

VERMINLORD DECEIVER



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Doomstar		13"	1	3+	3+	-1	D3
Prehensile Tails		6"	*	3+	4+	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Warpstiletto		1"	5	3+	*	-3	D3

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

DESCRIPTION

A Verminlord Deceiver is a single model. It wields a Warpstiletto and Doomstar, and can lash out with its long Prehensile Tails.

ABILITIES

Doomstar: If a Doomstar hits a unit that has 10 or more models, it inflicts D6 Damage instead of D3.

Shrouded In Darkness: Your opponent must subtract 2 from any hit rolls he makes that target a Verminlord Deceiver in the Shooting phase.

MAGIC

A Verminlord Deceiver is a wizard. It can attempt to cast one spell 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 Skitterleap spells.

SKITTERLEAP

The Verminlord Deceiver or one of his minions vanishes in a puff of smoke, only to reappear elsewhere on the battlefield an eye blink later. Skitterleap has a casting value of 3. If successfully cast, choose this model or another **SKAVEN HERO** from your army within 13".

You can remove the selected model from the battlefield, and then set it up again anywhere on the battlefield that is more than 6" from an enemy model. That model cannot move again in your next movement phase.

COMMAND ABILITY

Lord of Assassins: If a Verminlord Deceiver uses this ability, you can re-roll all failed wound rolls for **ESHIN** models from your army that are within 13" when they attack in the combat phase. This ability lasts until your next hero phase.

KEYWORDS

CHAOS, DAEMON, MASTERCLAN, ESHIN, HERO, WIZARD, MONSTER, VERMINLORD, VERMINLORD DECEIVER