

# SPITECLAW'S SWARM



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.

| MELEE WEAPONS                      | Range | Attacks | To Hit | To Wound | Rend | Damage |
|------------------------------------|-------|---------|--------|----------|------|--------|
| Festering Skaven's Stabbing Blades | 1"    | 2       | 4+     | 4+       | -    | 1      |
| Hungering Skaven's Rusty Flail     | 1"    | 1       | 4+     | 4+       | -    | 1      |
| Krrk's Rusty Spear                 | 2"    | 2       | 4+     | 4+       | -    | 1      |
| Lurking Skaven's Punch Daggers     | 1"    | 2       | 4+     | 4+       | -    | 1      |

## 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.

## KEYWORDS

CHAOS, SKAVEN, SKAVENTIDE, CLANS VERMINUS, SPITECLAW'S SWARM