Skritch Spiteclaw entrusts the command and discipline of his verminous ranks to the sadistic taskmaster Krrk the Almost-trusted. Though for now he is content to spend skaven lives at his master’s command, the foul-spirited Krrk has his own ambitious schemes for power.

**DESCRIPTION**

Spiteclaw’s Swarm consists of 4 models. One model is Krrk the Almost-trusted, armed with a Rusty Spear; one model is armed with a Rusty Flail; one model is armed with Stabbing Blades; and one model is armed with Punch Daggers.

**KRRK THE ALMOST-TRUSTED:** The leader of this unit is Krrk the Almost-trusted. Do not take battleshock tests for this unit while it includes Krrk the Almost-trusted. In addition, if Skritch Spiteclaw is slain, add 2 to the Attacks characteristic of Krrk’s Rusty Spear for the rest of this battle.

**ABILITIES**

**Aversion to Death:** Blessed with swift reactions, Spiteclaw’s Swarm are quick to scamper out of the path of enemy attacks.

After the first wound or mortal wound is allocated to this unit in any phase, you can roll a dice each time you allocate a further wound or mortal wound to this unit in that phase. On a 5+ that wound or mortal wound is negated.