



VERMIN SWARM

LIST THE VERMIN SWARM - V1 #8 - 964 POINTS



0 pts (0.00%) 344 pts (36.00%) 0 pts (0.00%) 0 pts (0.00%) 620 pts (64.00%) 200 pts (21.00%)

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

Lords



MAGISTER #1

Magister - Standard - Infantry - 20x20mm

440 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	Dragonfire Gem • Dispel Scroll
Magic	Wizard Level 3 Master . Generates spells from the Path of Ruin or Shadows



TYRANT #1

Tyrant - Standard - Infantry - 20x20mm

180 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									

Magic items	The Doom Blade - Infantry only
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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

60 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Plague Prophet	5	5	3	4	5	2	5	3	6	Infantry
Model Rules	Frenzy • Hatred • Resistant • Safety in Numbers • Honourless									



SICARRA ASSASSIN #1
Sicarra Assassin - Standard - Infantry - 20x20mm

165 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	Lethal Strike • Multiple Wounds (D3) • May take a Tail Weapon
Magic items	Potion of Strength

Magics

Magic items

Dispel Scroll:

Dragonfire Gem:

Potion of Strength:

The Doom Blade - Infantry only:

Magic banners

The Lightning Rod:

Model Rules

Callous:

Frenzy:

Hatred:

Hidden:

Honourless:

Light Armour:

Lightning Reflexes:

Master of Assassins:

Not A Leader:

Paired Weapons:

Poisoned Attacks:

Professional Courtesy:

Resistant:

Safety in Numbers:

Throwing Weapon:

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.

Chief - BSB



Magister #1



Plague Prophet #1



Sicarra Assassin #1



Tyrant #1

