



0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 0 pts (0.00 %) 400 pts (100.00 %) 0 pts (0.00 %)
Rare **Heroes** **Core** **Special** **Lords** **Mount**
 (25 Max) (50 Max) (25 Least) (50 Max) (50 Max) (0 NoLimit)

Lords



VERMIN DAEMON #1
 Vermin Daemon - Standard - Infantry - 20x20mm

400 POINTS



Troops	M	WS	BS	S	T	W	I	A	Ld	Type
Vermin Daemon	8	8	4	6	6	5	9	5	8	Monster
Model Rules	Armour Piercing (6) • Innate Defense (5+) • Otherworldly • Daemonic Instability • Swiftstride									

Magic	Level 1 Wizard Apprentice . Generates spells from the Path of Ruin, Disease or Shadows.
--------------	---

Magics

Model Rules

3 Dark Shards:

Armour Piercing (6):

Daemonic Instability:

Heavy Armour:

Innate Defense (5+):

Lightning Reflexes:

Otherworldly:

Pathmaster:

Plague-Ridden:

Regeneration (4+):

Swiftstride:

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.

Vermin Daemon #1

