



VERMIN SWARM

THE FANCY RATS - 9 210 POINTS



520 pts (6.00 %) 445 pts (5.00 %) 6880 pts (75.00 %) 1130 pts (12.00 %) 235 pts (3.00 %) 100 pts (1.00 %)

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

Lords



TYRANT #1

Tyrant - Standard - Infantry - 20x20mm

235 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Tyrant	5	6	4	4	4	3	7	4	7	Infantry
Vermin Guard Litter	5	4	-	4	4	2	5	4	5	Infantry
Model Rules	Safety in Numbers • Honourless • Callous • Light Armour									
Model Rules (Vermin Guard Litter)	Herding the Swarm • Mount's Protection (5 +)									
Model Rules (Vermin Guard Litter)	Herding the Swarm • Mount's Protection (5 +)									

Options Paired Weapons and Tail Weapon • Mount : Vermin Guard Litter • May take a Dark Shard Brew • Armour of Destiny • Armlet of Power x1

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 #1

Chief - Standard - Infantry - 20x20mm

165 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chief	5	5	4	4	4	2	6	3	6	Infantry
Vermin Hulk Bodyguard	6	4	3	5	4	4	4	4	6	Monstrous Infantry
Model Rules	Safety in Numbers • Honourless • Callous • Light Armour									
Model Rules (Vermin Hulk Bodyguard)	Mount's Protection (6+)									
Model Rules (Vermin Hulk Bodyguard)	Mount's Protection (6+)									

Options May take a Heavy Armour • Mount : Vermin Hulk Bodyguard • May take a Dark Shard Brew • Frenzy & Hatred • Stomp (2) • Hero's Sword (Heroes) - Characters only • Hardened Shield • Scabbing Potion (Heroe) - Cannot be taken by Large Targets



CHIEF - BSB


Chief - BSB - Standard - Infantry - 20x20mm

90 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 • Eye of the Storm
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RAKACHIT MACHINIST #1


Rakachit Machinist - Standard - Infantry - 20x20mm

90 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	Ring of Fire
<h2>Core</h2>	



RATS-AT-ARMS #3


Rats-at-Arms x20 - Standard - Infantry - 20x20mm

1 620 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	May take Spears
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RATS-AT-ARMS #1


Rats-at-Arms x50 - 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
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RATS-AT-ARMS #2


Rats-at-Arms x50 - 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
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SLAVES #1

Slaves x40 - Standard - Infantry - 20x20mm

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
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SLAVES #2

Slaves **x40** - Standard - Infantry - 20x20mm

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
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Special



GUTTER BLADES #1

Gutter Blades **x6** - Standard - Infantry - 20x20mm

315 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 • Tail Weapons
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VERMIN HULKS #1

Vermin Hulks **x3** - Standard - Infantry - 20x20mm

310 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
Champion	6	4	2	5	4	3	4	4	6	
Model Rules	Immune to Psychology • Safety in Numbers									

Options	Swiftstride • Champion • Frenzy & Hatred
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VERMIN HULKS #2

Vermin Hulks **x3** - Standard - Infantry - 20x20mm

310 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
Champion	6	4	2	5	4	3	4	4	6	
Model Rules	Immune to Psychology • Safety in Numbers									

Options	Swiftstride • Champion • Frenzy & Hatred
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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	Rotary Gun
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WEAPON TEAM #2
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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WEAPON TEAM #3
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

ABOMINATION #1
Abomination - Standard - Infantry - 20x20mm

210 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)									

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

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:

Hardened Shield:

Hero's Sword (Heroes) - Characters only:

Scabbing Potion (Heroe) - Cannot be taken by Large Targets:

Eye of the Storm:

Ring of Fire:

Armllet of Power:

Armour of Destiny:

Model Rules

Aether Turbine:

Callous:

Channel:

Disposable:

Electric Discharge:

Grinding attacks (D3):

Heavy Armour:

Honourless:

Immune to Psychology:

Impact Hits (+1):

Innate Defence (4+):

Insignificant:

Large Target:

Light Armour:

Lightning Cannon:

Magical Attacks:

Paired Weapons:

Random Attacks (2D6):

Random Attacks (3D6):

Random Movement (3D6):

Regeneration (4+):

Safety in Numbers:

Shield:

Skirmishers:

Stubborn:

Tag-Along:

Throwing Weapons:

Vanguard:

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.

Abomination #1



Apprentice Magister #1



Chief #1



Chief - BSB



Dreadmill #1



Gutter Blades #1



Lightning Cannon #1



Lightning Cannon #2



Rakachit Machinist #1



Rats-at-Arms #3



Rats-at-Arms #1



Rats-at-Arms #2



Slaves #1



Slaves #2



Tyrant #1



Vermin Hulks #1



Vermin Hulks #2



Weapon Team #1



Weapon Team #2



Weapon Team #3

