

# VERMINLORD WARBRINGER



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
Punch Dagger	1"	4	*	3+	-1	2

Wounds Suffered	DAMAGE TABLE		
	Move	Prehensile Tails	Punch Dagger
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 Warbringer is a single model. It wields a Doom Glaive and Punch Dagger, and can lash out with its long Prehensile Tails.

## ABILITIES

**Verminous Fury:** You can re-roll failed hit rolls for a Verminlord Warbringer if it charged in the same turn.

## MAGIC

This model is a wizard. It can 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 Death Frenzy spells.

## DEATH FRENZY

Gesticulating wildly, the Verminlord gifts his minions with a rabid and frothing rage that even death does not cool. Death Frenzy has a casting value of 5. If successfully cast, select a **VERMINUS** unit within 13". Until your next hero phase, each time a model from that unit is slain in the combat phase, you can make a pile in move and then attack with it before removing it.

## COMMAND ABILITY

**Tyrants of Battle:** If a Verminlord Warbringer uses this ability, you can re-roll hit rolls and wound rolls of 1 for **VERMINUS** models from your army that are within 13" of the Verminlord when they attack in the combat phase.

## KEYWORDS

CHAOS, DAEMON, MASTERCLAN, VERMINUS, MONSTER, HERO, WIZARD, VERMINLORD, VERMINLORD WARBRINGER