



VERMIN SWARM

BELL - 7 697 POINTS



450 pts (6.00 %) 372 pts (5.00 %) 5195 pts (67.00 %) 1230 pts (16.00 %) 450 pts (6.00 %) 200 pts (3.00 %)

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

Lords

MAGISTER #1

Magister - Standard - Infantry - 20x20mm

450 POINTS

Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Magister	5	3	3	3	4	3	5	1	6	Infantry
Chariot	5	-	-	5	5	5	-	-	-	Chariot
Vermin Hulk (1)	-	4	1	5	-	-	4	4	6	
Model Rules	Safety in Numbers • Honourless									
Model Rules (Chariot)	War Platform • State of Trance (Rats-at-Arms, Vermin Guard) • Sounding The Bell • Above the Masses • Large Target • Stubborn • Ward Save (4+) • Magic Resistance (2) • Innate Defence (5+) • Terror									
Model Rules (Chariot)	War Platform • State of Trance (Rats-at-Arms, Vermin Guard) • Sounding The Bell • Above the Masses • Large Target • Stubborn • Ward Save (4+) • Magic Resistance (2) • Innate Defence (5+) • Terror									

Options	Level 4 (Wizard Master) • Mount : Doom Bell • Book of Arcane Power (Lords)
Magic	Wizard Level 3 Master . Generates spells from the Path of Ruin or Shadows

Heroes

APPRENTICE MAGISTER #1

Apprentice Magister - Standard - Infantry - 20x20mm

100 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									

Options	Dispel Scroll
Magic	Level 1 Wizard Apprentice . Generates spells from the Path of Ruin or Shadows.

CHIEF - BSB

Chief - BSB - Standard - Infantry - 20x20mm

122 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	May take a Heavy Armour • May take a Shield • The Lightning Rod
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SICARRA ASSASSIN #1

Sicarra Assassin - Standard - Infantry - 20x20mm

150 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 | Lethal Strike • Multiple Wounds (D3) • May take a Tail Weapon • Dragonfire Gem x1

Core



RATS-AT-ARMS #2
Rats-at-Arms **x31** - Standard - Infantry - 20x20mm

1 675 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									

Options | Musician • Standard Bearer



RATS-AT-ARMS #1
Rats-at-Arms **x45** - Standard - Infantry - 20x20mm

1 780 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 **x50** - Standard - Infantry - 20x20mm

870 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 **x50** - Standard - Infantry - 20x20mm

870 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



GUTTER BLADES #1
Gutter Blades **x7** - Standard - Infantry - 20x20mm

337 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



GUTTER BLADES #2
Gutter Blades x7 - Standard - Infantry - 20x20mm

337 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
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RAT SWARM #1
Rat Swarm x2 - Standard - Infantry - 20x20mm

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									

Options	
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RAT SWARM #2
Rat Swarm x2 - Standard - Infantry - 20x20mm

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									

Options	
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VERMIN HULKS #1
Vermin Hulks x6 - Standard - Infantry - 20x20mm

411 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vermin Hulks	6	3	1	5	4	3	4	3	6	Monstrous Infantry
Model Rules	Immune to Psychology • Safety in Numbers									

Options	Swiftstride • Thunderous Charge
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WEAPON TEAM #1
Weapon Team - Standard - Infantry - 20x20mm

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
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Rare

Rare

DREAMMILL #1

Dreadmill - Standard - Infantry - 20x20mm

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 - 20x20mm

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 - 20x20mm

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 - 20x20mm

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:

Book of Arcane Power (Lords):

Dragonfire Gem:

Magic banners

The Lightning Rod:

Banner of Discipline:

Model Rules

Callous:

Disposable:

Electric Discharge:

Frenzy:

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:

Master of Assassins:

Not A Leader:

Paired Weapons:

Poisoned Attacks:

Professional Courtesy:

Random Attacks (2D6):

Random Movement (3D6):

Resistant:

Safety in Numbers:

Shield:

Skirmishers:

Swiftstride:

Tag-Along:

Throwing Weapon:

Throwing Weapons:

Tiny:

Vanguard:

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



Dreadmill #1



Dreadmill #2



Gutter Blades #1



Gutter Blades #2



Lightning Cannon #1



Lightning Cannon #2



Magister #1



Rat Swarm #1



Rat Swarm #2



Rats-at-Arms #2



Rats-at-Arms #1



Sicarra Assassin #1



Slaves #1



Slaves #2



Vermin Hulks #1



Weapon Team #1

