

SKRITCH SPITECLAW

Skritch Spiteclaw is a particularly cunning Skaven Warlord who has assembled an impressive horde of cutthroat 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

Wicked Halberd

Range

2"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

D3

DESCRIPTION

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

ABILITIES

Strike and Scurry Away: *A favoured skaven tactic is to strike without warning, savage your enemy, and then retreat into the shadows before you can face retribution.*

After Skritch Spiteclaw has attacked in the combat phase, he can attempt to scurry away from any retaliation. If he does so, roll a dice; on a 4+ he can immediately retreat as if it were the movement phase.

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.*

In each of your hero phases, if Skritch Spiteclaw is within 13" of a friendly Spiteclaw's Swarm, you can return D3 slain models to that unit (though you can never return Krrk the Almost-trusted to a unit by using this ability).

COMMAND ABILITIES

Gnash-gnaw on their Bones! *The warlords of the skaven drive their minions into a killing frenzy with a highly effective blend of bullying, threats and coercion.*

You can use this command ability in the combat phase before fighting with a **VERMINUS** unit within 13" of Skritch Spiteclaw. Add 1 to the Attacks characteristic of that unit's melee weapons that phase.

KEYWORDS

CHAOS, SKAVEN, VERMINUS, HERO, SKAVEN WARLORD, SKRITCH SPITECLAW

SPITECLAW'S SWARM

Warlord 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: Krrk the Almost-trusted (who is armed with a Rusty Spear), a Lurking Skaven (who is armed with a pair of Punch Daggers), a Hungering Skaven (who is armed with a Rusty Flail and Clanshield) and a Festering Skaven (who is armed with a pair of Stabbing Blades).

KRRK THE ALMOST-TRUSTED

The leader of this unit is Krrk the Almost-trusted. If Skritch Spiteclaw is in your army, then as soon as he is slain, add 2 to the Attacks characteristic of Krrk's Rusty Spear, and you no longer need to take battleshock tests for this unit while it includes Krrk the Almost-trusted.

ABILITIES

Aversion to Death: *Blessed with swift reactions and a keen sense of self-preservation, skaven 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 D6 each time you allocate any further wound or mortal wound to this unit in that phase. On a 5+, the wound is negated.

Clanshield: *Crudely forged from hardwood and scrap iron, the shields of Clanrats provide a measure of defence against incoming strikes.*

You can add 1 to the save rolls for this unit against attacks that have Damage 1 while it includes a Hungering Skaven.

Expendable: *Krrk drives his charges on mercilessly, sure in the knowledge that no matter how many are slain, there are always more vermin to be found.*

Do not add the number of models that have been slain when taking this unit's battleshock tests.

KEYWORDS

CHAOS, SKAVEN, VERMINUS, CLANRATS, SPITECLAW'S SWARM

CHAOS PITCHED BATTLE PROFILES

CLANS VERMINUS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Skritch Spiteclaw	1	1	120	Leader	Only one of this model can be included in a Pitched Battle army. Cannot be taken unless your army also includes Spiteclaw's Swarm.
Spiteclaw's Swarm	4	4	30		Only one of this unit can be included in a Pitched Battle army. Cannot be taken unless your army also includes Skritch Spiteclaw.