



VERMIN SWARM

LIST THE VERMIN SWARM - V1 #6 - 7 201 POINTS



545 pts (8.00 %) 834 pts (12.00 %) 5193 pts (72.00 %) 449 pts (6.00 %) 180 pts (2.00 %) 150 pts (2.00 %)

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

Lords



TYRANT #1

Tyrant - Standard - Infantry - 20x20

180 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|---|----|----|---|---|---|---|---|----|----------|
| Tyrant | 5 | 6 | 4 | 4 | 4 | 3 | 7 | 4 | 7 | Infantry |
| Model Rules | Safety in Numbers • Honourless • Callous • Light Armour | | | | | | | | | |

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| Options | The Doom Blade - Infantry only |
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Heroes



APPRENTICE MAGISTER #1

Apprentice Magister - Standard - Infantry - 20x20

125 POINTS



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

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| Options | Level 2 (Wizard Apprentice) • Dispel Scroll |
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| Magic | Level 1 Wizard Apprentice . Generates spells from the Path of Ruin or Shadows. |
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CHIEF - BSB

Chief - BSB - Standard - Infantry - 20x20

115 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 | | | | | | | | | |

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| Options | The Lightning Rod |
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PLAQUE PROPHEX #2

Plague Prophet - Standard - Infantry - 20x20

65 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|--|----|----|---|---|---|---|---|----|----------|
| Plague Prophet | 5 | 5 | 3 | 4 | 5 | 2 | 5 | 3 | 6 | Infantry |
| Model Rules | Frenzy • Hatred • Resistant • Safety in Numbers • Honourless | | | | | | | | | |

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| Options | Razor Blade |
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PLAGUE PROPHET #1
Plague Prophet - Standard - Infantry - 20x20

244 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 | | | | | | | | | |

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| Options | Halberd • Mount : Plague Pendulum • Glittering Cuirass |
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RAKACHIT MACHINIST #1
Rakachit Machinist - Standard - Infantry - 20x20

105 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 | | | | | | | | | |

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| Options | Wizard's Hood |
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SICARRA ASSASSIN #1
Sicarra Assassin - Standard - Infantry - 20x20

180 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 | | | | | | | | | |

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| Options | Multiple Wounds (D3) • May take a Tail Weapon • Mithril Mail - models on foot only (Heroes) • Potion of Strength |
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Core



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

1 413 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 | | | | | | | | | |

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|----------------|---|
| Options | Champion • Musician • Standard Bearer • May be PlagueRidden |
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RATS-AT-ARMS #1
Rats-at-Arms x20 - Standard - Infantry - 20x20

1 610 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 |
| Model Rules | Safety in Numbers • Light Armour • Shield | | | | | | | | | |

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| Options | Standard Bearer |
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SLAVES #1
Slaves **x58** - Standard - Infantry - 20x20

886 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 | | | | | | | | | |

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| Options | Musician |
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VERMIN GUARD #1
Vermin Guard **x15** - Standard - Infantry - 20x20

1 284 POINTS



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

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| Options | Standard Bearer |
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Special



GUTTER BLADES #1
Gutter Blades **x9** - Standard - Infantry - 20x20

369 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 | | | | | | | | | |

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|----------------|-------------------------------------|
| Options | Poisoned Attacks • Scout and Ambush |
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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 |
| Model Rules | Tiny • Insignificant • Swiftstride • Safety in Numbers | | | | | | | | | |



RAT SWARM #2
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 |
| Model Rules | Tiny • Insignificant • Swiftstride • Safety in Numbers | | | | | | | | | |

Rare

Rare

ABOMINATION #1
Abomination - Standard - Infantry - 20x20

235 POINTS



| Troops | M | WS | BS | S | T | W | I | A | Ld | Type |
|--------------------|--|----|----|---|---|---|---|---|----|---------|
| Abomination | * | 3 | 1 | 6 | 5 | 6 | 4 | * | 8 | Monster |
| Model Rules | Random Attacks (3D6) • Stubborn • Immune to Psychology • Regeneration (4+) • Safety in Numbers • Random Movement (3D6) | | | | | | | | | |


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| Options | May take Toxic Retaliation |
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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

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 | | | | | | | | | |

Magics

Magic items

Dispel Scroll:

Razor Blade:

Glittering Cuirass:

Wizard's Hood:

Mithril Mail - models on foot only (Heroes):

Potion of Strength:

The Doom Blade - Infantry only:

Magic banners

The Lightning Rod:

Model Rules

Aether Turbine:

Callous:

Channel:

Disposable:

Electric Discharge:

Frenzy:

Grinding attacks (D3):

Halberd:

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:

Not A Leader:

Paired Weapons:

Poisoned Attacks:

Professional Courtesy:

Random Attacks (2D6):

Random Attacks (3D6):

Random Movement (3D6):

Regeneration (4+):

Resistant:

Safety in Numbers:

Shield:

Skirmishers:

Stubborn:

Swiftstride:

Throwing Weapon:

Throwing Weapons:

Tiny:

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.

| | | | | | | | | | | | | | | | | | |
|------------------|---------------------------|-----------------|--------------------|---------------------|------------------------|------------------------|--------------------------|----------------------|----------------------|--------------------------|-----------------|-----------------|---------------------|------------------------|--------------|--------------|--------------------|
| Abominable #1 | Apprentice Magister #1 | Chief BSB #1 | Dread Blades #1 | Gutter Cannon #1 | Lightning Cannon #1 | Lightning Cannon #2 | Plague Brotherhood #1 | Plague Prophet #2 | Plague Prophet #1 | Rakachit Machinist #1 | Rat Swarm #1 | Rat Swarm #2 | Rats- at-Arms #1 | Sicarra Assassin #1 | Slaves #1 | Tyrant #1 | Vermin Guard #1 |
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