



VERMINLORD CORRUPTOR



Ancient and malevolent, this eldritch servant of the Horned Rat is corruption personified, and a single hissed syllable or flick of its sickle-blades can reduce the mightiest foes to a heap of putrid ooze in seconds.

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
Plaguereaper	1"	☀	3+	3+	-1	1

DAMAGE TABLE

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

KEYWORDS

CHAOS, DAEMON, VERMINLORD, SKAVENTIDE, NURGLE, CLANS PESTILENS, MONSTER, HERO, WIZARD, VERMINLORD CORRUPTOR

DESCRIPTION

A Verminlord Corruptor is a single model armed with Plaguereapers and Prehensile Tails.

ABILITIES

Plaguereapers: *These sickle-like blades drip with the accumulated filth of a thousand diseased middens. The slightest nick or cut from them poisons the blood and reduces flesh to sloughing slime.*

If the unmodified hit roll for an attack made with this model's Plaguereapers is 6, that attack inflicts 1 mortal wound and the attack sequence ends (do not make a wound or save roll).

Plaguemaster: *A Verminlord Corruptor is utterly infested with hideous parasites that spill forth to bedevil its foes, even as its unholy miasma curdles their breath in their lungs and rots their bones from within.*

At the end of the combat phase, roll 1 dice for each enemy unit within 1" of this model. On a 4+ that enemy unit suffers D3 mortal wounds.

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.

MAGIC

This model is a **WIZARD**. It can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Dreaded Plague spells.

Dreaded Plague: *The Verminlord Corruptor vomits up the twisted syllables of a dread invocation, unleashing a horrific ensorcelled plague that spreads like wildfire through the enemy ranks and rapidly reduces its victims to split and seeping corpses.*

Dreaded Plague has a casting value of 7. If successfully cast, pick 1 enemy unit within 13" of the caster and roll 1 dice for each model in that unit. For each 4+ that unit suffers 1 mortal wound.

COMMAND ABILITIES

Lord of Pestilence: *The diseased warriors of the Clans Pestilens are driven into an even greater frenzy by the commands of a Verminlord Corruptor.*

You can use this command ability in the combat phase. If you do so, pick 1 friendly model with this command ability. In that phase, you can re-roll hit rolls for friendly **CLANS PESTILENS** units while they are wholly within 13" of that model.