



• WARSCROLL •

## DUKE CRAKMARROW

Duke Crakmarrow is the liege-lord of the Grymwatch. This cadaverous creature is seen as an exemplar of glorious gallantry by his kin, and a blood-spattered, carrion-devouring monstrosity by the foes he meets in battle.



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

### DESCRIPTION

Duke Crakmarrow is a named character that is a single model. He is armed with a Halberd.

### ABILITIES

**Muster the Grymwatch:** At the Duke's beckoning, the Grymwatch are summoned forth.

In your hero phase, you can pick 1 friendly **GRYMWATCH** unit within 3" of this model and roll 6 dice. For each 2+, you can return 1 slain model to that unit.

**Gallant Champion:** Duke Crakmarrow has embarked upon a noble quest to slay the great beast that threatens his kingdom.

Add 1 to the damage inflicted by each successful attack made by this model that targets a **MONSTER**.

### KEYWORDS

DEATH, MORDANT, FLESH-EATER COURTS, HOLLOWMOURNE, COURTIER, HERO, DUKE CRAKMARROW



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## THE GRYMWATCH

Believing themselves to be heroic paladins on a mission of the utmost import, the deluded cannibals of the Grymwatch scabble forth to tear apart their foes in a flurry of fangs and grasping claws.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Bone Weapons and Filthy Claws	1"	2	4+	4+	-	1
Fangs	1"	D6	4+	4+	-	1

### DESCRIPTION

The Grymwatch is a unit that has 6 models. Gristlelwe, Valreek, the Night's Herald, the Royal Butcher and Master Talon are each armed with Bone Weapons and Filthy Claws; and the Duke's Harriers are armed with Fangs.

### ABILITIES

**Royal Retinue:** To the Grymwatch, the Duke is their liege, the one to whom they have pledged their undying fealty.

Roll a dice before you allocate a wound or mortal wound to a friendly **DUKE CRAKMARROW** while he is within 3" of this unit. On a 4+, that wound or mortal wound is allocated to this unit instead of **DUKE CRAKMARROW**.

**Quest to Slay the Monster:** Under the command Duke Crakmarrow, these ghouls believe themselves noble knights charged with slaying a great beast that threatens their kingdom.

Add 1 to the damage inflicted by each successful attack made by this unit that targets a **MONSTER**.

### KEYWORDS

DEATH, MORDANT, FLESH-EATER COURTS, HOLLOWMOURNE, GRYMWATCH

BEASTGRAVE WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Duke Crakmarrow	1	1	120	Leader	Unique. These units must be taken as a set for a total of 120 points. Although taken as a set, each is a separate unit.
The Grymwatch	6	6			