



VERMIN SWARM

2500 - 4 974 POINTS



Mało modeli

605 pts (12.00 %) 251 pts (5.00 %) 2476 pts (50.00 %) 797 pts (16.00 %) 845 pts (17.00 %) 200 pts (4.00 %)

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

445 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	May take 2 Dark Shards • Mount : Doom Bell
Magic items	Eye of the Storm • Dispel Scroll
Magic	Wizard Level 3 Master . Generates spells from the Path of Ruin or Shadows

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.
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Heroes

CHIEF - BSB

Chief - BSB - Standard - Infantry - 20x20mm

116 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 • Ratlock Pistol
Magic items	Lucky Shield • Charm of Cursed Iron
Magic banners	War Standard (Banner Enchantment)



RAKACHIT MACHINIST #1

Rakachit Machinist - Standard - Infantry - 20x20mm

135 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	May take a Heavy Armour • Jezail
Magic items	Obsidian Nullstone

Core



FOOTPADS #1

Footpads x15 - Standard - Infantry - 20x20mm

775 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Footpads	6	3	3	3	3	1	4	1	6	Infantry
Champion	6	4	4	3	3	1	4	2	6	
Model Rules	Safety in Numbers • Callous • Sling									

Options	Champion • May Skirmish and Vanguard (max 15 models) • May take Paired Weapons
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GIANT RATS #1

Giant Rats x19 - Standard - Infantry - 20x20mm

67 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									



VERMIN GUARD #1

Vermin Guard x50 - Standard - Infantry - 20x20mm

1 634 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	
Model Rules	Safety in Numbers • Halberd • Heavy Armour • Shield									

Options	Champion • Musician • Standard Bearer
Magic banners	The Lightning Rod (Banner Enchantment)

Special



GUTTER BLADES #1

Gutter Blades x5 - Standard - Infantry - 20x20mm

55 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									



JEZAILS #2

Jezeails x4 - Standard - Infantry - 20x20mm

80 POINTS



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



JEZAILS #1

Jezeails x6 - Standard - Infantry - 20x20mm

120 POINTS



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



VERMIN HULKS #1

Vermin Hulks x4 - Standard - Infantry - 20x20mm

347 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 • Innate Defense (5+)
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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	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
Model Rules	Tag-Along • Insignificant • Safety in Numbers • Callous • Heavy Armour									

Options	Globe Launcher
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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
Model Rules	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	*	-	
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)									



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									



PLAGUE CATAPULT #1

Plague Catapult - *Standard - Infantry - 20x20mm*

85 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Catapult	-	-	-	-	7	3	-	-	-	War Machine
Crew (3)	5	3	3	3	4	-	3	1	5	
Model Rules	Resistant, • Frenzy • Safety in Numbers • Plague Catapult									
Model Rules (Crew (3))	Hatred									



PLAGUE CATAPULT #2

Plague Catapult - *Standard - Infantry - 20x20mm*

85 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Catapult	-	-	-	-	7	3	-	-	-	War Machine
Crew (3)	5	3	3	3	4	-	3	1	5	
Model Rules	Resistant, • Frenzy • Safety in Numbers • Plague Catapult									
Model Rules (Crew (3))	Hatred									

Magics

Magic items

Charm of Cursed Iron:

Dispel Scroll:

Eye of the Storm:

Lucky Shield:

Obsidian Nullstone:

Magic banners

The Lightning Rod:

War Standard:

Model Rules

3 Dark Shards:

Aether Turbine:

Armour Piercing (6):

Callous:

Channel:

Daemonic Instability:

Electric Discharge:

Fight in Extra Rank:

Frenzy:

Grinding attacks (D3):

Halberd:

Handlers:

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 Catapult:

Plague-Ridden:

Random Attacks (2D6):

Random Attacks (3D6):

Random Movement (3D6):

Regeneration (4+):

Resistant:

Resistant,:

Safety in Numbers:

Shield:

Skirmishers:

Sling:

Stubborn:

Swiftstride:

Tag-Along:

Throwing Weapons:

Vanguard:

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.

Abomination #1



Chief - BSB



Dreadmill #1



Footpads #1



Giant Rats #1



Gutter Blades #1



Jezails #2



Jezails #1



Lightning Cannon #1



Magister #1



Plague Catapult #1



Plague Catapult #2



Rakachit Machinist #1



Vermin Daemon #1



Vermin Guard #1



Vermin Hulks #1



Weapon Team #1



Weapon Team #2



Weapon Team #3

