



# VERMIN SWARM

## LE CLAN KELLOX COPY - 5 922 POINTS




tournois

460 pts (8.00 %) 119 pts (2.00 %) 4018 pts (68.00 %) 635 pts (11.00 %) 690 pts (12.00 %) 255 pts (4.00 %)


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

### Lords




**WEETABISK**  
Magister - Standard - Infantry - 20x20mm

**455 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	
<b>Model Rules</b>	Safety in Numbers • Honourless									
<b>Model Rules (Chariot)</b>	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									
<b>Model Rules (Chariot)</b>	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									

<b>Options</b>	May take 2 Dark Shards • Level 4 (Wizard Master) • Mount : Doom Bell
<b>Magic items</b>	Dispel Scroll
<b>Magic</b>	Wizard Level 3 Master . Generates spells from the Path of Ruin or Shadows



**SKØRNFLESK**  
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 Hulk Bodyguard	6	4	3	5	4	4	4	4	6	Monstrous Infantry
<b>Model Rules</b>	Safety in Numbers • Honourless • Callous • Light Armour									
<b>Model Rules (Vermin Hulk Bodyguard)</b>	Mount's Protection (6+)									
<b>Model Rules (Vermin Hulk Bodyguard)</b>	Mount's Protection (6+)									


<b>Options</b>	Paired Weapons and Tail Weapon • Mount : Vermin Hulk Bodyguard • Frenzy & Hatred • Stomp (2)
<b>Magic items</b>	Armour of Destiny • Armllet of Power • Divine Icon

### Heroes



**RYSSKRISPISK**  
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
<b>Model Rules</b>	Safety in Numbers • Honourless • Callous • Light Armour									

<b>Options</b>	May take a Heavy Armour • Paired Weapons and Tail Weapon
<b>Magic items</b>	Talisman of Shielding
<b>Magic banners</b>	Stalker's Standard (Banner Enchantment)

### Core



### GIANT RATS #1

Giant Rats x10 - Standard - Infantry - 20x20mm

40 POINTS



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



### PLAGUE BROTHERHOOD #1

Plague Brotherhood x40 - Standard - Infantry - 20x20mm

1 443 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 • May be PlagueRidden
<b>Magic banners</b>	Holy Icon (Banner Enchantment)



### RATS-AT-ARMS #1

Rats-at-Arms x28 - Standard - Infantry - 20x20mm

1 685 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>	Champion • Musician • Standard Bearer
<b>Magic banners</b>	Icon of the Relentless Company (Banner Enchantment)



### 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
<b>Model Rules</b>	Disposable • Insignificant • Safety in Numbers									

<b>Options</b>	Musician
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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
<b>Model Rules</b>	Safety in Numbers • Callous • Pavise • Jezail									



### 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
<b>Model Rules</b>	Tiny • Insignificant • Swiftstride • Safety in Numbers									



### VERMIN HULKS #1

Vermin Hulks x8 - Standard - Infantry - 20x20mm

495 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	
<b>Model Rules</b>	Immune to Psychology • Safety in Numbers									

<b>Options</b>	Champion • Frenzy & Hatred • Stomp (2)
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Rare



### ABOMINATION #1

Abomination - Standard - Infantry - 20x20mm

235 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)									

<b>Options</b>	May take Toxic Retaliation
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### 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

**Armllet of Power:**

**Armour of Destiny:**

**Dispel Scroll:**

**Divine Icon:**

**Talisman of Shielding:**

## **Magic banners**

**Holy Icon:**

**Icon of the Relentless Company:**

**Stalker's Standard:**

## **Model Rules**

**Callous:**

**Disposable:**

**Electric Discharge:**

**Fight in Extra Rank:**

**Frenzy:**

**Grinding attacks (D3):**

**Handlers:**

**Hatred:**

**Honourless:**

**Immune to Psychology:**

**Impact Hits (+1):**

**Innate Defence (4+):**

**Insignificant:**

**Jezail:**

**Large Target:**

**Light Armour:**

**Lightning Cannon:**

**Paired Weapons:**

**Pavise:**

**Random Attacks (2D6):**

**Random Attacks (3D6):**

**Random Movement (3D6):**

**Regeneration (4+):**

**Resistant:**

**Safety in Numbers:**

**Shield:**

**Stubborn:**

**Swiftstride:**

**Tiny:**

**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



Rysskrispisk



Dreadmill #1



Giant Rats #1



Jezails #1



Lightning Cannon #1



Weetabisk



Plague Brotherhood #1



Rat Swarm #1



Rats-at-Arms #1



Slaves #1



Skornflesk



Vermin Hulks #1

