

# VERMINLORD CORRUPTOR



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Prehensile Tail	6"	☼	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Plaguereapers	1"	☼	3+	3+	-	1

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

## DESCRIPTION

A Verminlord Corruptor is a single model. It wields Plaguereapers, and can lash out with its long Prehensile Tail.

## ABILITIES

**Plaguereapers:** You can re-roll failed hit rolls for a Verminlord Corruptor's Plaguereapers.

**Plaguemaster:** If an enemy model suffers a wound from a Verminlord Corruptor but is not slain, roll a dice at the end of the turn. On a 2 or more, that model suffers a mortal wound as its injuries become infected with an extremely virulent contagion.

## MAGIC

A Verminlord Corruptor is a wizard. It can attempt to cast two different spells in each of your own hero phases, and attempt to unbind one spell in each enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Plague spells.

## PLAGUE

With a gurgling rasp the Verminlord Corruptor unleashes one of the thirteen blessed diseases. Plague has a casting value of 6. If successfully cast, pick an enemy unit within 13" of this model. Roll a dice for each model in the enemy unit. For each roll of a 6, the enemy unit suffers a mortal wound. After resolving the spell's effects, roll another dice to see whether the plague spreads. On the roll of a 4 or higher you can pick a different unit (friend or foe) within 7" of the previous one and resolve the spell's effects against that unit. Continue doing this until you roll 3 or lower when rolling to see whether the plague spreads, or until there are no more units within range that have not already been affected by the spell this phase.

## COMMAND ABILITY

**Gouge-tear their Eyes!** If this model is your general and uses this ability, select this model or one **SKAVEN** unit within 18". Until your next hero phase, when that unit is selected to attack in the combat phase, you can add 1 to the attacks characteristic of all its melee weapons.

## KEYWORDS

CHAOS, DAEMON, MASTERCLAN, NURGLE, PESTILENS, MONSTER, HERO, WIZARD, VERMINLORD, VERMINLORD CORRUPTOR