



SKRAGROTT, THE LOONKING



Skragrott is the self-styled Loonking, the master of all subterranean grots and herald of the Everdank. His sinister presence upon the field of battle ensures the Gloomspite Gitz fight with greater spite and cunning than ever.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Da Moon Onna Stikk	28"	6	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Da Moon Onna Stikk	2"	4	3+	3+	-1	1

DESCRIPTION

Skragrott, the Loonking is a named character that is a single model. He is armed with Da Moon Onna Stikk.

ABILITIES

Babbling Wand: *This jabbering wand, topped with the skull of the great prophet Kaloth, channels the voices of Skragrott's imprisoned scryers through clacking teeth.*

If this model is your general and is on the battlefield at the start of your hero phase, roll a dice. On a 4+ you receive D3 extra command points.

Da Moon Onna Stikk: *This magical weapon inflicts a horrible curse that slowly turns the victim's flesh into fungus.*

If any wounds inflicted by Da Moon Onna Stikk are allocated to an enemy model and not negated, that enemy model suffers 1 mortal wound at the end of each battle round (even if the wounds inflicted by Da Moon Onna Stikk are subsequently healed).

Loonking's Crown: *Fungal roots burrow down from this crown into the wearer's skull, imbuing them with heightened magical powers and unnatural resilience.*

Add 1 to casting and unbinding rolls for this model. In addition, roll a dice each time a wound or mortal wound is allocated to this model. On a 4+ that wound or mortal wound is negated.

KEYWORDS

DESTRUCTION, GROT, GLOOMSPITE GITZ, MOONCLAN, HERO, WIZARD, LOONBOSS, SKRAGROTT

MAGIC

This model is a **WIZARD**. It can attempt to cast two spells in your hero phase, and attempt to unbind two spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Nikkit! Nikkit! spells.

Nikkit! Nikkit!: *The shaman conjures a pair of great green hands, one of which binds an enemy in a vice-like grip, whilst the other rifles through their possessions in search of anything worth stealing.*

Nikkit! Nikkit! has a casting value of 8. If successfully cast, pick 1 enemy model within 18" of the caster that is visible to them. The unit that model belongs to suffers D3 mortal wounds. In addition, if that model has an artefact of power and the casting roll was 10+, that model's artefact of power can no longer be used (if it was used to enhance a weapon, that weapon reverts to its normal form).

COMMAND ABILITIES

The Loonking's Entreaty: *The captive seers and prophets of Skragrott's asylum can sometimes predict when the Bad Moon will accelerate or slow in its erratic orbits of the Mortal Realms. Skragrott uses this information to convince his followers that the Bad Moon listens when he entreats it to halt or move to a specific location.*

You can use this command ability once per battle if this model is your general and on the battlefield, before you roll the dice to determine how far the Bad Moon moves that battle round. If you do so, you can choose for the Bad Moon to either not move that battle round, or to make 1 move or 2 moves that battle round (do not roll the dice to determine how far it moves).