

Vermyn Broodkin 40 Regular - Medium Model Points	Vermyn Wallbreaker 40 Regular - Medium Model Points	Vermyn Tunnel Runner 40 Regular - Medium Model Points	Vermyn Chattel 35 Regular - Medium Model Points
5 Equipment MOV Hand Weapon 4 ATT Light Armour Shield 3 Perk MRK Soldier 6 Ability DEF Ambush Tactics - This model always deploys after your opponent, and may deploy up to 16" away from the table edge. 4 IV 2 WP 2 ARM 3 EN 3 DAM Health ♥ ♥ ♥	5 Equipment MOV Great Weapon 4 ATT Light Armour 3 Perk MRK Fighter 5 Ability DEF Ambush Tactics - This model always deploys after your opponent, and may deploy up to 16" away from the table edge. 5 IV 2 WP 2 ARM 2 EN 4 DAM Health ♥ ♥	6 Equipment MOV Two Hand Weapons 4 ATT Light Armour Sling - Range: 8" - DAM: 3 4 Perk MRK Ranger 5 Ability DEF Ambush Tactics - This model always deploys after your opponent, and may deploy up to 16" away from the table edge. 4 IV 2 WP 2 ARM 2 EN 3 DAM Health ♥ ♥	5 Equipment MOV Hand Weapon 3 ATT Light Armour Sling - Range: 8" - DAM: 3 4 Perk MRK Archer 5 Ability DEF Ambush Tactics - This model always deploys after your opponent, and may deploy up to 16" away from the table edge. 5 IV 2 WP 2 ARM 2 EN 3 DAM Health ♥ ♥
Vermyn Sentry 65 Regular - Medium Model Points	Vermyn Broodkin 40 Regular - Medium Model Points	Vermyn Broodboss 76 Veteran - Medium Model Points	Vermyn Man-Killer 76 Veteran - Medium Model Points
4 Equipment MOV Hand Weapon 4 ATT Light Armour Sling - Range: 8" - DAM: 3 3 Perk MRK Archer 5 Ability DEF Ambush Tactics - This model always deploys after your opponent, and may deploy up to 16" away from the table edge. 4 IV 2 WP 3 ARM 3 EN 4 DAM Health ♥ ♥ ♥	5 Equipment MOV Hand Weapon 4 ATT Light Armour Shield 3 Perk MRK Soldier 6 Ability DEF Ambush Tactics - This model always deploys after your opponent, and may deploy up to 16" away from the table edge. 4 IV 2 WP 2 ARM 3 EN 3 DAM Health ♥ ♥ ♥	4 Equipment MOV Hand Weapon 5 ATT Medium Armour Shield 3 Perks MRK Soldier Natural Born Killer 6 Ability DEF Ambush Tactics - This model always deploys after your opponent, and may deploy up to 16" away from the table edge. 4 IV 3 WP 3 ARM 4 EN 3 DAM Health ♥ ♥ ♥ ♥	4 Equipment MOV Great Weapon 5 ATT Heavy Armour 3 Perks MRK Fighter Natural Born Killer 4 Ability DEF Ambush Tactics - This model always deploys after your opponent, and may deploy up to 16" away from the table edge. 5 IV 3 WP 4 ARM 3 EN 4 DAM Health ♥ ♥ ♥

Vermyn Mad-Rat 66 Points Veteran - Medium Model 5 MOV 6 ATT 3 MRK 5 DEF 5 IV 3 WP 3 ARM 3 EN 3 DAM Equipment Two Hand Weapons Medium Armour Perks Fighter Natural Born Killer Ability Ambush Tactics - This model always deploys after your opponent, and may deploy up to 16" away from the table edge. Health	Vermyn Broodwitch 81 Points Veteran - Medium Model 5 MOV 3 ATT 3 MRK 5 DEF 5 IV 4 WP 2 ARM 3 EN 4 DAM Equipment Great Weapon Light Armour Perks Mage Lightning Reflexes Ability Ambush Tactics - This model always deploys after your opponent, and may deploy up to 16" away from the table edge. Spells Mana Missile - Range: 24" - Mana: 1 - TN: 4 - DAM: 4 +1 wound for each additional success. Spend +1 Mana for elemental effect, see page 53 of rulebook. Possession - Range: 24" - Mana: 2 - TN: Target's WP Take control of an enemy model. Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success. Health	Vermyn Warlock 123 Points Hero - Medium Model 5 MOV 4 ATT 4 MRK 6 DEF 5 IV 5 WP 3 ARM 4 EN 5 DAM Equipment Great Weapon Light Armour Perks Mage Stubborn Artful Dodger - +1 DEF vs Free Strikes. Ability Ambush Tactics - This model always deploys after your opponent, and may deploy up to 16" away from the table edge. Health	Vermyn Warlock 123 Points Hero - Medium Model Spells Mana Missile - Range: 24" - Mana: 1 - TN: 4 - DAM: 5 +1 wound for each additional success. Spend +1 Mana for elemental effect, see page 53 of rulebook. Possession - Range: 24" - Mana: 2 - TN: Target's WP Take control of an enemy model. Counter-Spell - Range: 24" - Use as Interrupt Action This turns an enemy's spell into an opposed roll, see page 9 of the rulebook. Mana & TN are based on enemy's spell. Mana Nova - Range: 24" - Mana: 2 - TN: 5 - DAM: 5 Indirect Area of Effect, +1" radius per success, every enemy touched by radius is hit. Mana Shield - Range: Self - Mana: 3 - TN: 6 Gain +3 EN, +1 EN per additional success. Mana Leech - Range: 24" - Mana: 1 - TN: 4 Steal 1 unused mana per success from enemy mage.
Vermyn Broodlord 153 Points Hero - Medium Model 4 MOV 8 ATT 4 MRK 7 DEF 6 IV 3 WP 5 ARM 5 EN 4 DAM Equipment Sword of Heroes Ring of Defense Heavy Armour Shield Perks Soldier Natural Born Killer Lightning Reflexes Ability Ambush Tactics - This model always deploys after your opponent, and may deploy up to 16" away from the table edge. Health			