



# VERMINLORD DECEIVER



Abominations shrouded in darkness and dread, Vermanlord Deceivers move like lightning and strike like death's own blade. Leaping through the ether, they burst from the shadows in a whirlwind of murder before vanishing without trace.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doomstar	13"	1	3+	3+	-1	D3
Prehensile Tails	6"	☀	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Warpstiletto	1"	6	3+	☀	-3	D3

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

## KEYWORDS

CHAOS, DAEMON, VERMINLORD, SKAVENTIDE, CLANS ESHIN, MONSTER, HERO, WIZARD, VERMINLORD DECEIVER

## DESCRIPTION

A Verminlord Deceiver is a single model armed with a Warpstiletto, Doomstar and Prehensile Tails.

## ABILITIES

**Doomstar:** *A Doomstar is a triple-bladed throwing star of horrific size whose blades are sharp enough to cut reality itself. When hurled, it scythes down foes in a great circling arc before returning to the Verminlord's waiting claws.*

A Doomstar has a Damage characteristic of D6 instead of D3 if the target unit has 10 or more models.

**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.

**Shrouded In Darkness:** *Verminlord Deceivers are wreathed in shifting veils of unnatural shadow that obscure their monstrous forms.*

Subtract 2 from hit rolls for attacks made with missile weapons that target this model.

**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 Skitterleap spells.

**Dreaded Skitterleap:** *The Verminlord Deceiver or one of his minions vanishes in a puff of smoke, only to reappear elsewhere on the battlefield an eye-blink later.*

Dreaded Skitterleap has a casting value of 6. If successfully cast, pick 1 friendly **SKAVENTIDE HERO** with a Wounds characteristic of 12 or less that is within 26" of the caster and visible to them. Remove that **HERO** from the battlefield and then set it up again anywhere on the battlefield more than 6" from any enemy units. That **HERO** may not move in the following movement phase.

## COMMAND ABILITIES

**Lord of Assassins:** *The skulking warriors of the Clans Eshin will attack viciously at the command of a Verminlord Deceiver.*

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