



WARSCROLL  
**TRUGG**  
 THE TROGGOTH KING

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ironshell Club	3"	☀	3+	3+	-2	D6
Mighty Antlers	3"	2	☀	2+	-2	D3+3

DAMAGE TABLE

Wounds Suffered	Malfunctioning Leystone	Ironshell Club	Mighty Antlers
0-6	4	4	2+
7-9	3	3	3+
10-12	2	2	4+
13+	1	1	5+

*Trugg the Troggoth King is armed with an Ironshell Club and Mighty Antlers.*

**WARMASTER:** If this unit is included in a Gloomspite Gitz army, it is treated as a general even if it is not the model picked to be the army's general.

**Malfunctioning Leystone:** *The odd contraction on Trugg's back is as much a mystery to him as it is to his enemies, yet through it he can unwittingly channel fearsomely powerful magic.*

At the start of your hero phase, if this unit is on the battlefield, you can say that it will clobber its Malfunctioning Leystone. If you do so, roll a number of dice equal to the Malfunctioning Leystone value shown on this unit's damage table. Each roll corresponds to one of the results below. You must pick 1 of the results you rolled and apply its effects. Results 2-6 last until this unit next clobbers its Malfunctioning Leystone.

- 1 Glyph of Shyish:** This unit suffers D3 mortal wounds.
- 2 Glyph of Ghur:** Add 1 to the Attacks characteristic of this unit's melee weapons.
- 3 Glyph of Aqshy:** Improve the Rend characteristic of this unit's melee weapons by 1.
- 4 Glyph of Hysh:** Roll a dice each time this unit receives a command. On a 2+, you receive 1 command point.
- 5 Glyph of Ulgu:** Only unmodified hit rolls of 6 for attacks made with missile weapons that target this unit score a hit.
- 6 Glyph of Chamon:** This unit has a ward of 5+.

**Crushing Grip:** *The vice-like grasp of Trugg can squeeze the life out of all but the largest opponent.*

At the end of the combat phase, pick 1 enemy model within 1" of this unit and roll a dice. If the roll is equal to or greater than that model's Wounds characteristic, it is slain.

**Regeneration:** *Troggoths are able to regrow injured flesh almost as quickly as it is harmed.*

At the start of the hero phase, you can heal up to D3 wounds allocated to this unit.

**Imbued with Life:** *After centuries spent bathing in the focused healing energies of Ghyran, Trugg is almost impossible to kill, even by troggoth standards.*

When you roll the dice that determines the number of wounds you can heal with this unit's Regeneration ability, add 3 to the number of wounds you can heal.



Trugg is the mightiest of all troggoths. A towering mass of strength and ill temper, he carries atop his back an arcane leystone of ancient design, which fuels his already formidable physical might with unpredictable bursts of elemental magic.

**KEYWORDS** DESTRUCTION, GLOOMSPITE GITZ, TROGGOTH, DANKHOLD, HERO, MONSTER, DANKHOLD TROGGBOSS, TRUGG

GLOOMSPITE GITZ (SEPTEMBER 2023)

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES	BASE SIZE
Trugg the Troggoth King	1	320	Leader, Behemoth	Single, Unique	100mm