



VERMIN SWARM

LE CLAN KELLOX (CREUSET) BRETONIEN - 6 455 POINTS



tournois

545 pts (8.00%) 719 pts (11.00%) 4618 pts (72.00%) 573 pts (9.00%) 0 pts (0.00%) 210 pts (3.00%)

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

Heroes



RYSSKRISPISK - BSB


Chief - BSB - Standard - Infantry - 20x20mm

179 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Chief	5	5	4	4	4	2	6	3	6	Infantry
Vermin Hulk Bodyguard	6	4	3	5	4	4	4	4	6	Monstrous Infantry
Model Rules	Safety in Numbers • Honourless • Callous • Light Armour									
Model Rules (Vermin Hulk Bodyguard)	Mount's Protection (6+)									
Model Rules (Vermin Hulk Bodyguard)	Mount's Protection (6+)									

Options	May take a Heavy Armour • Paired Weapons and Tail Weapon • Mount : Vermin Hulk Bodyguard • Frenzy & Hatred • Stomp (2)
Magic items	Talisman of Shielding
Magic banners	Stalker's Standard (Banner Enchantment)
Notes	avec les rats ogre



SHOKOPOSP


Plague Prophet - Standard - Infantry - 20x20mm

300 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) • Plague Flail • Mount : Plague Pendulum
Magic items	Tome of Arcane Lore (Heroes)
Notes	general



FROSTIZ

Rakachit Machinist - Standard - Infantry - 20x20mm

70 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	Gas Globes
Notes	guerrier des clans



SPESSIALKAAH

Sicarra Assassin - Standard - Infantry - 20x20mm

170 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	Armet of Power
Notes	guerrier de clan

Core



FOOTPADS #1

Footpads x10 - Standard - Infantry - 20x20mm

730 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)
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GIANT RATS #1

Giant Rats x15 - Standard - Infantry - 20x20mm

55 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									



PLAGUE BROTHERHOOD #1

Plague Brotherhood x28 - Standard - Infantry - 20x20mm

1 354 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 • May be PlagueRidden
Magic banners	Banner of Speed (Banner Enchantment)



RATS-AT-ARMS #1

Rats-at-Arms x25 - Standard - Infantry - 20x20mm

1 655 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
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SLAVES #1

Slaves x27 - Standard - Infantry - 20x20mm

824 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									

Options

Musician

Special



GRENADIERS #1

Grenadiers x8 - Standard - Infantry - 20x20mm

75 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Grenadiers	5	3	4	3	3	1	4	1	5	Infantry
Model Rules	Calculating • Skirmishers • Resistant • Safety in Numbers • Callous • Gas Globes • Heavy Armour									



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
Model Rules	Tiny • Insignificant • Swiftstride • Safety in Numbers									



VERMIN HULKS #1

Vermin Hulks x7 - Standard - Infantry - 20x20mm

458 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

Champion • Frenzy & Hatred • Stomp (2)

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
Model Rules	Random Attacks (3D6) • Stubborn • Immune to Psychology • Regeneration (4+) • Safety in Numbers • Random Movement (3D6)									

Options

May take Toxic Retaliation



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									



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

Armlet of Power:

Talisman of Shielding:

Tome of Arcane Lore (Heroes):

Magic banners

Banner of Speed:

Stalker's Standard:

Model Rules

Aether Turbine:

Calculating:

Callous:

Channel:

Disposable:

Electric Discharge:

Fight in Extra Rank:

Frenzy:

Gas Globes:

Grinding attacks (D3):

Handlers:

Hatred:

Heavy Armour:

Hidden:

Honourless:

Immune to Psychology:

Impact Hits (+1):

Innate Defence (4+):

Insignificant:

Large Target:

Light Armour:

Lightning Cannon:

Lightning Reflexes:

Magical Attacks:

Master of Assassins:

Not A Leader:

Paired Weapons:

Poisoned Attacks:

Professional Courtesy:

Random Attacks (2D6):

Random Attacks (3D6):

Random Movement (3D6):

Regeneration (4+):

Resistant:

Safety in Numbers:

Shield:

Skirmishers:

Sling:

Stubborn:

Swiftstride:

Throwing Weapon:

Tiny:

Volatile:

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.

Abomination #1



Rysskrispisk - BSB



Dreadmill #1



Footpads #1



Giant Rats #1



Grenadiers #1



Lightning Cannon #1



Lightning Cannon #1



Plague Brotherhood #1



Shokosp



Frostiz



Rat Swarm #1



Rats-at-Arms #1



Spessialkaah



Slaves #1



Vermin Hulks #1

