



# VERMINLORD WARPSEER



A Verminlord Warpseer is a twisted master of the arcane arts, a rat daemon possessed of sorcerous knowledge fit to drive mortal minds to madness, and the power to unleash screaming maelstroms torn directly from the Realm of Chaos.

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+	☀	-1	D3

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

## KEYWORDS

CHAOS, DAEMON, VERMINLORD, SKAVENTIDE, MASTERCLAN, MONSTER, HERO, WIZARD, VERMINLORD WARPSEER

## DESCRIPTION

A Verminlord Warpseer is a single model armed with a Doom Glaive and Prehensile Tails.

## ABILITIES

**The Great Manipulators:** *A Warpseer's mind boils with plans and intrigues, labyrinthine schemes overlaying and entangling one another into deranged infinity.*

If this model is on the battlefield at the start of your hero phase, roll a dice. On a 3+, you receive 1 extra command point. On a 6 you receive D3 extra command points instead of 1.

**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.

**Scry-orb:** *Conjured out of nothingness, these swirling orbs can show the Warpseer glimpses of the future, or be hurled into the enemy's midst to explode in shattering clouds of madness.*

You can re-roll save rolls for attacks that target this model. In addition, once per battle, in your shooting phase, you can pick 1 enemy unit within 13" of this model and visible to them. That unit suffers D6 mortal wounds, but you cannot use this ability to re-roll save rolls for this model for the rest of the battle.

**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 Warpgale spells.

**Dreaded Warpgale:** *Screeching dark words in an unholy tongue, the Warpseer parts the veil of reality and draws a ravaging gale of unnatural energies forth. The skies darken, clouds of glowing madness spill across the heavens, and bolts of warp lightning lash down to blast the rat daemon's enemies into oblivion.*

Dreaded Warpgale has a casting value of 8. If successfully cast, pick 1 enemy unit within 26" of the caster and visible to them.

That unit suffers D6 mortal wounds, and run and charge rolls for that unit are halved until your next hero phase. If that unit can fly, it cannot fly until your next hero phase (in addition to having its run and charge rolls halved).

## COMMAND ABILITIES

**Forth-forth, Children of the Horned Rat:** *Verminlord Warpseers are arch-schemers who take command of skaven swarms to further their labyrinthine plots.*

You can use this command ability at the start of the battleshock phase. If you do so, pick 1 friendly model with this command ability. Do not take battleshock tests for friendly **SKAVEN** units while they are wholly within 26" of that model in that phase.