

TROGLODON



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Spittle		*	D3	3+	3+	-	2
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Venomous Bite		2"	6	4+	*	-	2
Troglodon's Clawed Forelimbs		2"	2	4+	3+	-	2
Skink Oracle's Divining Rod		1"	1	4+	5+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Noxious Spittle	Venomous Bite
0-2	10"	18"	2+
3-4	9"	15"	3+
5-7	8"	12"	3+
8-9	7"	9"	4+
10+	6"	6"	5+

DESCRIPTION

A Troglodon is a single model. It sprays Noxious Spittle at its enemies before pouncing on them with its Venomous Bite and Clawed Forelimbs. It is ridden by a Skink Oracle who wields a Divining Rod.

ABILITIES

Divining Rod: The Skink Oracle can use its Divining Rod to attempt to unbind a spell in each enemy hero phase in the same manner as a wizard.

Primeval Roar: Enemy units within 8" of any Troglodons in the battleshock phase must subtract 1 from their Bravery.

Drawn to the Screams: If a unit suffers any wounds from this model's Noxious Spittle in the shooting phase, the sound of screams and the smell of sizzling flesh will help the Troglodon locate its prey. If the Troglodon charges in the subsequent charge phase, you can add 3" to its charge distance as long as it ends its charge within ½" of a screaming unit.

MAGIC

SLANN WIZARDS know the Summon Troglodon spell, in addition to any others they know.

SUMMON TROGLODON

Summon Troglodon has a casting value of 10. If successfully cast, you can set up a Troglodon within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINK, MONSTER, TROGLODON