



VERMIN SWARM

LIST THE VERMIN SWARM - V1 #2 - 6 175 POINTS



450 pts (7.00 %) 415 pts (7.00 %) 4452 pts (72.00 %) 165 pts (3.00 %) 693 pts (11.00 %) 250 pts (4.00 %)

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

293 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Tyrant	5	6	4	4	4	3	7	4	7	Infantry
Monstrous Rat	7	4	0	5	5	4	4	5	5	Monstrous Beast
Model Rules	Safety in Numbers • Honourless • Callous • Light Armour									
Model Rules (Monstrous Rat)	Breath Weapon (Toxic Attacks) • Fear • Large Target • Immune to Psychology • Regeneration (4+)									
Model Rules (Monstrous Rat)	Breath Weapon (Toxic Attacks) • Fear • Large Target • Immune to Psychology • Regeneration (4+)									

Options | May take a Shield • May take a Heavy Armour • Mount : Monstrous Rat • Giant Sword (Heroes) • Armour of Destiny



VERMIN DAEMON #1

Vermin Daemon - Standard - Infantry - 20x20mm

400 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vermin Daemon	8	8	4	6	6	5	9	5	8	Monster
Model Rules	Armour Piercing (6) • Innate Defense (5+) • Otherworldly • Daemonic Instability • Swiftstride									

Magic | Level 1 Wizard Apprentice . Generates spells from the Path of Ruin, Disease or Shadows.

Heroes



CHIEF - BSB

Chief - BSB - Standard - Infantry - 20x20mm

65 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									



PLAQUE PROPHEET #1

Plague Prophet - Standard - Infantry - 20x20mm

285 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									

Options | Level 1 (Wizard Apprentice) • Mount : Plague Pendulum • May take Cauldron of Blight



RAKACHIT MACHINIST #1
Rakachit Machinist - Standard - Infantry - 20x20mm

65 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									

Core



PLAGUE BROTHERHOOD #1
Plague Brotherhood x35 - Standard - Infantry - 20x20mm

1 368 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Plague Brotherhood	5	3	3	3	4	1	3	1	5	Infantry
Model Rules	Frenzy • Hatred • Resistant • Safety in Numbers • Paired Weapons									

Options | Musician • Standard Bearer • May be PlagueRidden



RATS-AT-ARMS #1
Rats-at-Arms x30 - Standard - Infantry - 20x20mm

1 670 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



VERMIN GUARD #1
Vermin Guard x30 - Standard - Infantry - 20x20mm

1 414 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									

Options | Musician • Standard Bearer

Special



JEZAILS #1
Jezails x5 - Standard - Infantry - 20x20mm

100 POINTS



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



WEAPON TEAM #1
Weapon Team x3 - 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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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+)
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Model Rules (Mill Rats)	Random Attacks (2D6)
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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+)
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Model Rules (Mill Rats)	Random Attacks (2D6)
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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
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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
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Magics

Magic items

Armour of Destiny:

Giant Sword (Heroes):

Model Rules

3 Dark Shards:

Aether Turbine:

Armour Piercing (6):

Callous:

Channel:

Daemonic Instability:

Electric Discharge:

Frenzy:

Grinding attacks (D3):

Halberd:

Hatred:

Heavy Armour:

Honourless:

Immune to Psychology:

Impact Hits (+1):

Innate Defence (4+):

Innate Defense (5+):

Insignificant:

Jezail:

Large Target:

Light Armour:

Lightning Cannon:

Lightning Reflexes:

Magical Attacks:

Otherworldly:

Paired Weapons:

Pathmaster:

Pavise:

Plague-Ridden:

Random Attacks (2D6):

Random Movement (3D6):

Regeneration (4+):

Resistant:

Safety in Numbers:

Shield:

Swiftstride:

Tag-Along:

Volatile:

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.

Chief - BSB



Dreadmill #1



Dreadmill #2



Jezails #1



Lightning Cannon #1



Lightning Cannon #2



Plague Brotherhood #1



Plague Prophet #1



Rakachit Machinist #1



Rats-at-Arms #1



Tyrant #1



Vermin Daemon #1



Vermin Guard #1



Weapon Team #1

