



RAZORDONS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Volley of Spikes	12"	2D6	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fierce Bite and Spiked Tail	1"	3	4+	3+	-	1

DESCRIPTION

A unit of Razordons has any number of models. A Razordon can unleash a deadly Volley of Spikes and attack with its Fierce Bite and Spiked Tail.

ABILITIES

Piercing Barbs: If a Razordon shoots a Volley of Spikes at a target within 6", it has a Rend characteristic of -1 rather than '-'.
Instinctive Defence: Once per turn, if an enemy unit ends a charge move within 3" of this unit, roll a dice. If the result is 4 or higher, the Razordons immediately attack the charging unit with their Volleys of Spikes.

Goaded to Anger: You can re-roll all hit rolls of 1 for a Razordon in the shooting phase while its unit is within 3" of any Skink Handlers from your army.

MAGIC

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

SUMMON RAZORDONS

Summon Razordons has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Razordons 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.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, RAZORDONS