



# WARPGNAW VERMINLORD



Warpgnaw Verminlords possess the unique ability to bore gnawholes through reality using their dark magic. Hated and envied in equal measure by their daemonic peers, these secretive beings lead skaven swarms to invade the realms wherever it suits their agendas.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Prehensile Tail	6"	☀	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Gnaw-glaive	2"	4	3+	3+	-2	☀

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

## DESCRIPTION

A Warpgnaw Verminlord is a single model armed with a Prehensile Tail and Gnaw-glaive.

## ABILITIES

**Cloak of Splintered Unreality:** *Warpgnaw Verminlords spend so much of their time slinking through the fractured maze of gnawholes that radiates out from Blight City that their bodies become saturated with uncertain and unreal energies. Their outlines seem to blur through dozens of fractured possibilities, their every movement stilted, subtly and disturbingly out of kilter with the world around them.*

Roll a dice each time you allocate a wound inflicted by a missile weapon or a mortal wound to this model. On a 5+, that wound or mortal wound is negated.

**Realm Guide:** *The Warpgnaw Verminlords claim – and none have the courage to gainsay them – that it was they who first bestowed the boon of gnawholes upon the skaven race. Certainly their knowledge of these twisted ways is second to none, allowing them to squirm through the cracks in reality to fall upon their horrified foes.*

Instead of setting up this model on the battlefield, you can place this model to one side and say that it is moving through the cracks in reality as a reserve unit. If you do so, when you would set up 1 other friendly **SKAVEN** unit, instead of setting up that unit on the battlefield, you can say that it is joining this model moving through the cracks in reality as a reserve unit – up to 1 unit can join this model in this way.

At the end of your movement phase, you can set up this model anywhere on the battlefield, more than 9" from any enemy units; then set up any unit that joined this model wholly within 6" of this model and more than 9" from any enemy units. Any units moving through the cracks in reality that are not set up on the battlefield before the start of the fourth battle round are slain.

## MAGIC

This model is a **WIZARD**. It can attempt to cast one spell in your hero phase, and attempt to unbind one spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Splinter-screech spells.

**Splinter-screech:** *The Warpgnaw Verminlord gives an atonal shriek that rises in pitch until reality itself shivers, shudders then cracks asunder.*

Splinter-screech has a casting value of 5. If successfully cast, pick 1 enemy model within 12" of the caster, and roll a dice. If the roll is equal to or greater than that model's Wounds characteristic, it is slain.

## KEYWORDS

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