

KROXIGOR

Taller and bulkier than even the most hulking saurus, each Kroxigor is a monstrosly strong crocodilian brute. They wade into battle alongside massed skink cohorts, crushing any who would threaten their diminutive cousins.



MELEE WEAPONS

Drakebite Maul

Moon Hammer

Vice-like Jaws

Range

2"

2"

1"

Attacks

4

See below

1

To Hit

4+

4+

4+

To Wound

3+

3+

3+

Rend

-1

-1

-1

Damage

2

2

1

DESCRIPTION

A unit of Kroxigor has any number of models, each armed with a Drakebite Maul and Vice-like Jaws. 1 in every 3 models in this unit can replace their Drakebite Maul with a Moon Hammer.

ABILITIES

Battle Synergy: *Kroxigor fight all the harder in the presence of skinks.*

Add 1 to hit rolls for attacks made by this unit while it is wholly within 6" of any **SKINK** units.

Jaws Like a Steel Trap: *A Kroxigor in full battle-frenzy may clamp its massive teeth around its victim, shaking them back and forth like a rag doll to shatter bones and rip through flesh.*

If the unmodified hit roll for an attack made with Vice-like Jaws is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

Sweeping Blows: *A Kroxigor armed with a Moon Hammer swings its weapon in wide arcs, smashing aside a multitude of foes with each blow.*

The Attacks characteristic of a Moon Hammer is equal to the number of enemy models within 2" of the attacking model when the number of attacks made with the weapon is determined.