



# KROXIGOR

### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Drakebite Maul	2"	4	4+	3+	-	2
Moon Hammer	2"	See below	4+	3+	-1	2
Vice-like Jaws	1"	1	4+	3+	-1	1

### DESCRIPTION

A unit of Kroxigor has 3 or more models. They are armed with mighty Drakebite Mauls. 1 in every 3 models may instead be armed with a Moon Hammer. Even unarmed, Kroxigor are feared for the terrifying bite of their Vice-like Jaws.

### ABILITIES

**Energy Transference:** When skinks are nearby, Kroxigor are energised by the nimbus of light that plays around the diminutive creatures. You can re-roll wound rolls of 1 for Kroxigor that are within 3" of any **SKINKS**.

**Sweeping Blows:** When a Kroxigor attacks with a Moon Hammer, it swings it in a wide arc that hits a number of foes. Select a target unit and make one attack against it for each of its models within range.

**Jaws like a Steel Trap:** If the wound roll for an attack made with a model's Vice-like Jaws is 6 or higher, the Kroxigor clamps its massive teeth around its victim and shakes it back and forth. Both you and your opponent roll a dice. If you score higher, your opponent does not make a save roll – instead, the target suffers a number of mortal wounds equal to the difference between the two dice rolls. Otherwise, the victim slips free and the attack causes no damage.

### MAGIC

**SLANN WIZARDS** know the Summon Kroxigor spell, in addition to any others they know.

### SUMMON KROXIGOR

Summon Kroxigor has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Kroxigor within 15" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 6 Kroxigor instead.

### KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, KROXIGOR