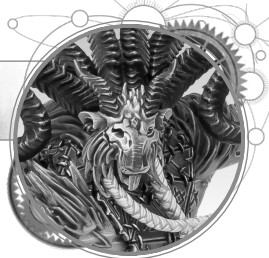




# LORD SKREECH VERMINKING

Malevolent and terrifying beyond words, this most ancient and monstrous of all the Verminlords is a blight upon reality. He can draw upon the masteries of all his anarchic species, and wields the most dire sorceries in all skavendom.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Prehensile Tails	6"	☀	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doom Glaive	3"	6	3+	3+	-1	D3
Plaguereaper	1"	☀	3+	3+	-1	1

DAMAGE TABLE			
Wounds Suffered	Move	Prehensile Tails	Plaguereaper
0-2	12"	4	8
3-4	10"	3	7
5-7	8"	2	6
8-9	6"	1	5
10+	4"	0	4

## KEYWORDS

CHAOS, DAEMON, VERMINLORD, SKAVENTIDE, MASTERCLAN, MONSTER, HERO, WIZARD, LORD SKREECH VERMINKING

## DESCRIPTION

Lord Skreech Verminking is a named character that is a single model. He is armed with a Doom Glaive, a Plaguereaper and Prehensile Tails.

## ABILITIES

**Protection of the Horned Rat:** *An eerie sense of watchfulness surrounds this being, and an unholy aura of warding protects them from harm.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 5+ that wound or mortal wound is negated.

**Terrifying:** *This horrific monstrosity strikes fear deep into the hearts of its enemies.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any models with this ability.

**The Thirteen-headed One:** *Lord Verminking can call upon his knowledge of the shadowlinking of Eshin, the fleshcrafting of Moulder, the plague-brewing of Pestilens, the warp-tech of Skryre, the warrior skill of Verminus or the arcane lore of the Masterclan.*

At the start of your hero phase, pick 1 one of the following areas of knowledge for this model to draw upon. The rule for that area of knowledge applies to this model until your next hero phase. You cannot pick the

same area of knowledge more than once per battle.

**Knowledge of the Arcane:** Add 1 to casting, dispelling and unbinding rolls for this model.

**Knowledge of Fleshcrafting:** Heal D3 wounds allocated to this model when you pick this area of knowledge.

**Knowledge of Plague-brewing:** If the unmodified hit roll for an attack made with this model's Plaguereaper is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

**Knowledge of Shadowlinking:** Subtract 1 from hit rolls for attacks that target this model.

**Knowledge of Warp-tech:** This model's Doom Glaive has a Rend characteristic of -3 instead of -1.

**Knowledge of the Warrior:** Add 1 to hit rolls for attacks made by this model.

## MAGIC

Lord Skreech Verminking is a **WIZARD**. He can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield and Dreaded Thirteenth Spell spells.

**Dreaded Thirteenth Spell:** *With a sickening lurch, the fabric of reality is torn open by the twisting, mutating power of the Great Horned Rat.*

The Dreaded Thirteenth Spell has a casting value of 8. If successfully cast, pick 1 enemy unit within 13" of the caster and visible to them, and roll 13 dice. For each 4+ that unit suffers 1 mortal wound. You can then summon 1 unit of **CLANRATS** to the battlefield, and add it to your army. The summoned unit can have up to 1 model for each mortal wound that was inflicted by this spell. The summoned unit must be set up wholly within 13" of the caster and more than 9" from any enemy units. The summoned unit cannot move in the following movement phase.

## COMMAND ABILITIES

**The Rat King:** *The warriors of the skaventides fight with rabid fury at Lord Skreech's command, in a futile attempt to curry his favour.*

You can use this command ability at the start of the combat phase. If you do so, in that phase you can re-roll wound rolls of 1 for attacks made by friendly **SKAVENTIDE** units while they are wholly within 13" of a friendly model with this command ability.