

LORD SKREECH VERMINKING



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Prehensile Tails	6"	☀	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Doom Glaive	3"	4	3+	3+	-1	3
Plaguereaper	1"	☀	3+	3+	-	1

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

DESCRIPTION

Lord Skreech Verminking is a single model. He wields a Doom Glaive and Plaguereaper and can lash out with his long Prehensile Tails.

ABILITIES

The Thirteen-headed One: In each of your hero phases, Lord Verminking can call upon his knowledge of the stealth of the Eshin clans, the flesh-crafting skills of the Moulder clans, the plague-craft of the Pestilens clans, the technological insight of the Skryre clans, the warrior skills of the Verminus clans or the arcane lore of the Grey Seers. Depending on the option you choose, he gains the following benefit, which lasts until your next hero phase:

Eshin Clans: Your opponent must subtract 1 from any hit rolls that target Lord Verminking.

Moulder Clans: Lord Verminking heals D3 wounds.

Pestilens Clans: You can add 1 to all wound rolls for Lord Verminking.

Skryre Clans: Lord Verminking's Doom Glaive inflicts an extra D3 Damage (for a total of D3+3).

Verminus Clans: You can add 1 to all hit rolls for Lord Verminking.

Grey Seers: You add 1 to all casting and unbinding rolls for Lord Verminking.

MAGIC

Lord Skreech Verminking is a wizard. He can attempt to cast one spell in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. He knows Arcane Bolt, Mystic Shield and the Dreaded Thirteenth Spell.

THE DREADED THIRTEENTH SPELL

With a sickening lurch, the fabric of reality is torn open by the twisting, mutating power of the Great Horned Rat. The Dreaded Thirteenth Spell has a casting value of 8. If successfully cast, pick a visible enemy unit within 13" and roll 13 dice. For each roll of 4 or more that unit suffers a mortal wound. Each model slain by the spell is mutated into a skaven as follows: after resolving this spell you can set up a new **VERMINUS** unit within 9" of the target unit – set up one model in this new unit for each model slain by this spell. The unit may not move in the following movement phase.

COMMAND ABILITY

The Rat King: If Lord Skreech Verminking uses this ability, then until your next hero phase you can re-roll wound rolls of 1 for all **SKAVEN** units from your army that are within 13" of Lord Verminking when they attack in the combat phase.

KEYWORDS

CHAOS, DAEMON, MASTERCLAN, HERO, WIZARD, MONSTER, VERMINLORD, LORD SKREECH VERMINKING