

# DRAGON OGOR SHAGGOTH



## MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Leviathan Axe	2"	☀	3+	3+	-1	3
Sweeping Tail	3"	D3	4+	3+	-	1
Taloned Forelimbs	1"	2	3+	☀	-1	1

## DAMAGE TABLE

Wounds Suffered	Move	Leviathan Axe	Taloned Forelimbs
0-2	12"	4	3+
3-4	10"	3	3+
5-6	9"	3	4+
7-8	7"	2	4+
9+	6"	2	5+

## DESCRIPTION

A Dragon Ogor Shaggoth is a single model. It is armed with a massive Leviathan Axe, but also swipes at foes with its Sweeping Tail and skewers them with its Taloned Forelimbs.

## ABILITIES

**Beneath the Tempest:** Shaggoths only come down from their mountaintop lairs to march under cover of the wildest storms. If the roll to see who goes first in a battle round is a tie, great bolts of lightning split the sky. Roll a dice for each **DRAGON OGOR** unit on the battlefield; if the result is 4 or more, one model in the unit heals D3 wounds.

## MAGIC

**WIZARDS** from your army know the Summon Lightning spell whilst they are within 20" of a Shaggoth.

## SUMMON LIGHTNING

Summon Lightning has a casting value of 5. If successfully cast, lightning forks down to strike a **DRAGON OGOR** unit within 20" of the wizard. That unit immediately heals D3 wounds and is robed in crackling energy until your next hero phase. Until then, you can re-roll any failed wound rolls for the unit.

## KEYWORDS

CHAOS, DRAGON OGOR, MONSTER, HERO, SHAGGOTH