

SKRITCH SPITECLAW



Skritch Spiteclaw is a particularly cunning skaven warlord who has assembled an impressive horde of cut-throat vermin to serve his will. Though he prefers that his minions fight and die on his behalf, when cornered, Skritch becomes a whirling dervish of spiked steel and ripping claws.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Wicked Halberd	2"	3	3+	3+	-1	D3

DESCRIPTION

Skritch Spiteclaw is a named character that is a single model. He is armed with a Wicked Halberd.

ABILITIES

There are Always More: *Skaven warlords gladly hurl their warriors into the blades of the enemy, content in the knowledge that there are always more Clanrat lives to sacrifice.*

At the start of your hero phase, if this model is within 13" of a friendly **SPITECLAW'S SWARM**, you can return D3 slain models to that unit (you cannot return Krrk the

Almost-trusted). Set up the returning models one at a time within 1" of a model from that unit (this can be a model you returned to the unit earlier in the same phase). Returning models can only be set up within 3" of an enemy unit if one or more models from the same unit are already within 3" of that enemy unit.

COMMAND ABILITIES

Gnash-gnaw on their Bones!: *At a Clawlord's command, his minions hurl themselves at the foe.*

You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly **CLANS VERMINUS** unit wholly within 13" of a friendly model with this command ability. Add 1 to the Attacks characteristic of melee weapons used by that unit in that phase. You cannot pick the same unit to benefit from this ability more than once per phase.