

# MOLLOG

Mollog the ancient Dankhold Troggoth really just wants to find somewhere dark and damp to go back to sleep, but people keep disturbing him and getting in his way. Suffice it to say, this never ends well for them...



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Jabbertoad	12"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Puff-fungus Club	1"	2	See below			

## DESCRIPTION

Mollog is a named character that is a single model with three minions: a Bat Squig, a Stalagsquig and a Spiteshroom. Mollog is armed with a Puff-fungus Club and Jabbertoad.

Mollog and his minions are treated as a single model using the characteristics given above. The minions must remain within 1" of Mollog's model.

## ABILITIES

**Jabbertoad:** *Jabbertoads stick to their victim's face, and are incredibly hard to remove.*

If any wounds inflicted by a Jabbertoad are allocated to an enemy model and not negated, subtract 1 from hit rolls for attacks made by that model for the rest of that battle round (even if the wounds inflicted by the Jabbertoad are subsequently healed).

**Puff-fungus Club:** *When a puff-fungus club hits a foe, it releases a cloud of toxic spores.*

Do not use the attack sequence for an attack made with a Puff-fungus Club. Instead roll a dice. On a 1, nothing happens. On a 2-3, the target unit suffers 1 mortal wound. On a 4+ the target unit suffers D3 mortal wounds.

## KEYWORDS

DESTRUCTION, TROGGOTH, GLOOMSPITE GITZ, DANKHOLD, HERO, MOLLOG

**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 unit.

**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 GITS** units that are wholly within 12" 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.

## MINION ABILITIES

**Bat Squig:** *Bat Squigs descend upon their victims in a flurry of gnashing jaws and spattering guano.*

At the start of your shooting phase, you can pick 1 enemy unit within 18" of this model and roll a dice. On a 5+ that enemy unit suffers 1 mortal wound. This ability cannot be used if the Bat Squig minion has been removed (see *Loyal to the End*, right).

**Spiteshroom:** *The incessant high-pitched shrieking and shrill idiot ditties of this weird creature can distract even the most veteran warrior.*

At the start of the combat phase, you can pick 1 enemy unit within 3" of this model and roll a dice. On a 5+ subtract 1 from hit rolls for attacks made by that unit in that combat phase. This ability cannot be used if the Spiteshroom minion has been removed before the start of that combat phase (see *Loyal to the End*, right).

**Stalagsquig:** *Being coated in a solid rocky hide, the Stalagsquig is as likely to break an enemy's blade as to be harmed itself.*

If you choose to remove this minion when you use the *Loyal to the End* ability (see right), roll a dice. On a 5+ this minion is not removed, but the wound or mortal wound is still negated.

**Loyal to the End:** *Mollog the Mighty's minions will sacrifice themselves to save their master.*

Each time a wound or mortal wound is allocated to this model and not negated, you can choose to remove 1 minion. If you do so, the wound or mortal wound is negated.