



VERMIN SWARM

DOUBLE ABO - 5 241 POINTS



420 pts (8.00%) 559 pts (11.00%) 2927 pts (56.00%) 690 pts (13.00%) 645 pts (12.00%) 350 pts (7.00%)

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

435 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
Magic items	Dispel Scroll
Magic	Wizard Level 3 Master . Generates spells from the Path of Ruin or Shadows
Notes	lvl 4 Ruin



TYRANT #1

Tyrant - Standard - Infantry - 20x20mm

210 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									

Options	May take a Dark Shard Brew
Magic items	The Doom Blade - Infantry only

Heroes



CHIEF - BSB

Chief - BSB - Standard - Infantry - 20x20mm

119 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	Halberd
Magic banners	The Lightning Rod (Banner Enchantment)



PLAGUE PROPHET #1

Plague Prophet - Standard - Infantry - 20x20mm

260 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	Mount : Plague Pendulum
Magic items	Beast-Bane Halberd • Putrid Plate



SICARRA ASSASSIN #1

Sicarra Assassin - Standard - Infantry - 20x20mm

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									

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

Core



GIANT RATS #1

Giant Rats x11 - Standard - Infantry - 20x20mm

43 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Giant Rat	6	3	-	3	3	1	4	1	5	Infantry
Model Rules	Fight in Extra Rank • Handlers • Swiftstride • Safety in Numbers									



PLAGUE BROTHERHOOD #1

Plague Brotherhood x34 - Standard - Infantry - 20x20mm

1 361 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
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VERMIN GUARD #1

Vermin Guard x38 - Standard - Infantry - 20x20mm

1 523 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
Magic banners	Rending Banner (Banner Enchantment)

Special



GUTTER BLADES #1

Gutter Blades x5 - Standard - Infantry - 20x20mm

305 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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GUTTER BLADES #2

Gutter Blades x5 - Standard - Infantry - 20x20mm

305 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									

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



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)									



ABOMINATION #2

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)									

Magics

Magic items

Beast-Bane Halberd:

Dispel Scroll:

Mithril Mail - models on foot only (Heroes):

Potion of Strength:

Putrid Plate:

The Doom Blade - Infantry only:

Magic banners

Rending Banner:

The Lightning Rod:

Model Rules

Callous:

Fight in Extra Rank:

Frenzy:

Halberd:

Handlers:

Hatred:

Heavy Armour:

Hidden:

Honourless:

Immune to Psychology:

Insignificant:

Light Armour:

Lightning Reflexes:

Master of Assassins:

Not A Leader:

Paired Weapons:

Poisoned Attacks:

Professional Courtesy:

Random Attacks (3D6):

Random Movement (3D6):

Regeneration (4+):

Resistant:

Safety in Numbers:

Shield:

Skirmishers:

Stubborn:

Swiftstride:

Throwing Weapon:

Throwing Weapons:

Tiny:

Vanguard:

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.

Abomination #1



Abomination #2



Chief - BSB



Giant Rats #1



Gutter Blades #1



Gutter Blades #2



Magister #1



Plague Brotherhood #1



Plague Prophet #1



Rat Swarm #1



Rat Swarm #2



Sicarra Assassin #1



Tyrant #1



Vermin Guard #1

