



DANKHOLD TROGGOTHS

Dankhold Troggotths sleep deep underground until the Gloomspite moves them to lumber up to the surface and wreak havoc. They swat and crush everything within reach, soak up spellcraft like sponges, and are nigh unkillable in battle.



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

DESCRIPTION

A unit of Dankhold Troggotths can have any number of models, each armed with a Boulder Club and Crushing Grip.

ABILITIES

Crushing Grip: *The vice-like grasp of a Dankhold Troggotth 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 Troggotths 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 unit.

Reassuring Presence: *The mushrooms that sprout from the scaly hides of Dankhold Troggotths are a 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 12" of any friendly models with this ability.

KEYWORDS

DESTRUCTION, TROGGOTH, GLOOMSPITE GITZ, DANKHOLD

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.

Squiggly-beast Followers: *Dankhold Troggoths 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.