POINTS



Global	Adv	Mar	Dis	Model Rules	
	5"	10"	5	Scoring, Bodyguard, Callous, Life is Cheap, Fear no Evil	
Defensive	HP	Def	Res	Arm	
	1	2	3	0	
Offensive	Att	Off	Str	Ap	Agi
Plague Disciple	2	2	3	0	3

<b>Options</b>	Champion • Musician • Standard Bearer • Great Weapon • Legion Standard
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**GIANT RATS #1**  
Giant Rats x10 - Standard - Beast - 20x20

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

**Tunnel Gunners**



**VERMIN ARTILLERY #1**  
Vermin Artillery - Large - Construct - 75

210 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

<b>Options</b>	Rakachit Mauss Cannon (4+)
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**VERMIN ARTILLERY #2**  
Vermin Artillery - Large - Construct - 75

210 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

<b>Options</b>	Rakachit Mauss Cannon (4+)
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**VERMIN ARTILLERY #3**  
Vermin Artillery - Large - Construct - 75

190 POINTS



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	5"	5	War Machine, Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	1	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Crew</b>	3	3	3	0	4 <b>Move or Fire</b>

<b>Options</b>	Skorchit Ordnance (4+)
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**VERMIN ARTILLERY #4**  
Vermin Artillery - Large - Construct - 75

**190 POINTS**




<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	5"	5	War Machine, Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	4	1	4	0	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Crew</b>	3	3	3	0	4 <b>Move or Fire</b>

<b>Options</b>	Skorchit Ordnance (4+)
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**IGNIFIER GRENADIERS #1**  
Ignifier Grenadiers x8 - Standard - Infantry - 20x20

**150 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	5"	10"	6	Light Troops, Skirmisher, Callous, Life is Cheap	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	1	3	3	0 <b>Hard Target, Flammable, Heavy Armour</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Ignifier Grenadier</b>	1	4	3	0	4 <b>Deeptire Grenades</b>

## Bread and Games



**ARENA BEAST #1**  
Arena Beast - Gigantic - Beast - 50x100

**300 POINTS**



<i>Global</i>	<i>Adv</i>	<i>Mar</i>	<i>Dis</i>	<i>Model Rules</i>	
	6"	12"	6	Fearless, Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	3	5	2 <b>Fortitude</b>	
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
<b>Arena Beast</b>	2D3+1	3	7	3	3 <b>Harnessed</b>
<b>Pitmaster</b>	2	3	4	1	4 <b>Halberd</b>

<b>Options</b>	Underworld Beast
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**ARENA BEAST #2**  
Arena Beast - Gigantic - Beast - 50x100

**300 POINTS**



<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>	
	6"	12"	6	Fearless, Callous	
<i>Defensive</i>	<i>HP</i>	<i>Def</i>	<i>Res</i>	<i>Arm</i>	
	6	3	5	2	Fortitude
<i>Offensive</i>	<i>Att</i>	<i>Off</i>	<i>Str</i>	<i>Ap</i>	<i>Agi</i>
Arena Beast	2D3+1	3	7	3	3
					Harnessed
Pitmaster	2	3	4	1	4
					Halberd

Options	Underworld Beast
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## Magics

Racial Trait Spell

	Casting	Range	Type	Duration
<b>H The Awakened Swarm</b>				
<i>Mf</i>	<5+> {8+}	12"	Translation missing: en.magic_spell.type_target.Ground	Instant
The range of this spell can be measured from the Caster or from any friendly Tunnel Marker on the board. Summon a unit of 3 Rat Swarms (profile below), with its Centre on the targeted point. {The Summoned unit may perform a 6" Magical Move.}				



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
<b>5</b>	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.
<b>4</b>	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.]
<b>6</b>	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.
<b>2</b>	Smite the Unbeliever	6+ [9+]	24"	Hex	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.
<b>1</b>	Hand of Heaven	5+ [8+]	24"	Hex Missile Damage	One Turn	The target suffers D6 [D6+1] hits with Strength D6 [D6+1], Armour Penetration 2 [3], and Magical Attacks.
<b>3</b>	Speaking in Tongues	7+ [7+]	18"	Hex	One Turn	Units with at least one model affected by the spell cannot benefit from Commanding Presence [Rally around the Flag].



Witchcraft

		Casting	Range	Type	Duration	Effect
<b>3</b>	Twisted Effigy	5+ [7+]	36"	Hex	One Turn	The target cannot use Shooting Attacks [and suffers a -2 modifier to its casting rolls].
<b>4</b>	The Wheel Turns	8+ [10+]	24"	Hex	One Turn	Melee Attacks made by [and distributed towards] R&F models in the target unit are set to wound on a 4+, and Close Combat Attacks made by [and allocated against] R&F models in the target unit additionally are set to hit on a 4+, regardless of Offensive Skill, Defensive Skill, Strength, and Resilience. Apply this effect before other to-hit and to-wound modifiers.
<b>5</b>	Will-o'-the-Wisp	8+ [8+]	18"	Universal	One Turn	The target gains Random Movement (2D6 [3D6])

		Casting	Range	Type	Duration	Effect
6	Bewitching Glare	8+ [12+]	18"	Hex	One Turn	Melee <b>[and Shooting]</b> Attacks against the target must reroll failed to-wound rolls.
1	Raven's Wing	7+ [9+]	18"	Augment	Instant	The target may perform a <b>8" [12"]</b> Magical Move and gains Fly and Light Troops until the end of the Player Turn. Nominate a single model part affected by the spell. This model part may perform a Sweeping Attack during the move (possibly in addition to other Sweeping Attacks). This Sweeping Attack causes D6 hits with Strength 4, Armour Penetration 1, and Magical Attacks.
A	Evil Eye		24"	Universal	One Turn	If this spell targets a friendly unit, the target gains +1 Advance Rate and +2 March Rate. If this spell targets an enemy unit, the target suffers -1 Advance Rate and -2 March Rate, to a minimum of 3 and 6 respectively. A unit cannot be affected by this spell more than twice in the same Magic Phase.
2	Deceptive Glamour	4+ [6+]	24"	Hex	One Turn	The target suffers <b>-1 [-2]</b> Offensive Skill, <b>-1 [-2]</b> Defensive Skill and <b>-1 [-2]</b> Agility.

## Magic items

**Obsidian Rock:** The bearer gains Magic Resistance (2).

**Crown of Hubris:** Immediately after Siphon the Veil, i.e. after converting Veil Tokens into Magic Dice, the bearer may choose to inflict D6 hits against its unit that wound automatically with no saves of any kind allowed. These hits are considered Special Attacks. If so, the owner gains additional Veil Tokens equal to half the number of lost Health Points, rounding fractions up.

**Binding Scroll:** One use only. May be activated after Siphon the Veil (at the end of step 3 of the Magic Phase Sequence).

When activated, pick an enemy model and select one of its Attribute, Bound, or Learned Spells. The selected model cannot cast the chosen instance of the spell during this Magic Phase. Only a single Binding Scroll may be activated during the same phase.

**Crown of Autocracy:** The model's range of Commanding Presence (if available) is increased by 3", up to a maximum of 18". If the model does not have Commanding Presence, it gains Commanding Presence whose range is always set to 3".

## Magic banners

**Stalker's Standard:** The bearer's unit gains Strider.

**Flaming Standard:** One use only. May be activated at the start of a Round of Combat or before shooting with the bearer's unit.

The bearer's unit gains Flaming Attacks. If activated when Engaged in Combat, the effect lasts until the bearer's unit is no longer Engaged in Combat. If activated before shooting with the bearer's unit, the effect lasts until the end of the phase.

**Banner of Discipline:** The bearer's unit may reroll failed Panic Tests. If the Battle Standard Bearer or the General is part of the bearer's unit, it automatically passes Panic Tests instead.

**Legion Standard:** A unit with one Legion Standard increases the maximum of its Rank Bonus by +1 (normally this means the unit can add up to 4 Full Ranks to its Combat Score). A unit with two or more Legion Standards increases the maximum of its Rank Bonus by +2 instead.

## Model Rules

**Bodyguard:** When a Character is joined to a unit in which at least one model has Bodyguard, that Character gains Stubborn. When Characters or Character types are stated in brackets, Bodyguard only works for the specified Characters or Character types.

**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:

- The enemy unit is Engaged only with friendly models that are of Standard Height and/or Infantry.
- 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. Each hit from attacks without Area Attack must then be randomised to determine which unit is hit by rolling a D6 for each hit. On a roll of 4+, unless specifically stated otherwise, the intended target is hit; otherwise, the friendly unit Engaged with the intended target is hit. If there is more than one friendly unit, randomise which one is hit.
- In case of Area Attacks, the initial hit is not randomised. Determine the number of hits caused by the Area Attack based on the attack's initial target. Then randomise each hit as specified above.

**Cohort Coordination:** The model gains two instances of Fight in Extra Rank while its unit is Steadfast and does not suffer from Disrupted Ranks. Check if the conditions are met and apply the effects at the start of each Initiative Step.

**Cult of Errahman:** Whenever a Close Combat Attack allocated towards a model with Cult of Errahman rolls a natural '1' to hit, the model part inflicts 1 hit with Toxic Attacks against the attacking model's unit in the same Initiative Step, before any casualties are removed.  
R&F models with Cult of Errahman cannot be joined by models without Cult of Errahman.

**Deepfire Grenades:** Shooting Weapon.

Range 8", Shots 2, Str 6, AP 2, Accurate, Flaming Attacks, Quick to Fire, Volley Fire.

**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.

**Fear no Evil:** Universal Rule.

While the model's unit is Steadfast and does not suffer from Disrupted Ranks, it gains Unbreakable. In addition, while in the same unit as a Swarm Priest, the model gains Fearless.

**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.

**Flammable:**

**Fortitude:** Fortitude is a Special Save. Fortitude Saves cannot be taken against attacks with Lethal Strike that rolled a natural 6+ to wound, or against attacks with Flaming Attacks

**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

**Hard Target:**

**Harnessed:** Model parts with Harnessed cannot make Supporting Attacks and cannot use Weapons. Shooting Weapons carried by model parts with Harnessed can be used by other model parts of the same model (as long as they do not have Harnessed or Inanimate). A model with with at least one model part with Harnessed is considered to be mounted.

**Heavy Armour:** +2 Armor

**Insignificant:**

**Life is Cheap:** Each Health Point loss of models with Life is Cheap is only counted as half a Health Point loss for the purpose of Combat Score, 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.

**Pistol:** Range 12" Shots 1 Strength 4 Armour Penetration 2 QuicktoFire

**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.

**Skirmisher:** The model can draw Lines of Sight in any direction (i.e. it is not limited by the Front Arc) from any point on its base (remember that Charge Moves are limited by a single Wheel of no more than 90°, and that Stand and Shoot Charge Reactions can only be done against enemies in the Front Arc) and can always use Shooting Attacks from any rank (they are not limited to shooting from first and second rank).

Units with at least one R&F model with Skirmisher are formed into a skirmish formation. They are not placed in base to base contact with each other. Instead, models are placed with a 12.5 mm distance between them. This gap is considered part of the unit for Cover purposes, and will have the same Size as the models in the unit. Other than this gap between models, units with Skirmisher follow the normal rules for forming units and therefore have a Front, two Flanks, a Rear, can perform Supporting Attacks, and so on. Units in skirmish formation gain Hard Target and Light Troops, never block Line of Sight, and when units in skirmish formation would contribute to Hard Cover, they contribute to Soft Cover instead.

**The Die is Cast:** Universal Rule.

The model gains +1 Discipline, up to a maximum of 8, while within 12" of one or more enemy models.

**Valorous Discretion:** Single model units of Standard Height with Valorous Discretion treat all enemy units as units with Terror.

**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 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

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.

Swarm Priest #1	Swarm Priest #2	Swarm Priest #3	Vermin Senator #1	Vermin Legionaries #1	Vermin Legionaries #2	Vermin Legionaries #3	Plague Disciples #1	Giant Rats #1	Vermin Artillery #1	Vermin Artillery #2	Vermin Artillery #3	Vermin Artillery #4	Arena Beast #1	Arena Beast #2	Ignifier Grenadiers #1
