

BASTILADON

With scales thicker than the hull of a Steam Tank, a Bastiladon is nearly impervious to attack. They lumber forth heedless of even the mightiest blows, the skinks that ride upon their armoured shells operating deadly relics of the Old Ones.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Solar Engine	24"	☀	4+	3+	-1	2
Meteoric Javelins	8"	4	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ark of Sotek	3"	☀	4+	6+	-	1
Bludgeoning Tail	2"	3	3+	3+	-1	D3

DAMAGE TABLE			
Wounds Suffered	Save	Solar Engine	Ark of Sotek
0-2	1+	9	18
3-4	2+	8	15
5-6	3+	7	12
7-8	4+	6	9
9+	4+	5	6

KEYWORDS

ORDER, SERAPHON, SKINK, MONSTER, BASTILADON

DESCRIPTION

A Bastiladon is a single model armed with a Bludgeoning Tail, Meteoric Javelins and one of the following weapon options: Ark of Sotek; or Solar Engine.

ABILITIES

Light of the Heavens: *The light of a Solar Engine is utterly lethal to the minions of Chaos.*

Add 1 to the damage inflicted by each successful attack made with a Solar Engine that targets a **CHAOS DAEMON** unit.

Tide of Snakes: *So numerous are the snakes unleashed by an Ark of Sotek that it is almost inevitable some will find their way past the foe's defences to deliver a lethal venomous bite.*

If the unmodified hit roll for an attack made with an Ark of Sotek is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

ENGINE OF THE GODS

Only in the most dire of circumstances will the Starmasters command an Engine of the Gods to be activated. Borne to battle atop a steadfast elder Stegadon, the power of these devices is unpredictable but often deadly to the enemies of the Seraphon.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Meteoric Javelins	8"	4	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Horns	2"	2	3+	3+	-1	☀
Grinding Jaws	1"	2	3+	3+	-1	2
Crushing Stomps	1"	☀	3+	3+	-1	2

DAMAGE TABLE

Wounds Suffered	Move	Massive Horns	Crushing Stomps
0-3	8"	4	5
4-5	7"	3	4
6-8	6"	2	3
9-10	5"	2	2
11+	4"	1	1

KEYWORDS

ORDER, SERAPHON, SKINK, MONSTER, STEGADON, HERO, ENGINE OF THE GODS

DESCRIPTION

An Engine of the Gods is a single model armed with Massive Horns, Grinding Jaws and Crushing Stomps.

CREW: This model has a skink crew that attack with Meteoric Javelins. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Armoured Crest: *A Stegadon will turn to face a foe head-on if it can, so that its thickly scaled crest can protect it from harm.*

At the start of the combat phase, you can pick 1 enemy unit within 3" of this model and that has up to 5 models. If you do so, until the end of that phase, add 1 to save rolls for attacks made by that unit that target this model.

Cosmic Engine: *The Engine of the Gods is an ancient device, so powerful that it is capable of disrupting the natural laws of the universe.*

At the start of your shooting phase, you can make 1 cosmic engine roll for 1 model with this ability. Roll 2D6 and look up the roll on the table to the right. If there is a friendly **SLANN** within 12" of this model, you can choose to roll 3D6 instead of 2D6.

Roll Effect

2-3 *The Engine of the Gods shakes violently as the universe resists its pull.*
This model suffers D3 mortal wounds.

4-8 *The Engine thrums furiously and a brilliant white light shines forth.*
Heal D3 wounds allocated to each friendly **SERAPHON** unit wholly within 12" of this model (roll separately for each unit).

9-12 *Bolts of azure energy shoot from the Engine and engulf the foe.*
You can either pick 1 enemy unit within 24" this model that is visible to it and roll 1 dice, or roll 1 dice for each enemy unit within 12" of this model that is visible to it. On a 2+, that unit suffers D3 mortal wounds.

13-17 *A sudden pulse of starlight heralds the manifestation of new Seraphon warriors.*
You can set up 1 unit of 10 Saurus Warriors wholly within 12" of this model and more than 9" from any enemy units, and add it to your army.

18 *Time crawls to a halt around the Seraphon warhost.*
For the rest of the turn you can re-roll charge rolls for friendly **SERAPHON** units wholly within 24" of this model, and double the Attacks characteristic

of weapons used by friendly **SERAPHON** units while they are wholly within 24" of this model.

Steadfast Majesty: *Stegadons are almost fearless beasts, and their stubborn refusal to back down when faced by even the most fearsome foes inspires great courage in nearby skinks.*

You can re-roll battleshock tests for friendly **SKINK** units while they are wholly within 18" of any friendly **STEGADON** units.

Unstoppable Stampede: *Stegadons are nigh unstoppable as they crash through the midst of battle.*

Roll 1 dice for each enemy unit that is within 1" of this model when this model finishes a charge move. On a 3+, that enemy unit suffers D3 mortal wounds.

KROXIGOR



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

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Drakebite Maul	2"	4	4+	3+	-1	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 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.

KEYWORDS	ORDER, SERAPHON, KROXIGOR
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LORD KROAK

Despite his deathly state, Lord Kroak is the most powerful of all slann. The venerable Relic Priest appears unbidden when the Great Plan is most imperilled, the foes of the Seraphon laid to waste through an onslaught of arcane power.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Azyrite Force Barrier	3"	See below	3+	3+	-1	1

DESCRIPTION

Lord Kroak is a named character that is a single model. He is armed an Azyrite Force Barrier.

FLY: Lord Kroak can fly.

ABILITIES

Arcane Vassal: *A Slann Starmaster can channel the power of a spell through one of their followers.*

When this model attempts to cast a spell, before making the casting roll, you can pick either 1 friendly **SKINK WIZARD** that is within 12" of this model or 1 friendly **ORACLE** anywhere on the battlefield. If you do so and the spell is successfully cast and not unbound, you must measure the range and visibility for the spell from that **SKINK WIZARD** or **ORACLE**.

Azyrite Force Barrier: *Lord Kroak's desiccated form is protected by a crackling energy field that blasts enemies who dare come close.*

The Attacks characteristic of Azyrite Force Barrier is equal to the number of enemy models within 3" of the attacking model when the number of attacks made with the weapon is determined.

KEYWORDS

ORDER, SERAPHON, SLANN, HERO, WIZARD, STARMASTER, LORD KROAK

Dead for Innumerable Ages: *Lord Kroak is no longer alive in the conventional sense; his ancient and withered form is preserved only by his indomitable spirit. As such, he is almost immune to all but the most devastating attacks.*

Roll a dice each time you allocate a wound or mortal wound to this model. On a 4+, that wound or mortal wound is negated.

Impeccable Foresight: *Lord Kroak casts his mind into the future, reading the threads of destiny as easily as a mortal would read a map.*

At the start of your hero phase, roll 3 dice for this model. For each 4+, you receive 1 command point.

Masters of Order: *The slann are among the greatest wizards in existence, and they shape the very stars with their magic.*

Add 1 to casting, dispelling and unbinding rolls for this model. In addition, this model can attempt to unbind enemy spells that are cast anywhere on the battlefield and attempt to dispel endless spells anywhere on the battlefield.

MAGIC

Lord Kroak is a **WIZARD**. He can attempt to cast 4 spells in your own hero phase and attempt to unbind 4 spells in the enemy hero phase. He knows the Arcane Bolt, Mystic Shield, Celestial Deliverance and Comet's Call spells.

Celestial Deliverance: *Lord Kroak's palanquin quivers with barely contained force before unleashing ruination on the enemies of the Seraphon.*

The caster can attempt to cast this spell up to 3 times in the same hero phase. Celestial Deliverance has a casting value of 7 the first time it is attempted in a phase, a casting value of 8 the second time it is attempted in a phase, and a casting value of 9 the third time it is attempted in a phase.

Each time this spell is successfully cast, pick up to 3 different enemy units within 10" of the caster and visible to them, and roll 1 dice for each unit you pick. On a 2+, that unit suffers D3 mortal wounds. If that unit is a **CHAOS DAEMON** unit, on a 2+ it suffers 3 mortal wounds instead of D3 mortal wounds.

Comet's Call: *His consciousness soaring up to the heavens, the caster summons a cluster of comets before casting them into the enemy's ranks.*

Comet's Call has a casting value of 7. If successfully cast, you can pick up to D3 different enemy units anywhere on the battlefield. Each of those units suffers D3 mortal wounds (roll separately for each). If the casting roll was 10+, pick up to D6 different enemy units instead of up to D3.

COMMAND ABILITIES

Gift from the Heavens: *At a Starmaster's command, his followers are wrapped in a mantle of Azyrite energy, allowing them to disregard the natural laws that govern the Mortal Realms.*

You can use this command ability in your hero phase. If you do so, pick 1 friendly **SERAPHON** unit wholly within 18" of a friendly model with this command ability. Until your next hero phase, that unit can fly and you can add 1 to save rolls for attacks made with missile weapons that target that unit. You can only use this command ability once per hero phase.

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

RIPPERDACTYL CHIEF

Skink Chiefs who ride Ripperdactyls are fearsome, battle-scarred warriors that share much in common with their ferocious mounts. Under their direction, a pack of Ripperdactyls can unleash a truly hideous storm of violence.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Skyblade	1"	4	3+	4+	-1	1
Tearing Jaws	1"	4	4+	3+	-	1

A Ripperdactyl Chief is a single model armed with a Skyblade.

MOUNT: This model's Ripperdactyl attacks with its Tearing Jaws.

FLY: This model can fly.

ABILITIES

Voracious Appetite: *Ripperdactyls have a constant urge to feed, even in the midst of battle.*

If the unmodified hit roll for an attack made with Tearing Jaws is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

COMMAND ABILITIES

Ripperdactyl Assault: *A Ripperdactyl Chief is as ferocious as his mount, their example inspiring any cohorts of Ripperdactyl Riders that are nearby to attack with unbridled fury.*

You can this command ability at the start of the combat phase. If you do so, pick 1 friendly model with this command ability. Until the end of that phase, add 1 to the Attacks characteristic of melee weapons used by friendly **RIPPERDACTYL** units that are wholly within 18" of that model.

KEYWORDS

ORDER, SERAPHON, SKINK, RIPPERDACTYL, HERO, RIPPERDACTYL CHIEF

RIPPERDACTYL RIDERS

In a storm of snapping, razor-sharp fangs, Ripperdactyls descend to tear apart their prey. The bloodlust of these creatures can never be sated, for in their bestial hearts lurks an endless desire to kill.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moonstone Warspear	1"	1	4+	4+	-	1
Tearing Jaws	1"	3	4+	3+	-	1

DESCRIPTION

A unit of Ripperdactyl Riders has any number of models, each armed with a Moonstone Warspear.

MOUNT: This unit's Ripperdactyls attack with their Tearing Jaws.

FLY: This unit can fly.

RIPPERDACTYL RIDER ALPHA:

1 model in this unit can be a Ripperdactyl Rider Alpha. Add 1 to the Attacks characteristic of that model's Moonstone Warspear.

BLOT TOAD: You receive 1 Blot Toad marker for each **RIPPERDACTYL RIDERS** unit in your army.

ABILITIES

Toad Rage: *The mere scent of a Blot Toad sends Ripperdactyls into a frenzy. It is no coincidence that these diminutive creatures seem to materialise whenever the winged beasts are near.*

At the start of the combat phase, you can set up 1 Blot Toad marker next to 1 enemy unit. If you do so, you can re-roll hit rolls for attacks made with Tearing Jaws by friendly **RIPPERDACTYL** units that are wholly within 6" of that enemy unit. At the

end of the combat phase, remove the Blot Toad marker; it cannot be used again in that battle.

Designer's Note: *Blot Toads are not units; they are markers that are used to keep track of which enemy units this ability affects and how many times you can use this ability during a battle.*

Voracious Appetite: *Ripperdactyls have a constant urge to feed, even in the midst of battle.*

If the unmodified hit roll for an attack made with Tearing Jaws is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

KEYWORDS

ORDER, SERAPHON, SKINK, RIPPERDACTYL, RIPPERDACTYL RIDERS



SALAMANDER HUNTING PACK



One of the many predatory beasts bred for war by the Seraphon, Salamanders are capable of belching forth streams of deadly liquid flame. Those who manage to survive the fiery burst soon find themselves horrifically digested alive by the caustic juices.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stream of Fire	12"	4	3+	3+	-2	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Burning Jaws	1"	3	3+	3+	-2	D3
Celestite Goad	1"	1	4+	5+	-	1

DESCRIPTION

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

SALAMANDERS: 1 in every 4 models in this unit must be a Salamander instead of a Skink Handler. A Salamander has a Wounds characteristic of 3 instead of 1 and is armed with a Stream of Fire and Burning Jaws instead of a Celestite Goad.

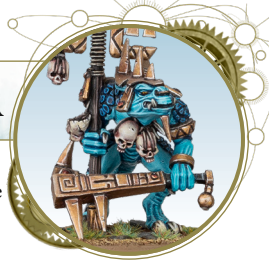
ABILITIES

It Burns!: *The corrosive liquid produced by a Salamander sticks to the target and eats through armour, flesh and bone.*

If the unmodified hit roll for an attack made with a Stream of Fire or Burning Jaws is 6, that attack inflicts D3 mortal wounds on the target unit and the attack sequence ends (do not make a wound or save roll).

SAURUS ASTROLITH BEARER

Inscribed with complex geometric and astrological symbols, an astrolith is a conduit for the power of Azyr. Those Seraphon in the presence of such an icon fight all the harder, empowered by the energies of the heavens radiating from the artefact.



MELEE WEAPONS

Celestite Warpick
Fearsome Jaws

Range

1"
1"

Attacks

3
1

To Hit

3+
4+

To Wound

3+
3+

Rend

-1
-

Damage

1
1

DESCRIPTION

A Saurus Astrolith Bearer is a single model armed with a Celestite Warpick and Fearsome Jaws.

ABILITIES

Celestial Conduit: *An astrolith increases the flow of celestial magic in the vicinity.*

Add 1 to casting rolls for friendly **SERAPHON WIZARDS** while they are within 12" of any models with this ability. In addition, add 6" to the range of any spells cast by friendly **SERAPHON WIZARDS** while they are within 12" of any models with this ability.

Revivifying Energies: *The cosmic energies emanating from an astrolith protect nearby Seraphon, sealing the most grievous wounds in flashes of cerulean light.*

Roll a dice each time you allocate a wound or mortal wound to a friendly **SERAPHON** unit wholly within 12" of any models with this ability. On a 6, that wound or mortal wound is negated.

KEYWORDS

ORDER, SERAPHON, SAURUS, HERO, TOTEM, ASTROLITH BEARER

SAURUS ETERNITY WARDEN

Uncompromising guardians of the slann, Eternity Wardens are utterly committed to the defence of their masters. Selflessly they will place themselves in the path of the foe, weathering a storm of blows before responding with brutal violence.



MELEE WEAPONS

Star-stone Mace (Celestite weapon)
Fearsome Jaws

Range

1"
1"

Attacks

3
1

To Hit

3+
4+

To Wound

3+
3+

Rend

-1
-

Damage

D3
1

DESCRIPTION

A Saurus Eternity Warden is a single model armed with a Star-stone Mace and Fearsome Jaws.

ABILITIES

Cold Ferocity: *Saurus heroes fight with a carefully controlled fury.*

If the unmodified hit roll for an attack made with a Celestite weapon by this model is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

Selfless Protectors: *An Eternity Warden stands as a living shield between the slann and their foes.*

Roll a dice before you allocate a wound or mortal wound to a friendly **SLANN** while it is within 3" of any friendly units with this ability. On a 2+, you must allocate that wound or mortal wound to a friendly unit with this ability that is within 3" of that **SLANN**, instead of to that **SLANN**.

COMMAND ABILITIES

Prime Guardian: *Eternity Wardens use not only the weapons they hold in their hands to protect the slann, but also the cohorts of Saurus Guard who were created for that very purpose.*

You can use this command ability in the combat phase. If you do so, pick 1 friendly **SAURUS GUARD** unit wholly within 18" of a friendly model with this command ability. Until the end of that phase, you can add 1 to hit rolls for attacks made by that unit. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

ORDER, SERAPHON, SAURUS, HERO, ETERNITY WARDEN

SAURUS GUARD



Patient and obstinate, Saurus Guard will not allow any harm to befall the Starmasters while even one of their number draws breath. Each will fight to the very last to defend their master, their polearms mercilessly hacking down the enemy.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Polearm	1"	2	3+	3+	-1	1
Powerful Jaws	1"	1	5+	4+	-	1

DESCRIPTION

A unit of Saurus Guard has any number of models, each armed with a Celestite Polearm and Powerful Jaws.

SAURUS GUARD ALPHA: 1 model in this unit can be a Saurus Guard Alpha. Add 1 to the Attacks characteristic of that model's Celestite Polearm.

STARDRAKE ICON BEARER: 1 in every 5 models in this unit can be a Stardrake Icon Bearer. Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of any friendly Stardrake Icon Bearers.

WARDRUMMER: 1 in every 5 models in this unit can be a Wardrummer. You can re-roll charge rolls for units that include any Wardrummers.

ABILITIES

Selfless Protectors: *The Saurus Guard stand as a living shield between the slann and their foes.*

Roll a dice before you allocate a wound or mortal wound to a friendly **SLANN** while it is within 3" of any friendly units with this ability. On a 2+, you must allocate that wound or mortal wound to a friendly unit with this ability that is within 3" of that **SLANN**, instead of to that **SLANN**.

KEYWORDS

ORDER, SERAPHON, SAURUS, SAURUS GUARD

SAURUS KNIGHTS

Mounted on cunning predatory beasts known as Cold Ones, Saurus Knights are the shock cavalry of the Seraphon. Weapons blazing with celestial light, they crash into the enemy with terrible, savage force.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Blade	1"	2	3+	3+	-	1
Celestite Warspear	1"	2	4+	3+	-	1
Powerful Jaws	1"	1	5+	4+	-	1
Snapping Jaws	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Saurus Knights has any number of models. The unit is armed with one of the following weapon options: Celestite Blade and Powerful Jaws; or Celestite Warspear and Powerful Jaws.

MOUNT: This unit's Cold Ones attack with their Snapping Jaws.

SAURUS KNIGHT ALPHA: 1 model in this unit can be a Saurus Knight Alpha. Add 1 to the Attacks characteristic of that model's Celestite Blade or Celestite Warspear.

STARDRAKE ICON BEARER: 1 in every 5 models in this unit can be a Stardrake Icon Bearer. Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of any friendly Stardrake Icon Bearers.

WARDRUMMER: 1 in every 5 models in this unit can be a Wardrummer. You can re-roll charge rolls for units that include any Wardrummers.

ABILITIES

Celestite Warspear: *A warspear is especially deadly when used by cavalry on the charge.*

Add 1 to the Damage characteristic of this unit's Celestite Warspears if this unit made a charge move in the same turn.

KEYWORDS

ORDER, SERAPHON, SAURUS, COLD ONE, SAURUS KNIGHTS

SAURUS OLDBLOOD

Veterans of centuries of fearsome bloodshed, Saurus Oldbloods are the greatest commanders of the Seraphon. Each directs their cohorts with an instinctive, savage precision, enacting the designs of the slann with faultless loyalty.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Maul	1"	3	4+	3+	-1	D3
Celestite Warblade	1"	5	3+	3+	-	1
Celestite Warspear	2"	4	3+	3+	-	1
Celestite Greatblade	1"	3	4+	3+	-1	2
Fearsome Jaws	1"	1	4+	3+	-	1

DESCRIPTION

A Saurus Oldblood is a single model armed with Fearsome Jaws and one of the following weapon options: Celestite Maul; Celestite Warblade; Celestite Warspear; or Celestite Greatblade.

ABILITIES

Cold Ferocity: *Saurus heroes fight with a carefully controlled fury.*

If the unmodified hit roll for an attack made with a Celestite weapon by this model is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

COMMAND ABILITIES

Wrath of the Seraphon: *The Oldblood directs nearby saurus to unleash their savage instincts.*

You can use this command ability in the combat phase. If you do so, pick 1 friendly **SAURUS** unit wholly within 18" of a friendly model with this command ability. Until the end of that phase, you can add 1 to hit rolls for attacks made by that unit. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

ORDER, SERAPHON, SAURUS, HERO, OLDBLOOD

SAURUS OLDBLOOD

ON CARNOSAUR

The mightiest Oldbloods can tame fearsome Carnosaurs, riding the terrifying beasts into battle. The howl of a Carnosaur can send even the bravest warrior fleeing, for the fury of these monstrous creatures is legendary.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sunbolt Gauntlet	18"	D6	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sunstone Spear (Celestite weapon)	2"	3	3+	3+	-1	3
Clawed Forelimbs	2"	2	☀	3+	-	2
Massive Jaws	2"	3	4+	3+	-1	☀

DAMAGE TABLE			
Wounds Suffered	Move	Clawed Forelimbs	Massive Jaws
0-2	10"	3+	5
3-4	9"	4+	4
5-7	8"	4+	3
8-9	7"	5+	2
10+	6"	5+	1

KEYWORDS

ORDER, SERAPHON, SAURUS, CARNOSAUR, MONSTER, HERO, OLDBLOOD

DESCRIPTION

A Saurus Oldblood on Carnosaur is a single model armed with a Sunbolt Gauntlet and Sunstone Spear.

MOUNT: This model's Carnosaur attacks with its Clawed Forelimbs and Massive Jaws.

ABILITIES

Blazing Sunbolts: *The searing bolts of energy unleashed by a sunbolt gauntlet are anathema to the daemons of the Dark Gods.*

Add 1 to wound rolls for attacks made with a Sunbolt Gauntlet if the target is a **CHAOS DAEMON** unit.

Blood Frenzy: *A Carnosaur that tastes flesh in the midst of battle becomes a rampaging force of destruction.*

If any enemy models are slain by wounds inflicted by this model's attacks, for the rest of the battle this model can run and still charge in the same turn.

Cold Ferocity: *Saurus heroes fight with a carefully controlled fury.*

If the unmodified hit roll for an attack made with a Celestite weapon by this model is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

Pinned Down: *Carnosaurs tackle prey by pinning them in place with their powerful forelimbs and then tearing into them with their massive jaws.*

Add 1 to hit rolls for attacks made with Massive Jaws if the target has a Wounds characteristic of 7 or less.

Terror: *This terrifying monstrosity strikes fear into the hearts of its foes.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly units with this ability.

COMMAND ABILITIES

Wrath of the Seraphon: *The Oldblood directs nearby saurus to unleash their savage instincts.*

You can use this command ability in the combat phase. If you do so, pick 1 friendly **SAURUS** unit wholly within 18" of a friendly model with this command ability. Until the end of that phase, you can add 1 to hit rolls for attacks made by that unit. A unit cannot benefit from this command ability more than once per phase.

SAURUS SCAR-VETERAN

ON CARNOSAUR

Scar-Veterans who have earned the right to ride a Carnosaur into battle are amongst the most ferocious of all their ilk. Such is the combined power of saurus and warbeast that they are capable of collapsing an entire enemy flank by themselves.



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Warblade	1"	6	3+	3+	-	1
Celestite Warspear	2"	6	3+	3+	-	1
Celestite Greatblade	1"	3	4+	3+	-1	2
Clawed Forelimbs	2"	2	☀	3+	-	2
Massive Jaws	2"	3	4+	3+	-1	☀

DAMAGE TABLE

Wounds Suffered	Move	Clawed Forelimbs	Massive Jaws
0-2	10"	3+	5
3-4	9"	4+	4
5-7	8"	4+	3
8-9	7"	5+	2
10+	6"	5+	1

KEYWORDS

ORDER, SERAPHON, SAURUS, CARNOSAUR, MONSTER, HERO, SCAR-VETERAN

DESCRIPTION

A Saurus Scar-Veteran on Carnosaur is a single model armed with one of the following weapon options: Celestite Warblade; Celestite Warspear; or Celestite Greatblade.

MOUNT: This model's Carnosaur attacks with its Clawed Forelimbs and Massive Jaws.

ABILITIES

Blood Frenzy: *A Carnosaur that tastes flesh in the midst of battle becomes a rampaging force of destruction.*

If any enemy models are slain by wounds inflicted by this model's attacks, for the rest of the battle this model can run and still charge in the same turn.

Celestite Warspear: *A warspear is especially deadly when used by cavalry on the charge.*

Add 1 to the Damage characteristic of this model's Celestite Warspear if this model made a charge move in the same turn.

Cold Ferocity: *Saurus heroes fight with a carefully controlled fury.*

If the unmodified hit roll for an attack made with a Celestite weapon by this model is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

Pinned Down: *Carnosaurs tackle prey by pinning them in place with their powerful forelimbs and then tearing into them with their massive jaws.*

Add 1 to hit rolls for attacks made with Massive Jaws if the target has a Wounds characteristic of 7 or less.

Terror: *This terrifying monstrosity strikes fear into the hearts of its foes.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly units with this ability.

COMMAND ABILITIES

Saurian Savagery: *The Scar-Veteran looses an ear-splitting roar that drives nearby saurus into a killing frenzy.*

You can use this command ability in the combat phase. If you do so, pick 1 friendly SAURUS unit wholly within 18" of a friendly model with this command ability. Until the end of that phase, if the unmodified hit roll for an attack made with a melee weapon by that friendly SAURUS unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit. A unit cannot benefit from this command ability more than once per phase.

SAURUS SCAR-VETERAN

ON COLD ONE

Scar-Veterans are the lieutenants of the saurian hosts, each a proven battlefield commander and deadly warrior. They regularly take to the field astride predatory reptilian beasts, all the better to reach the thick of the fighting sooner.



MELEE WEAPONS

Celestite Warpick
Fearsome Jaws
Snapping Jaws

Range

1"
1"
1"

Attacks

3
1
2

To Hit

3+
4+
3+

To Wound

3+
3+
4+

Rend

-1
-
-

Damage

1
1
1

DESCRIPTION

A Saurus Scar-Veteran on Cold One is a single model armed with a Celestite Warpick and Fearsome Jaws.

MOUNT: This model's Cold One attacks with its Snapping Jaws.

ABILITIES

Cold Ferocity: *Saurus heroes fight with a carefully controlled fury.*

If the unmodified hit roll for an attack made with a Celestite weapon by this model is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

COMMAND ABILITIES

Saurian Savagery: *The Scar-Veteran looses an ear-splitting roar that drives nearby saurus into a killing frenzy.*

You can use this command ability in the combat phase. If you do so, pick 1 friendly **SAURUS** unit wholly within 18" of a friendly model with this command ability. Until the end of that phase, if the unmodified hit roll for an attack made with a melee weapon by that friendly **SAURUS** unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

ORDER, SERAPHON, SAURUS, COLD ONE, HERO, SAURUS SCAR-VETERAN

SAURUS SUNBLOOD

Scarred and hulking champions of battle, Sunbloods are amongst the most deadly of all saurus. They lead their reptilian kin to smash through the weakest portion of an enemy line, their heavy maces rising and falling with merciless efficiency.



MELEE WEAPONS

Celestite Warmace
Fearsome Jaws

Range

1"
1"

Attacks

6
1

To Hit

3+
4+

To Wound

3+
3+

Rend

-1
-

Damage

1
1

DESCRIPTION

A Saurus Sunblood is a single model armed with a Celestite Warmace and Fearsome Jaws.

ABILITIES

Primal Rage: *A Sunblood in full battle-rage is a true embodiment of the Seraphon's savage fury.*

If the unmodified hit roll for an attack made by this model is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit. In addition, if the unmodified wound roll for an attack made by this model is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

COMMAND ABILITIES

Scent of Weakness: *The Sunblood raises his warmace, points it at an enemy and lets loose a chilling predatory roar.*

You can use this command ability in the combat phase. If you do so, pick 1 enemy unit within 12" of a friendly model with this command ability. Until the end of that phase, add 1 to wound rolls for attacks made by friendly SAURUS models that target that enemy unit. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

ORDER, SERAPHON, SAURUS, HERO, SUNBLOOD

SAURUS WARRIORS



Saurus Warriors are the brutal heart of the Seraphon armies. Bred solely for war, their cohorts advance across the battlefield in disciplined lockstep, unleashing their cold-blooded savagery only when battle is joined.



MELEE WEAPONS

Celestite Club
Celestite Spear
Powerful Jaws

Range

1"
2"
1"

Attacks

1
1
1

To Hit

4+
4+
5+

To Wound

3+
3+
4+

Rend

-1
-
-

Damage

1
1
1

DESCRIPTION

A unit of Saurus Warriors has any number of models. The unit is armed with one of the following weapon options: Celestite Club and Powerful Jaws; or Celestite Spear and Powerful Jaws.

SAURUS WARRIOR ALPHA: 1 model in this unit can be a Saurus Warrior Alpha. Add 1 to the Attacks characteristic of that model's Celestite Club or Celestite Spear.

STARDRAKE ICON BEARER: 1 in every 5 models in this unit can be a Stardrake Icon Bearer. Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of any friendly Stardrake Icon Bearers.

WARDRUMMER: 1 in every 5 models in this unit can be a Wardrummer. You can re-roll charge rolls for units that include any Wardrummers.

ABILITIES

Ordered Cohort: *Saurus are even deadlier when fighting in organised ranks.*

Add 1 to the Attacks characteristic of this unit's Celestite Clubs or Celestite Spears while this unit has 15 or more models.

KEYWORDS

ORDER, SERAPHON, SAURUS, SAURUS WARRIORS

SKINK ORACLE

ON TROGLODON

Conduits of celestial magic, the Oracles are blessed with a portion of the slann's magical might. They are the only skinks capable of taming the foul Troglodons, directing the loathsome beasts to slake their hunger on the enemies of the Seraphon.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Spittle	☀	D3	3+	3+	-	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Divining Rod	1"	2	4+	4+	-1	D3
Clawed Forelimbs	2"	2	4+	3+	-	2
Venomous Jaws	2"	3	4+	☀	-	2

DAMAGE TABLE

Wounds Suffered	Move	Noxious Spittle	Venomous Jaws
0-2	10"	18"	2+
3-4	9"	15"	3+
5-7	8"	12"	3+
8-9	7"	9"	4+
10+	6"	6"	5+

KEYWORDS

ORDER, SERAPHON, SKINK, TROGLODON, MONSTER, HERO, WIZARD, ORACLE

DESCRIPTION

A Skink Oracle on Troglodon is a single model armed with a Divining Rod.

MOUNT: This model's Troglodon attacks with its Noxious Spittle, Venomous Jaws and Clawed Forelimbs.

ABILITIES

Drawn to the Screams: *Troglodons are drawn to the screams elicited by wounds inflicted by their noxious spittle.*

If any wounds inflicted by this model's Noxious Spittle are allocated to an enemy model and not negated, until the end of the turn, you can re-roll charge rolls for this model.

Oracle of the Slann: *An Oracle can draw upon some of the power of their slann master no matter how far away they may be.*

Add 1 to casting, dispelling and unbinding rolls for this model. In addition, this model can attempt to unbind spells that are cast anywhere on the battlefield and attempt to dispel endless spells anywhere on the battlefield.

Regeneration: *Troglodons are able to regrow injured flesh almost as soon as they are harmed.*

In your hero phase, you can roll a dice for this model. If you do so, on a 2+, heal up to D3 wounds allocated to this model.

Terror: *This terrifying monstrosity strikes fear into the hearts of its foes.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly units with this ability.

Venomous Spittle: *The venom that drips from a Troglodon's jaws is extremely toxic and highly corrosive.*

If the unmodified wound roll for an attack made with this model's Noxious Spittle or Venomous Jaws is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. This model knows the Arcane Bolt, Mystic Shield and Comet's Call spells.

Comet's Call: *His consciousness soaring up to the heavens, the caster summons a cluster of comets before casting them into the enemy's ranks.*

Comet's Call has a casting value of 7. If successfully cast, you can pick up to D3 different enemy units anywhere on the battlefield. Each of those units suffers D3 mortal wounds (roll separately for each). If the casting roll was 10+, pick up to D6 different enemy units instead of up to D3.

SKINK PRIEST

The priestly leaders of the skink communities do not shy away from fighting alongside their followers. Bearing relics of their lost creator-gods, these reptilian clerics passionately inspire their kin to fight all the harder.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starbolt	18"	2	4+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Star-stone Staff	1"	1	4+	4+	-1	1

DESCRIPTION

A Skink Priest is a single model armed with a Starbolt and Star-stone Staff.

ABILITIES

Star-stone Staff: *A Skink Priest can use their Star-stone staff to fill their skink followers with a measure of Azyrite energy.*

In your hero phase, you can pick 1 friendly **SKINK** unit wholly within 12" of this model and roll a dice. On a 3+, until your next hero phase, that unit can run and still shoot and/or charge in the same turn, and you can add 1 to save rolls for attacks that target that unit. A unit cannot benefit from this ability more than once per phase.

COMMAND ABILITIES

Herald of the Old Ones: *The chirruped sermons and holy exhortations of a Skink Priest embolden their followers to fight all the harder.*

You can use this command ability in your hero phase. If you do so, pick 1 friendly **SKINK** unit wholly within 18" of a friendly model with this command ability. Until your next hero phase, you can add 1 to hit rolls for attacks made by that unit. A unit cannot benefit from this command ability more than once per phase.

SKINKS



The smallest of all Seraphon subspecies, skinks are swift and clever warriors. Though physically frail they are capable of covering ground with impressive speed, swarming as a scaly mass to unleash a storm of poison-tipped projectiles.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Meteoric Javelin	8"	1	5+	4+	-	1
Boltspitter	16"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Dagger	1"	1	5+	5+	-	1
Moonstone Club	1"	1	4+	4+	-	1

DESCRIPTION

A unit of Skinks has any number of models. The unit is armed with one of the following weapon options: Meteoric Javelin, Celestite Dagger and Star-buckler; Boltspitter and Moonstone Club; Boltspitter, Celestite Dagger and Star-buckler; or Moonstone Club and Star-buckler.

SKINK ALPHA: 1 model in this unit can be a Skink Alpha. Add 1 to the Attacks characteristic of that model's melee weapons.

ABILITIES

Swarming Cohort: *Large cohorts of skinks can bring down the mightiest foes through sheer weight of numbers.*

Add 1 to the Attacks characteristic of weapons used by this unit while it has 15 or more models.

Star-buckler: *Some skinks carry bucklers as resilient as the scales of a Stardrake.*

Add 1 to save rolls for attacks that target a unit armed with Star-bucklers.

SKINK STARPRIEST

Blessed with great intelligence and a deep connection to Azyr, the Starpriests provide front-line magical support to the Seraphon in battle. Each is a talented wizard, able to unleash the scouring light of distant celestial bodies upon the foe.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Venombolt	18"	2	3+	3+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Serpent Staff	1"	2	4+	3+	-1	1

DESCRIPTION

A Skink Starpriest is a single model armed with a Serpent Staff and Venombolt.

ABILITIES

Astral Herald: *Through performing complex star-rituals, these priests can divine – and therefore manipulate – the outcome of a battle.*

At the start of your hero phase, roll a dice for this model. On a 5+, you receive 1 command point.

Serpent Staff: *Channelling cosmic power through their twin-headed staff, a Starpriest coats their allies' weapons in deadly venom.*

In your hero phase, you can pick 1 friendly **SERAPHON** unit wholly within 12" of this model. If you do so, until your next hero phase, if the unmodified wound roll for an attack made by that unit is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage. A unit cannot benefit from this ability more than once per phase.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Blazing Starlight spells.

Blazing Starlight: *The Starpriest summons the blazing light of a distant celestial body.*

Blazing Starlight has a casting value of 6. If successfully cast, pick 1 enemy unit within 18" of the caster and visible to them. Until your next hero phase, subtract 1 from hit rolls for attacks made by that unit.

KEYWORDS

ORDER, SERAPHON, SKINK, HERO, WIZARD, STARPRIEST

SKINK STARSEER

Greatest of all the skink priesthood, the Starseers are the most powerful wizards of a constellation after the slann themselves. Their celestial blessings allow them to gaze into the future, influencing the skeins of fate to their masters' unknowable ends.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Astral Bolt	18"	2	3+	3+	-1	D3
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Astromancer's Staff	2"	2	4+	3+	-1	D3

DESCRIPTION

A Skink Starseer is a single model armed with an Astromancer's Staff and Astral Bolt.

FLY: This model can fly.

ABILITIES

Cosmic Herald: *Through performing complex star-rituals, these priests can divine – and therefore manipulate – the outcome of a battle.*

At the start of your hero phase, roll a dice for this model. On a 4+, you receive 1 command point.

Astromancer's Staff: *A Starseer's staff contains the power to alter the flow of time.*

At the start of your charge phase, you can pick 1 friendly **SERAPHON** unit wholly within 12" of this model. If you do so, in that phase you can attempt to charge with that unit if it is within 18" of the enemy instead of 12", and you roll 3D6 instead of 2D6 when making the charge roll.

MAGIC

This model is a **WIZARD**. It can attempt to cast 1 spell in your hero phase and attempt to unbind 1 spell in the enemy hero phase.

It knows the Arcane Bolt, Mystic Shield and Control Fate spells.

Control Fate: *This spell grants the caster a brief chance to influence the destiny of a friend or foe.*

Control Fate has a casting value of 7. If successfully cast, pick 1 unit within 18" of the caster and visible to them. If that unit is an enemy unit, until your next hero phase, subtract 1 from save rolls for attacks that target that unit. If that unit is a friendly **SERAPHON** unit, until your next hero phase, add 1 to save rolls for attacks that target that unit.

KEYWORDS

ORDER, SERAPHON, SKINK, HERO, WIZARD, STARSEER

SLANN STARMASTER

Ancient beings created to serve the Old Ones, the Starmasters are amongst the greatest wizards in all the realms. The powers of the heavens are theirs to command, the energies of the stars wielded to annihilate their enemies.



MELEE WEAPONS

Azure Lightning

Range

3"

Attacks

6

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A Slann Starmaster is a single model armed with Azure Lightning.

FLY: This model can fly.

ABILITIES

Arcane Vassal: A Slann Starmaster can channel the power of a spell through one of their followers.

When this model attempts to cast a spell, before making the casting roll, you can pick either 1 friendly **SKINK WIZARD** that is within 12" of this model or 1 friendly **ORACLE** anywhere on the battlefield. If you do so and the spell is successfully cast and not unbound, you must measure the range and visibility for the spell from that **SKINK WIZARD** or **ORACLE**.

Foresight: The Starmaster casts his mind into the future, reading the threads of destiny as easily as a mortal would read a map.

At the start of your hero phase, roll 2 dice for this model. For each 4+, you receive 1 command point.

Masters of Order: The slann are among the greatest wizards in existence, and they shape the very stars with their magic.

Add 1 to casting, dispelling and unbinding rolls for this model. In addition, this model can attempt to unbind enemy spells that are cast anywhere on the battlefield and attempt to dispel endless spells anywhere on the battlefield.

KEYWORDS

ORDER, SERAPHON, SLANN, HERO, WIZARD, STARMASTER

MAGIC

This model is a **WIZARD**. It can attempt to cast 3 spells in your own hero phase and attempt to unbind 3 spells in the enemy hero phase. It knows the Arcane Bolt, Mystic Shield and Comet's Call spells.

Comet's Call: *His consciousness soaring up to the heavens, the caster summons a cluster of comets before casting them into the enemy's ranks.*

Comet's Call has a casting value of 7. If successfully cast, you can pick up to D3 different enemy units anywhere on the battlefield. Each of those units suffers D3 mortal wounds (roll separately for each). If the casting roll was 10+, pick up to D6 different enemy units instead of up to D3.

COMMAND ABILITIES

Gift from the Heavens: *At a Starmaster's command, his followers are wrapped in a mantle of Azyrite energy, allowing them to disregard the natural laws that govern the Mortal Realms.*

You can use this command ability in your hero phase. If you do so, pick 1 friendly **SERAPHON** unit wholly within 18" of a friendly model with this command ability. Until your next hero phase, that unit can fly and you can add 1 to save rolls for attacks made with missile weapons that target that unit. You can only use this command ability once per hero phase.

STEGADON

A charging Stegadon is nothing less than a living battering ram. Its skink riders wield all manner of deadly weapons, while the crushing bulk and sharpened horns of the Stegadon can smash aside even the most determined defenders.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Meteoric Javelins	8"	4	5+	4+	-	1
Skystreak Bow	24"	3	3+	3+	-1	3
Sunfire Throwers	8"	1	See below			
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Meteoric Warspear	1"	3	3+	3+	-1	1
Massive Horns	2"	2	3+	3+	-1	☀
Grinding Jaws	1"	2	3+	3+	-1	2
Crushing Stomps	1"	☀	3+	3+	-1	2

DAMAGE TABLE

Wounds Suffered	Move	Massive Horns	Crushing Stomps
0-2	8"	4	5
3-4	7"	3	4
5-6	6"	2	3
7-9	5"	2	2
9+	4"	1	1

STEGADON

KEYWORDS

ORDER, SERAPHON, SKINK, MONSTER, STEGADON

DESCRIPTION

A Stegadon is a single model armed with Massive Horns, Grinding Jaws and Crushing Stomps.

CREW: This model has a skink crew that attack with Meteoric Javelins and one of the following weapon options: Skystreak Bow; or Sunfire Throwers. For rules purposes, the crew are treated in the same manner as a mount.

SKINK CHIEF: This model can include 1 Skink Chief armed with a Meteoric Warspear. If it does, this model has the **HERO** keyword but any command traits or artefacts of power this model has only affect attacks made by the Skink Chief.

STEGADON WITH SKINK CHIEF

ABILITIES

Armoured Crest: *A Stegadon will turn to face a foe head-on if it can, so that its thickly scaled crest can protect it from harm.*

At the start of the combat phase, you can pick 1 enemy unit within 3" of this model and that has up to 5 models. If you do so, until the end of that phase, add 1 to save rolls for attacks made by that unit that target this model.

Gout of Sunfire: *Sunfire throwers unleash great roiling clouds of cosmic flame.*

Do not use the attack sequence for an attack made with Sunfire Throwers. Instead, roll a number of dice equal to the number of models from the target unit within 8" of the attacking model. For each 5+, the target unit suffers 1 mortal wound.

Steadfast Majesty: *Stegadons are almost fearless beasts, and their stubborn refusal to back down when faced by even the most fearsome foes inspires great courage in nearby skinks.*

You can re-roll battleshock tests for friendly **SKINK** units while they are wholly within 18" of any friendly **STEGADON** units.

Unstoppable Stampede: *Stegadons are nigh unstoppable as they crash through the midst of battle.*

Roll 1 dice for each enemy unit that is within 1" of this model when this model finishes a charge move. On a 3+, that enemy unit suffers D3 mortal wounds.

COMMAND ABILITIES

Coordinated Strike: *A Skink Chief mounted on a Stegadon is in the perfect position to direct the efforts of those skink warriors and warbeast handlers that are nearby, amplifying their destructive power.*

You can this command ability at the start of the combat phase. If you do so, pick 1 friendly **SKINK** unit wholly within 24" of a friendly **STEGADON HERO** with this command ability. Until the end of that phase, add 1 to the Attacks characteristic of melee weapons used by that **SKINK** unit. A unit cannot benefit from this command ability more than once per phase.

KEY WORDS

ORDER, SERAPHON, SKINK, HERO, MONSTER, STEGADON

TERRADON CHIEF



Known to their kin as ‘Masters of the Skies’, Skink Chiefs who ride Terradons are cunning warriors. They are adept at remaining beyond enemy retribution, directing their aerial cohorts to unleash their rocky barrage at precisely the right moment.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Skyblade	1"	3	3+	4+	-1	1
Razor-sharp Jaws	1"	4	4+	4+	-	1

A Terradon Chief is a single model armed with a Skyblade.

MOUNT: This model’s Terradon attacks with its Razor-sharp Jaws.

FLY: This model can fly.

ABILITIES

Lead from on High: *This wily chieftain directs their allies while flying high in the sky, only darting down for the briefest of moments to launch a strafing attack run.*

Subtract 1 from hit rolls for attacks made with melee weapons by models that cannot fly that target this model.

COMMAND ABILITIES

Coordinated Attack: *A Terradon Chief can direct his warriors so that they unleash their deadly cargo to maximum effect.*

You can this command ability when a friendly **TERRADON RIDERS** unit uses its Deadly Cargo ability while it is wholly within 12" of a friendly model with this command ability. If you do so, the enemy unit suffers D3 mortal wounds for each 2+ instead of each 4+.

KEYWORDS

ORDER, SERAPHON, SKINK, TERRADON, HERO, TERRADON CHIEF

TERRADON RIDERS



Few creatures can hope to match a Terradon for speed. The skinks that ride them are gifted aerial warriors, directing their mounts to swoop low over the enemy lines before releasing the meteoric rocks that the beasts clasp in their powerful hind claws.

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starstrike Javelin	12"	2	4+	3+	-	1
Sunleech Bolas	6"	D6	4+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Razor-sharp Jaws	1"	4	4+	4+	-	1

DESCRIPTION

A unit of Terradon Riders has any number of models. The unit is armed with one of the following weapon options: Starstrike Javelin; or Sunleech Bolas.

MOUNT: This unit's Terradons attack with their Razor-sharp Jaws.

FLY: This unit can fly.

TERRADON RIDER ALPHA: 1 model in this unit can be a Terradon Rider Alpha. Add 1 to the Attacks characteristic of that model's missile weapons.

ABILITIES

Deadly Cargo: *Terradons carry heavy boulders hewn from meteoric rock and carved with sigils of destruction, ready to be dropped at a command from their riders.*

Once per battle, after this unit finishes a move, you can pick 1 enemy unit and roll 1 die for each model in this unit that passed across any models from that enemy unit. For each 4+, that enemy unit suffers D3 mortal wounds.

KEYWORDS

ORDER, SERAPHON, SKINK, TERRADON, TERRADON RIDERS