



VERMINLORD WARBRINGER



Verminlord Warbringers are toweringly arrogant monstrosities whose every instinct screams for conquest at any price, and whose martial skill is preternatural. None can long stand against them before being reduced to gory trophies.

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
Spike-fist		1"	1	3+	☀	-2	2

DAMAGE TABLE

Wounds Suffered	Move	Prehensile Tails	Spike-fist
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 VERMINUS, MONSTER, HERO, WIZARD, VERMINLORD WARBRINGER

DESCRIPTION

A Verminlord Warbringer is a single model armed with a Doom Glaive, Spike-fist and Prehensile Tails.

ABILITIES

Amidst the Seething Tide: *Warbringers draw strength from being immersed in a scrabbling tide of Verminus worshippers.*

You can re-roll wound rolls for attacks made by this model while it is within 13" of 13 or more friendly **SKAVEN** models.

Fist of Verminus Supremacy: *Warbringers drive their spike-fists into their enemy's weak spots, exploiting the slightest gap in their foe's defences to deliver a bloody coup de grace.*

If the unmodified wound roll for an attack made with this model's Spike-fist is 6, add 4 to the damage inflicted by that attack.

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 Death Frenzy spells.

Dreaded Death Frenzy: *With a snarled invocation of goading, the Warbringer triggers the black hunger in its underlings, driving them into a froth-jawed murder frenzy.*

Dreaded Death Frenzy has a casting value of 7. If successfully cast, pick up to D3 friendly **SKAVENTIDE** units wholly within 13" of the caster and visible to them. Until your next hero phase, when a model from any of those units is slain, before it is removed from play, it can make a pile-in move and then attack with all of the melee weapons it is armed with.

COMMAND ABILITIES

Tyrant of Battle: *The fierce warriors of the Clans Verminus will attack with terrible vigour at the command of a Verminlord Warbringer.*

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 and wound rolls of 1 for friendly **CLANS VERMINUS** units while they are wholly within 13" of that model.