



# VERMIN SWARM

## LIST THE VERMIN SWARM - V1 #8 - 6 755 POINTS



435 pts (6.00%) 377 pts (6.00%) 4552 pts (67.00%) 981 pts (15.00%) 410 pts (6.00%) 0 pts (0.00%)

**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

205 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Magister	5	3	3	3	4	3	5	1	6	Infantry
<b>Model Rules</b>	Safety in Numbers • Honourless									

<b>Magic items</b>	Dispel Scroll
<b>Magic</b>	Wizard Level 3 Master . Generates spells from the Path of Ruin or Shadows



#### TYRANT #1

Tyrant - Standard - Infantry - 20x20mm

205 POINTS



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

<b>Options</b>	May take a Shield • May take a Dark Shard Brew
<b>Magic items</b>	Ogre Sword • Putrid Plate • Talisman of Greater Shielding

### Heroes



#### CHIEF - BSB

Chief - BSB - Standard - Infantry - 20x20mm

102 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chief	5	5	4	4	4	2	6	3	6	Infantry
<b>Model Rules</b>	Safety in Numbers • Honourless • Callous • Light Armour									

<b>Options</b>	May take a Shield
<b>Magic items</b>	Sceptre of Vermin Valour - Models on foot only



#### RAKACHIT MACHINIST #1

Rakachit Machinist - Standard - Infantry - 20x20mm

85 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Rakachit Engineer	5	4	4	4	4	2	5	2	6	Infantry
<b>Model Rules</b>	Callous • Aether Turbine • Magical Attacks • Channel • Safety in Numbers • Honourless • Light Armour									

<b>Magic items</b>	Eye of the Storm
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**SICARRA ASSASSIN #1**  
Sicarra Assassin - Standard - Infantry - 20x20mm

**190 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Sicarra Assassin	6	6	5	4	4	2	8	3	7	Infantry
<b>Model Rules</b>	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									

<b>Options</b>	Lethal Strike • Multiple Wounds (D3) • May take a Tail Weapon
<b>Magic items</b>	Bronze Breastplate • Potion of Strength

**Core**



**PLAGUE BROTHERHOOD #1**  
Plague Brotherhood x20 - Standard - Infantry - 20x20mm

**1 253 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	
<b>Model Rules</b>	Frenzy • Hatred • Resistant • Safety in Numbers • Paired Weapons									

<b>Options</b>	Champion • Musician • Standard Bearer
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**RATS-AT-ARMS #1**  
Rats-at-Arms x26 - Standard - Infantry - 20x20mm

**1 686 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	
<b>Model Rules</b>	Safety in Numbers • Light Armour • Shield									

<b>Options</b>	May take Spears • Champion • Musician • Standard Bearer
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**VERMIN GUARD #1**  
Vermin Guard x48 - Standard - Infantry - 20x20mm

**1 613 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vermin Guard	5	4	3	3	3	1	5	1	5	Infantry
Champion	5	5	4	3	3	1	5	2	5	
<b>Model Rules</b>	Safety in Numbers • Halberd • Heavy Armour • Shield									

<b>Options</b>	Champion • Musician • Standard Bearer
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<b>Magic banners</b>	Rending Banner (Banner Enchantment)
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**Special**



**GUTTER BLADES #1**  
Gutter Blades x5 - Standard - Infantry - 20x20mm

**310 POINTS**



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Gutter Blades	6	4	4	3	3	1	5	1	7	Infantry
<b>Model Rules</b>	Vanguard • Skirmishers • Safety in Numbers • Callous • Throwing Weapons • Paired Weapons									

<b>Options</b>	Poisoned Attacks • Scout and Ambush • Tail Weapons
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### PLAGUE DISCIPLES #1

Plague Disciples x5 - Standard - Infantry - 20x20mm

65 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Plague Disciples	5	3	3	3	4	1	4	1	5	Infantry
<b>Model Rules</b>	Monstrous Support • Brood's Courage (Plague Brotherhood) • Frenzy • Skirmishers • Hatred • Resistant • Safety in Numbers • Plague Flail									



### 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
<b>Model Rules</b>	Immune to Psychology • Safety in Numbers									

<b>Options</b>	Swiftstride • 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
<b>Model Rules</b>	Tag-Along • Insignificant • Safety in Numbers • Callous • Heavy Armour									

<b>Options</b>	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
<b>Model Rules</b>	Tag-Along • Insignificant • Safety in Numbers • Callous • Heavy Armour									

<b>Options</b>	Rotary Gun
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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
<b>Model Rules</b>	Tag-Along • Insignificant • Safety in Numbers • Callous • Heavy Armour									

<b>Options</b>	Meat Grinder
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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
<b>Model Rules</b>	Random Attacks (3D6) • Stubborn • Immune to Psychology • Regeneration (4+) • Safety in Numbers • Random Movement (3D6)									



### 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	*	-	
<b>Model Rules</b>	Volatile • Random Movement (3D6) • Impact Hits (+1) • Large Target • Immune to Psychology • Grinding attacks (D3) • Safety in Numbers • Electric Discharge • Innate Defence (4+)									
<b>Model Rules (Mill Rats)</b>	Random Attacks (2D6)									



### 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	
<b>Model Rules</b>	Safety in Numbers • Volatile • Lightning Cannon									

## Magics

### Magic items

Bronze Breastplate:

Dispel Scroll:

Eye of the Storm:

Ogre Sword:

Potion of Strength:

Putrid Plate:

Sceptre of Vermin Valour - Models on foot only:

Talisman of Greater Shielding:

### Magic banners

Rendering Banner:

### Model Rules

Aether Turbine:

Brood's Courage (Plague Brotherhood):

Callous:

Channel:

**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:**

**Monstrous Support:**

**Not A Leader:**

**Paired Weapons:**

**Plague Flail:**

**Poisoned Attacks:**

**Professional Courtesy:**

**Random Attacks (2D6):**

**Random Attacks (3D6):**

**Random Movement (3D6):**

**Regeneration (4+):**

**Resistant:**

**Safety in Numbers:**

**Shield:**

**Skirmishers:**

**Stubborn:**

**Tag-Along:**

**Throwing Weapon:**

**Throwing Weapons:**

**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.

Abomination #1



Chief - BSB



Dreadmill #1



Gutter Blades #1



Lightning Cannon #1



Magister #1



Plague Brotherhood #1



Plague Disciples #1



Rakachit Machinist #1



Rats-at-Arms #1



Sicarra Assassin #1



Tyrant #1



Vermin Guard #1



Vermin Hulks #1



Weapon Team #1



Weapon Team #2



Weapon Team #3

