



FELLWATER TROGGOTHS



These slime-slick beasts stink worse than a plague pit full of incontinent Nurglings. They throw up jetting streams of viciously corrosive vomit, softening their prey up – quite literally – before tearing into them with wicked talons and tusks.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Vomit	6"	1	2+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spiked Club	2"	4	3+	3+	-1	2

DESCRIPTION

A unit of Fellwater Troggoths has any number of models, each armed with a Spiked Club and Noxious Vomit.

ABILITIES

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.

Terrible Stench: *Fellwater Troggoths are slimy creatures that reek so foully of rotten fish that it makes their enemies gag.*

Subtract 1 from hit rolls for attacks made with melee weapons that target this unit.