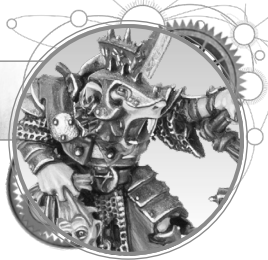




# STORMVERMIN



Burly skaven warriors clad in clanking armour and wielding wickedly sharp halberds, Stormvermin are the swaggering elite of the Clans Verminus. In sufficient numbers, they can hack their way through an enemy battle line amidst welters of gore.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Rusty Halberd	2"	2	4+	3+	-1	1

## DESCRIPTION

A unit of Stormvermin has any number of models, each armed with a Rusty Halberd. Some units of Stormvermin also carry Clanshields.

**FANGLEADER:** 1 model in this unit can be a Fangleader. Add 1 to the Attacks characteristic of that model's Rusty Halberd.

## STORMVERMIN STANDARD BEARER:

1 in every 10 models in this unit can be a Stormvermin Standard Bearer. This unit can retreat and still charge later in the same turn while it includes any Stormvermin Standard Bearers.

## STORMVERMIN DRUMMER:

1 in every 10 models in this unit can be a Stormvermin Drummer. Add 2 to run rolls for this unit while it includes any Stormvermin Drummers.

## ABILITIES

**Clanshields:** *The shields carried by skaven warriors are rickety and slipshod, but can still be used to form a barrier to turn aside blows.*

Add 1 to save rolls for attacks that target a unit that carries Clanshields while it has 10 or more models.

## KEYWORDS

CHAOS, SKAVEN, SKAVENTIDE, CLANS VERMINUS, STORMVERMIN