Verminus Clawlords are powerful fighters and cunning leaders, exhorting their chittering followers to overrun the enemy lines. They are most dangerous when caught at bay, for they will fight for their lives with frantic ferocity.

<table>
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<tr>
<th>MELEE WEAPONS</th>
<th>Range</th>
<th>Attacks</th>
<th>To Hit</th>
<th>To Wound</th>
<th>Rend</th>
<th>Damage</th>
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</thead>
<tbody>
<tr>
<td>Warpforged Blade</td>
<td>1&quot;</td>
<td>3</td>
<td>3+</td>
<td>3+</td>
<td>-1</td>
<td>D3</td>
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</tbody>
</table>

**DESCRIPTION**
A Clawlord is a single model armed with a Warpforged Blade.

**ABILITIES**

Cornered Fury: A Clawlord that is in fear for his life fights with unbridled ferocity.

Add the number of wounds allocated to this model to the Attacks characteristic of this model’s melee weapons.

**COMMAND ABILITIES**

Gnash-gnaw on their Bones!: At a Clawlord’s command, his minions hurl themselves at the foe.

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly Clans Verminus unit wholly within 13” of a friendly model with this command ability. Add 1 to the Attacks characteristic of melee weapons used by that unit in that phase. You cannot pick the same unit to benefit from this ability more than once per phase.