

ROCKGUT TROGGOTHS



Rockgut Troggoths have stony hides that are proof against blade, bolt and magical blast alike. Their lumpen claws pass through stone as though it were water, allowing them to scoop up huge clubs and throwing boulders at will. Subtle they are not.

MELEE WEAPONS

Massive Stone Maul

Range

2"

Attacks

2

To Hit

3+

To Wound

3+

Rend

-2

Damage

3

DESCRIPTION

A unit of Rockgut Troggoths has any number of models, each armed with a Massive Stone Maul.

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.

Stony Skin: *Rockgut Troggoths have iron-hard skin and are naturally resistant to magic.*

Roll a dice each time you allocate a wound or mortal wound to this unit. On a 5+ that wound or mortal wound is negated.

Throwin' Boulders: *Rockgut Troggoths often dig up boulders during battle and hurl them towards the enemy with varying degrees of accuracy.*

In your shooting phase, pick 1 enemy unit within 12" of this unit and visible to it, and roll a dice. If the roll is equal to or less than the number of models in this unit, that enemy unit suffers D3 mortal wounds.

KEYWORDS

DESTRUCTION, TROGGOTH, GLOOMSPITE GITZ, ROCKGUT