

WARPGNAW VERMINLORD

Warpgnaw Verminlords are the pathfinders and half-insane guides of the great horde of verminkind, dwelling within the folds of reality as wanderers of the vast network of gnawholes and dimensional passages used by the Skaven to infest all of creation, never wholly within any realm at one time. When the servants of the Horned Rat swarm, it is often these abominations that take the lead, opening paths to realms ripe for plunder and striding forth to rend the enemies of the Horned Rat alongside his lesser children.



MISSILE WEAPONS

Prehensile Tail

Range	Attacks	To Hit	To Wound	Rend	Damage
6"	*	3+	4+	-	1

MELEE WEAPONS

Gnaw-glaive

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	4	3+	3+	-2	*

DAMAGE TABLE

Wounds Suffered	Move	Prehensile Tail	Gnaw-glaive
0-1	12"	3	4
2-3	10"	3	3
4-5	8"	2	2
6-7	6"	2	1
8+	4"	1	1

DESCRIPTION

The Warpgnaw Verminlord is a single model. It wields a reality-shearing gnaw-glaive, and can snare and lash at its foes with its prehensile tail.

ABILITIES

Rip-torn Realities: A Warpgnaw Verminlord is sheathed in a glinting cloak of residual possibilities from its frequent passage through the gnawholes that burrow through the fragile fabric of existence, confounding the strikes of its enemies with the detritus of forgotten futures. Whenever a Warpgnaw Verminlord suffers a wound or mortal wound, roll a dice. If the result is a 5 or more, the wound or mortal wound is ignored.

Tunneler between Reality: When deploying your army, you may choose to place the Warpgnaw Verminlord and a single unit of Clanrats or Stormvermin to one side and say they are set up in the twisting passages of the gnawholes between reality. In any of your movement phases, you can transport the units to the battlefield. When you do so, set up the units on the battlefield more than 9" from any enemy models and with at least one model from the accompanying Clanrat or Stormvermin unit within 3" of the Warpgnaw Verminlord. This is their move for that movement phase.

MAGIC

A Warpgnaw Verminlord 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. A Warpgnaw Verminlord knows the Arcane Bolt, Mystic Shield and Aether-burrow spells.

Aether-burrow: The Warpgnaw Verminlords of the Horned Rat are not only potent warriors, easily capable of rending the flesh and shattering the bones of their foes, but they are also capable of shredding reality and creating tears in its very fabric, through which their lesser brethren may travel. Aether-burrow has a casting value of 6. If successfully cast, select a single friendly **SKAVEN** unit within 3" of the caster and which is visible to them. The chosen unit has its move characteristic increased by 6" until the start of your next hero phase. While under the effects of this spell a unit may pass through scenery as if it were not there, as long as it does not end its move in otherwise impassable scenery.

KEYWORDS

CHAOS, DAEMON, MASTERCLAN, HERO, WIZARD, MONSTER, VERMINLORD, WARPGNAW VERMINLORD