



RAZORDON HUNTING PACK



A Razordon's back and tail are covered in a thick layer of sharp spines that can be ejected with a muscular spasm. These qualities make the beasts adept at defending key sites, for they take bestial delight in pincushioning any who stray too close.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Volley of Spikes	18"	2D6	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Spiked Tail	1"	3	3+	3+	-2	2
Celestite Goad	1"	1	4+	5+	-	1

DESCRIPTION

A Razordon Hunting Pack has any number of Skink Handler models, each armed with a Celestite Goad.

RAZORDONS: 1 in every 4 models in this unit must be a Razordon instead of a Skink Handler. A Razordon has a Wounds characteristic of 3 instead of 1 and is armed with a Volley of Spikes and Spiked Tail instead of a Celestite Goad.

ABILITIES

Instinctive Defence: *Razordons are highly territorial beasts, quick to unleash a storm of barbed spines when threatened.*

If there are any enemy units within 3" of this unit at the end of the charge phase, and no enemy units were within 3" of this unit at the start of that phase, each Razordon in this unit can make a shooting attack with its Volley of Spikes but the Attacks characteristic for that attack is D6 instead of 2D6.

Piercing Barbs: *The volleys of spikes unleashed by a Razordon are especially dangerous at short range.*

Improve the Rend characteristic by 1 for an attack made with a Volley of Spikes if the distance to the target is 6" or less.

KEYWORDS

ORDER, SERAPHON, SKINK, RAZORDON, HUNTING PACK