



DANKHOLD TROGGBOSS



Dankhold Troggbosses are ancient creatures that sometimes wake from their subterranean slumbers and go on the rampage. Potent forces of destruction in their own right, Troggbosses also inspire any Gloomspite Gitz fighting in their shadow.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Boulder Club	2"	4	3+	3+	-2	D6
Crushing Grip	1"	1	See below			

DESCRIPTION

A Dankhold Trogg Boss is a single model armed with a Boulder Club and Crushing Grip.

ABILITIES

Crushing Grip: *The vice-like grasp of a Dankhold Troggoth can squeeze the life out of all but the largest opponent.*

Do not use the attack sequence for an attack made with a Crushing Grip. Instead, pick 1 enemy model that is in range of the attack and roll a dice. If the roll is equal to or greater than the Wounds characteristic of that model, it is slain.

Magical Resistance: *The mushrooms and realmstone that Dankhold Troggoths consume make them naturally resistance to the effects of magic.*

Each time this unit is affected by a spell or endless spell, you can roll a dice. If you do so, on a 4+, ignore the effects of that spell or endless spell on this model.

Reassuring Presence: *The mushrooms that sprout from the scaly hides of Dankhold Troggoths are things of wonder and reassurance to the grots that make up the Gloomspite hordes.*

Add 1 to the Bravery characteristic of friendly **GLOOMSPITE GITZ** units that are wholly within 18" of any friendly models with this ability.

Regeneration: *Troggoths are able to regrow injured flesh almost as quickly as it is harmed.*

In your hero phase, you can roll a dice for this unit. If you do so, on a 4+ heal up to D3 wounds allocated to this unit.

KEYWORDS

DESTRUCTION, TROGGOTH, GLOOMSPITE GITZ, DANKHOLD, HERO, TROGGBOSS

Squiggly-beast Followers: *Dankhold Troggos are accompanied by a horde of small skittering cave-creatures that look to them for protection.*

At the start of the combat phase, roll 1 dice for each enemy unit within 3" of any friendly models with this ability. If the roll is equal to or greater than the number of models in that enemy unit, that enemy unit suffers 1 mortal wound.

COMMAND ABILITIES

Instinctive Leader: *A Dankhold Troggboss is one of the few creatures that can bellow loudly enough to get other troggos to ignore any distractions and concentrate on bashing their enemies. The mindless beasts obey him instinctively, and follow his lead without question.*

Use this command ability at the start of the combat phase. If you do so, pick 1 friendly **DANKHOLD TROGGOTH HERO** with this command ability. Until the end of that phase, you can re-roll hit rolls of 1 for attacks made by friendly **TROGGOTH** units wholly within 18" of that model when they attack.