



VERMIN SWARM

VERMINLORD - 5 089 POINTS



380 pts (7.00 %) 696 pts (14.00 %) 3323 pts (65.00 %) 65 pts (1.00 %) 625 pts (12.00 %) 325 pts (6.00 %)

Rare **Heroes** **Core** **Special** **Lords** **Mount**

(25 Max) (50 Max) (25 Least) (50 Max) (50 Max) (0 NoLimit)

Lords



TYRANT #1

Tyrant - Standard - Infantry - 20x20mm

200 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Tyrant	5	6	4	4	4	3	7	4	7	Infantry
Vermin Guard Litter	5	4	-	4	4	2	5	4	5	Infantry
Model Rules	Safety in Numbers • Honourless • Callous • Light Armour									
Model Rules (Vermin Guard Litter)	Herding the Swarm • Mount's Protection (5 +)									
Model Rules (Vermin Guard Litter)	Herding the Swarm • Mount's Protection (5 +)									

Options	Paired Weapons and Tail Weapon • Mount : Vermin Guard Litter
Magic items	Potion of Strength • Armour of Destiny



VERMIN DAEMON #1

Vermin Daemon - Standard - Infantry - 20x20mm

425 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 Plague Bringer	-	-	-	-	+1	-	-	-	-	
Model Rules	Armour Piercing (6) • Innate Defense (5+) • Otherworldly • Daemonic Instability • Swiftstride									
Model Rules (Bonus Plague Bringer)	Plague-Ridden									

Options	May have the Not a Leader Special Rule • Level 2 (Wizard Apprentice) • Plague Bringer
Magic	Level 1 Wizard Apprentice . Generates spells from the Path of Ruin, Disease or Shadows.

Heroes



CHIEF - BSB

Chief - BSB - Standard - Infantry - 20x20mm

252 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chief	5	5	4	4	4	2	6	3	6	Infantry
Monstrous Rat	7	4	0	5	5	4	4	5	5	Monstrous Beast
Model Rules	Safety in Numbers • Honourless • Callous • Light Armour									
Model Rules (Monstrous Rat)	Breath Weapon (Toxic Attacks) • Fear • Large Target • Immune to Psychology • Regeneration (4+)									
Model Rules (Monstrous Rat)	Breath Weapon (Toxic Attacks) • Fear • Large Target • Immune to Psychology • Regeneration (4+)									

Options	May take a Heavy Armour • May take a Shield • Mount : Monstrous Rat
Magic items	Hero's Sword (Heroes) - Characters only • Dragonscale Helm
Magic banners	War Standard (Banner Enchantment)



PLAGUE PROPHET #1

Plague Prophet - Standard - Infantry - 20x20mm

314 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Plague Prophet	5	5	3	4	5	2	5	3	6	Infantry
Chariot	5	-	-	6	5	5	3	-	-	Chariot
Crew (4)	-	3	3	3	-	-	3	1	5	
Model Rules	Frenzy • Hatred • Resistant • Safety in Numbers • Honourless									
Model Rules (Chariot)	Resistant • Grinding Attacks (D6 +2) • Impact Hits (+2) • State of Trance (Plague Brotherhood) • Fear • Large Target • Frenzy • Stubborn • Ward Save (4+) • Hatred • War Platform • Mount's Protection (5+) • Paired Weapons									
Model Rules (Chariot)	Resistant • Grinding Attacks (D6 +2) • Impact Hits (+2) • State of Trance (Plague Brotherhood) • Fear • Large Target • Frenzy • Stubborn • Ward Save (4+) • Hatred • War Platform • Mount's Protection (5+) • Paired Weapons									

Options	Level 2 (Wizard Apprentice) • Flail • Mount : Plague Pendulum
Magic items	Dispel Scroll



RAKACHIT MACHINIST #1

Rakachit Machinist - Standard - Infantry - 20x20mm

65 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									



RAKACHIT MACHINIST #1

Rakachit Machinist - Standard - Infantry - 20x20mm

65 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									

Core



PLAGUE BROTHERHOOD #1

Plague Brotherhood x35 - Standard - Infantry - 20x20mm

1 393 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	
Model Rules	Frenzy • Hatred • Resistant • Safety in Numbers • Paired Weapons									

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



RATS-AT-ARMS #1

Rats-at-Arms x27 - Standard - Infantry - 20x20mm

1 690 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	
Model Rules	Safety in Numbers • Light Armour • Shield									

Options	Champion • Musician • Standard Bearer
Magic banners	Banner of Discipline (Banner Enchantment)



SLAVES #1
Slaves **x40** - *Standard - Infantry - 20x20mm*

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Slaves	5	2	2	3	3	1	4	1	2	Infantry
Model Rules	Disposable • Insignificant • Safety in Numbers									



SLAVES #1
Slaves **x40** - *Standard - Infantry - 20x20mm*

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Slaves	5	2	2	3	3	1	4	1	2	Infantry
Model Rules	Disposable • Insignificant • Safety in Numbers									



SLAVES #1
Slaves **x40** - *Standard - Infantry - 20x20mm*

80 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Slaves	5	2	2	3	3	1	4	1	2	Infantry
Model Rules	Disposable • Insignificant • Safety in Numbers									

Special



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

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)									



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									



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									

Magics

Magic items

Armour of Destiny:

Dispel Scroll:

Dragonscale Helm:

Hero's Sword (Heroes) - Characters only:

Potion of Strength:

Magic banners

Banner of Discipline:

The Lightning Rod:

War Standard:

Model Rules

3 Dark Shards:

Aether Turbine:

Armour Piercing (6):

Callous:

Channel:

Daemonic Instability:

Disposable:

Frenzy:

Hatred:

Heavy Armour:

Honourless:

Immune to Psychology:

Innate Defense (5+):

Insignificant:

Light Armour:

Lightning Cannon:

Lightning Reflexes:

Magical Attacks:

Otherworldly:

Paired Weapons:

Pathmaster:

Plague-Ridden:

Random Attacks (3D6):

Random Movement (3D6):

Regeneration (4+):

Resistant:

Safety in Numbers:

Shield:

Stubborn:

Swiftstride:

Tag-Along:

Volatile:

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



Lightning Cannon #1



Lightning Cannon #1



Plague Brotherhood #1



Plague Prophet #1



Rakachit Machinist #1



Rakachit Machinist #1



Rats-at-Arms #1



Slaves #1



Slaves #1



Slaves #1



Tyrant #1



Vermin Daemon #1



Weapon Team #1



