

RAZORGORS

Wild swine warped to monstrous size, Razorgors follow the stampedes of the beasterds into battle, where they gouge and gore their way through the enemy lines, slowing only to gobble up the mangled remains of their victims.



MELEE WEAPONS

Large Tusks and Hooves

Range

1"

Attacks

4

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Razorgors has any number of models, each armed with Large Tusks and Hooves.

ABILITIES

Uncontrollable Stampede: *Barrelling forwards in a reeking mass of swollen muscle and jutting spines, Razorgors smash their prey asunder with the impact of their charge.*

You can re-roll charge rolls for this unit. In addition, if this unit made a charge move in the same turn, an unmodified hit roll of 6 for an attack made by this unit inflicts 1 mortal wound on the target in addition to any normal damage.

KEYWORDS

CHAOS, BEASTS OF CHAOS, MONSTERS OF CHAOS, RAZORGORS