



# VERMIN SWARM

## TEST - 6 255 POINTS



435 pts (7.00%) 282 pts (5.00%) 4320 pts (69.00%) 688 pts (11.00%) 530 pts (8.00%) 0 pts (0.00%)

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

### Lords



#### VERMIN DAEMON #1

Vermin Daemon - Standard - Infantry - 20x20mm

530 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vermin Daemon	8	8	4	6	6	5	9	5	8	Monster
Bonus Shaper	+1	-	-	-	-	-	-	-	-	
<b>Model Rules</b>	Armour Piercing (6) • Innate Defense (5+) • Otherworldly • Daemonic Instability • Swiftstride									
<b>Model Rules (Bonus Shaper)</b>	Regeneration (4+)									

<b>Options</b>	Level 4 (Wizard Master) • Shaper
<b>Magic</b>	Level 1 Wizard Apprentice . Generates spells from the Path of Ruin, Disease or Shadows.

### Heroes



#### CHIEF - BSB

Chief - BSB - Standard - Infantry - 20x20mm

122 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 • May take a Shield
<b>Magic items</b>	Talisman of Supreme Shielding



#### SICARRA ASSASSIN #1

Sicarra Assassin - Standard - Infantry - 20x20mm

160 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>	Multiple Wounds (D3) • May take a Tail Weapon
<b>Magic items</b>	Axe of Battle

### Core



#### RATS-AT-ARMS #1



Rats-at-Arms x40 - Standard - Infantry - 20x20mm

1 770 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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	<b>SLAVES #1</b>	<b>850 POINTS</b>	
	Slaves <b>x40</b> - <i>Standard - Infantry - 20x20mm</i>		

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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	<b>SLAVES #2</b>	<b>850 POINTS</b>	
	Slaves <b>x40</b> - <i>Standard - Infantry - 20x20mm</i>		

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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	<b>SLAVES #3</b>	<b>850 POINTS</b>	
	Slaves <b>x40</b> - <i>Standard - Infantry - 20x20mm</i>		

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**

	<b>GUTTER BLADES #1</b>	<b>344 POINTS</b>	
	Gutter Blades <b>x7</b> - <i>Standard - Infantry - 20x20mm</i>		

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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	<b>GUTTER BLADES #2</b>	<b>344 POINTS</b>	
	Gutter Blades <b>x7</b> - <i>Standard - Infantry - 20x20mm</i>		

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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**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

Axe of Battle:

Talisman of Supreme Shielding:

### Model Rules

3 Dark Shards:

Armour Piercing (6):

Callous:

Daemonic Instability:

Disposable:

Electric Discharge:

Grinding attacks (D3):

Heavy Armour:

Hidden:

Honourless:

Immune to Psychology:

Impact Hits (+1):

Innate Defence (4+):

**Innate Defense (5+):**

**Insignificant:**

**Large Target:**

**Light Armour:**

**Lightning Cannon:**

**Lightning Reflexes:**

**Master of Assassins:**

**Not A Leader:**

**Otherworldly:**

**Paired Weapons:**

**Pathmaster:**

**Plague-Ridden:**

**Poisoned Attacks:**

**Professional Courtesy:**

**Random Attacks (2D6):**

**Random Attacks (3D6):**

**Random Movement (3D6):**

**Regeneration (4+):**

**Safety in Numbers:**

**Shield:**

**Skirmishers:**

**Stubborn:**

**Swiftstride:**

**Throwing Weapon:**

**Throwing Weapons:**

**Vanguard:**

**Volatile:**

**Ward Save (4+):**

## Qr codes of your army

Your 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



Gutter Blades #2



Lightning Cannon #1



Rats-at-Arms #1



Sicarra Assassin #1



Slaves #1



Slaves #2



Slaves #3



Vermin Daemon #1



