

Seraphon

Battle Formations

- Sunclaw Starhost: 3 units do D3 mortals and pile in, end of any turn
- Thunder Lizard equivalent: +2 Health for Monsters, passive
- Eternal Starhost: Once Per Turn, Your Movement Phase. Pick a friendly SERAPHON unit (wholly) within 12" of a SERAPHON WIZARD. On a 3+, remove that unit from the battlefield and set it up again more than 9" from enemy units. Keyword: CORE
- Shadowclaw Starhost: Move up to 3 units of SKINKS D6" (but not into combat), (your?) shooting phase

Heroic Traits

- Being of the Stars: Ignore modifiers to save rolls (positive or negative)
- Beastmaster: SERAPHON MONSTERS and CAVALRY get +2" move if they start a move wholly within 12" of the hero
- If you charge this turn, a FRIENDLY SERAPHON unit wholly within 12" can use All-out Attack without spending a command point

Artefacts of Power

- Coatl Familiar: Once per Battle, Reaction after making a casting roll: add D6 to the casting roll
- Incandescent Rectrices: Heal D3, *any* hero phase
- Bloodrage Pendant: +1 Attacks to non-companion melee weapons; +2 attacks if you're at half health. Passive

Mount Traits

Probably none

Spell Lores

Lore of Celestial Manipulation

- Comet's Call: Roll for each model in the enemy unit. Each 5+ deals one mortal damage (was Stellar Tempest)
- Mystical Unforging: -1 Rend to enemy unit until the start of your next turn, 12", unlimited
- Speed of Huanchi: FRIENDLY UNIT can run, shoot and/or charge this turn

Lore of Primal Jungles

- The Earth Trembles: Casting Value 8. Pick a point within 18" and draw a line from the caster to that point. For each (enemy?) unit on that line, roll D3 and deal that much damage on a 2+
- Empowered Celestite: wholly within 12", casting value 5, +1 Rend to SAURUS weapons (not companion weapons)

- Light of Chotec: Pick a FREINDLY unit within 12" and roll a die for each damage the unit has taken. For each 4+, heal 1.

Realmshaper Engine

- It gets a nod to both the Starborne and Coalesced abilities!
- SAURUS and KROXIGOR (wholly?) within 9" get +1 to hit
- Power Unleashed: if wizard within 3" of Realmshaper, pick terrain within 24"; pick up to 3 enemy units within 3" of terrain to deal D3 (on 2+) mortals

Heroes

Lord Kroak

- Wizard (3)
- 18 Wounds, 4+ Save and 4+ ward
- Azyrite Force Barrier: 2D6@3+/3+/1/1, Crit (Mortals)
- Not INFANTRY. This means that Guarded Hero will give him the -1 to hit with ranged weapons, but he can be targeted from more than 12" away
- +2 to cast, unbind and banish rolls! Almost nobody gets pluses to unbind and banish!
- Unlimited range unbind and banish (Note: neither require visibility in the core rules)
- Dead of Innumerable Ages: At the END OF THE TURN, roll 3D6 and add the damage. 20+ he is slain, otherwise Heal (18).
 - More damage can accumulate in a turn so death risk is higher.
 - Wyrdflame and Corruption will prevent the heal!
 - The 4+ ward will help a lot, but no more bodyguarding from Saurus Guard
- Arcane Vassal: cast from a skink wizard wholly within 18, once per turn, any hero phase
- Celestial Deliverance: 7+ to cast, pick up to 3 enemy units within 12". Roll D3 for each and deal that much damage on a 2+. Can cast multiple times per phase.

Skink Oracle on Troglodon

- Wizard (1)
- 10" Move, 14 Health, 4+ Save, 5 Control
- MONSTER
- Noxious Spittle: Range 15", Shoot in Combat, Companion
- 3 damage on Companion melee attack
- Terror: Subtract 2 from the control scores of enemy units within combat range of this unit.
- Regeneration: End of Any Turn. Heal (D3)
- Noxious Roar (RAMPAGE): Once Per Turn (Army), Any Combat Phase. Pick 3 enemy units in combat with this unit. Roll a dice for each target. On a 3+, subtract 1 from hit rolls for the targets' attacks.
- No warscroll spell. 😞

Skink Starseer

- Move 5", Health 6, Save 4+, Control 2
- Fly

- Scry the Stars: Once per battle (Army), Your Hero Phase Roll a number of dice equal to the battle round number. For each 3+, pick a number of friendly SERAPHON units wholly within 18". They have Ward (5+) until the start of your next turn.
- Celestial Doom: Casting Value 7. Pick a visible enemy unit within 18". Ward rolls cannot be made for the target for the rest of the turn.

Skink Starpriest

- 8" Move, 5 Wounds, 4+ Save, 2 Control
- Serpent Staff: Your Hero Phase. Pick a visible friendly SERAPHON unit wholly with 18" to be the target. Roll a die. On a 2+, the target's melee weapons have Crit (Auto-wound) until the start of your next turn.
 - Three times she said that it applies to two units, but when she read it out loud, she read the above verbatim. Maybe it says "Twice Per Turn?"
- No warscroll spell 😞

Saurus Astrolith Bearer

- Infantry wholly within 12" gain Ward (6+). If they had a Ward (6+) they get a Ward (5+) instead. Passive
- Reaction: If a friendly wizard wholly within 12" of this unit successfully casts a spell, add 3 to the control scores of all friendly SERAPHON wholly within 12"
- No more +1 to cast or +6" spell range

Saurus Scar-Veteran on Aggradon

- 10" Move
- Aggradon melee profile: 3 attacks, 2 rend, 2 damage, Companion
- Primal Rage: End of Any Turn. If it used a fight ability, place a rage token, up to a maximum of 3. If it didn't fight, remove all rage tokens. Add 1 to Attacks of this unit's Companion weapons for each Rage token.
- Once per Battle (Army): Put a rage token on this unit and all FRIENDLY Aggradon Lancers wholly within 12", to a maximum of 3 on each unit

Stegadon Chief

- Skystreak Bow: Anti-Monster (+1 Rend)
- Sunfire Throwers: Anti-Infantry (+1 Rend)
- If a FRIENDLY NON-MONSTER SKINK unit redeploys while wholly within 18", no command point is spent
- Rampage: On Charge, roll D3 and deal that much mortal damage +2

Saurus Scar-Vet on Carnosaur

- Once per turn, pick an enemy hero in combat with this unit. Roll a die for each damage allocated to the enemy. For each 5+, deal 1 mortal damage

Infantry

Saurus Warriors

- 5 Move, 2 Health, 4+ Save, 1 Control
- A single attack profile for clubs and spears; no longer any difference.
- 2@3+/3+/1/1 attack profile
- +1 to save rolls when contesting an objective ****that you control****

Saurus Guard

- 3+ Save
- When in combat range of a friendly SLANN, 5+ ward for Guard and SLANN. That makes Guard very tanky near a Slann.
- Doesn't buff Kroak, who already has a 4+ ward, but still buffs Guard to make a strong screen.

Kroxigor Warspawned

- 4+ Save
- Drakefang War-pick: 4@4+/2+/1/2, Anti-monster (rend +1)
- Starfang War-pick: 4@3+/2+/1/3, Anti-monster (rend +1)
- +1 Damage to their attacks if wholly within 12" of a SKINK unit that is in combat.
- Subtract 1 Rend from ranged weapons that target this unit. Passive.

Skinks

- 6+ Save
- 12" shooting range. Shoot in combat
- When the Redeploy, roll 2 dice and pick one

Hunters of Huanchi with Dartpipes

- 8" Move, 1 Health, 6+ Save, 1 Control, 5+ Ward
- Dartpipe: 10" Range, 2@3+/3+/-/1, Crit (Auto-wound)
- Feeble Claws: 1@4+/5+/-/1
- Hidden Hunters: Deploy Ability. Set this unit up in reserve, "in ambush".
- Chameleon Ambush: Movement Phase. Pick this unit from "in ambush" and set it up anywhere on the battlefield, more than 9" from enemy units.
- Star-venom: Any Shooting Phase. Pick an enemy damaged allocated to it this turn by attacks from the Dartpipe. Roll a dice. On a 2+, subtract 1 from wound rolls from the target's combat attacks for the rest of the turn.
- Can't return to reserve, and no visibility abilities.
- Keywords: Infantry, Champion (1/5), Musician (1/5), Skink
- Yes, Champion (1/5)! Maybe to simplify challenges with the larger base on the champion?

Hunters of Huanchi with Starstone Bolas

- 8" Move, 1 Health, 6+ Save, 1 Control, 5+ Ward
- 1/5 non-champions can replace Bolas with Hunter Javelin.
- Starstone Bolas: 10" Range, 1@3+/4+/-/1
- Hunter Javelin (Ranged): 10" Range, 1@3+/3+/1/2
- Moonstone Club: 2@4+/5+/-/1
- Hunter Javelin (Melee): 3@3+/4+/1/2
- Hidden Hunters: Deploy Ability. Set this unit up in reserve, "in ambush".
- Chameleon Ambush: Movement Phase. Pick this unit from "in ambush" and set it up anywhere on the battlefield, more than 9" from enemy units.
- Starstone Bolas: Any Shooting Phase. Pick an enemy targeted by attacks from the Bolas. Roll a dice. On a 3+, subtract 1 dice rolled from the target's charge rolls for the rest of the turn (min 1).
- Can't return to reserve, and no visibility abilities.
- Keywords: Infantry, Champion (1/5), Musician (1/5), Skink
- Yes, Champion (1/5)! Maybe to simplify the larger base on the champion?

Cavalry

Aggradon Lancers

- 10" Move, 5 Wounds, 4+ Save, 2 Control
- Saurus Riders -> One Weapon Profile: 3@3+/3+/1/1, Charge (+1 Damage), Anti-Monster (+1 Rend)
- Aggradons: They skipped & the image quality was poor. Probably 3@4+/3+/2/2, Companion
- Rage: End of Turn: If it used a fight ability, place a rage token, up to a maximum of 3. If it didn't fight, remove all rage tokens. Add 1 to Attacks of this unit's Companion weapons for each Rage token.

Raptadons Chargers

- 12" move, 3 health, 5+ save, 1 control
- Tepok Lances: 3@4+/4+/1/1, Charge (+1 Damage)
- Serrated Fangs: 3@4+/3+/1/1
- +1 to hit with lances if attacking an enemy shot by Raptadon Hunters

Raptadons Hunters

- 12" move, 3 health, 5+ save, 1 control
- Starstone Atlatls: 2@4+/4+/2/1
- Moonstone Club: 3@4+/5+/-/1
- Serrated Fangs: 3@4+/3+/1/1
- Extra shooting in the charge phase against enemy unit charged by Chargers if within 12"

Ripperdactyls

- Blot toad is still a thing. No more info.

Artillery

Spawn of Chotec

- 8 Health
- Glob of Flame Acid: 16" range, 1@4+/2+/2/D3+3, Companion
- Stream of Fire: 10" range, 5@2+/3+/1/1, Anti-Infantry, Companion
 - Yes, ranged weapons can get Crit (2 Hits) from the Asterism of Itzl.
- No news on the abilities.
- BEAST keyword. Which means unit's Control Score is max 1

Monsters

Bastiladon with Ark of Sotek

- 5" Move, 12 Health, 2+ Save, 5 Control
- Handler's Meteoric Javelins: 12" range, 6@4+/4+/-/1, Shoot in Combat
- Bludgeoning Tail: 3@3+/3+/1/D3, Companion
- Ark: 20@4+/5+,-,1, Crit (Mortals), Companion
 - If Asterism of Itzl gives Crit (2 Hits), you must choose the Crit you want to use, which is Crit (Mortal) on the Ark
- Ark of Sotek: Rampage. Once Per Turn (Army), Any Combat Phase. Pick up to 3 different enemy units within 9". Roll D3 for each. On a 2+, inflict that much mortal damage.
- Keywords: Monster, Skink!

Bastiladon with Solar Engine

- 5" Move, 12 Health, 2+ Save, 5 Control
- Solar Engine: 18" range, 3@3+/3+/2/3 Crit (2 Hits).
 - So lost 6" range, lost 1 rend, gained Crit (2 Hits), which is mathematically very similar to +1 to hit
- Handler's Meteoric Javelins: 12" range, 6@4+/4+/-/1, Shoot in Combat
- Bludgeoning Tail: 3@3+/3+/1/D3, Companion
- Tail Swipe: Rampage. Once Per Turn (Army), Any Combat Phase. Pick an enemy unit in combat with this unit. Roll for each model in that unit to a maximum of 8. Each 5+ deals mortal damage.
- Keywords: Monster
- No SKINK keyword

Stegadon

- Skystreak Bow: 3@3+/3+/1/2, Anti-Monster (Rend +1)
- Sunfire Throwers: Anti-Infantry (Rend +1)
- Horns and Jaws: 6@4+/2+/1/2, Charge (+1 Damage)

Seraphon Traits and Warscroll Pics

BATTLE TRAITS

Seraphon armies can use the following abilities:

☼ Once Per Battle, Deployment Phase

THE GREAT PLAN: *The Seraphon look to the heavens for guidance, srying the stars above in the hope that the Great Plan is revealed to them.*

Declare: Pick an **ASTERISM** ability.

Effect: That **ASTERISM** ability can be used for the rest of the battle, but the others cannot, unless allowed by the 'Further the Great Plan' ability.

☼ Once Per Battle, Start of the Third Battle Round

FURTHER THE GREAT PLAN: *As the battle unfolds, so do the machinations of the Old Ones.*

Declare: You can use this ability if you meet the condition below that corresponds to the **ASTERISM** you picked in the deployment phase.

Itzl the Tamer: 3 or more enemy units have been destroyed.

Quetzl the Preserver: There are no enemy units wholly within friendly territory.

Sotek the Deliverer: The enemy general is in combat or has been destroyed.

Tepok the Seer: There are any friendly **SLANN** units on the battlefield and no friendly **SLANN** units are in combat or have been destroyed.

Effect: Pick a different **ASTERISM** ability. It can be used in addition to the one you picked in the deployment phase.

✂ Passive

ITZL THE TAMER: *Itzl is the most bestial of all the Old Ones and his asterism fills the Seraphon with ferocity.*

Effect: **Companion** weapons used by friendly **SERAPHON** units have **Crit (2 Hits)**.

KEYWORDS **ASTERISM**

🛡 Passive

QUETZL THE PRESERVER: *Quetzl grants protection from the dangers of the physical realms.*

Effect: Subtract 1 from the **Rend** characteristic of melee weapons for attacks that target friendly **SERAPHON** units that are wholly within friendly territory.

KEYWORDS **ASTERISM**

🏹 Passive

SOTEK THE DELIVERER: *The Asterism of Sotek emboldens the Seraphon with a war-hungry aggression.*

Effect: Add 2 to the **Move** characteristic of friendly **SERAPHON** units.

KEYWORDS **ASTERISM**

☼ Passive

TEPOK THE SEER: *The sign of Tepok, resplendent in the stars above, enlivens the land with thrumming geomantic energy.*

Effect: Add 1 to casting rolls for friendly **SERAPHON** units.

KEYWORDS **ASTERISM**

SUNCLAW STARHOST

✂ Once Per Turn (Army), End of Any Turn

VENGEANCE OF AZYR

The celestite weapons carried by the warriors of a Sunclaw Starhost are supercharged with the power of Azyr.

Declare: Pick up to 3 friendly **SAURUS** or **KROXIGOR** units that are in combat to be the targets.

Effect: For each target:

- Make a pile-in move.
- Then, pick an enemy unit in combat with the target and roll a D3. On a 2+, inflict an amount of mortal damage on that enemy unit equal to the roll.

LORE OF CELESTIAL MANIPULATION

🏰 Your Hero Phase



MYSTICAL UNFORGING

The magic of unmaking flies from the wizard's outstretched hands.

Declare: Pick a friendly **SERAPHON WIZARD** to cast this spell, pick a visible enemy unit within 12" of them to be the target, then make a casting roll of 2D6.

Effect: Subtract 1 from the Rend characteristic of the target's weapons until the start of your next turn.

KEYWORDS **SPELL, UNLIMITED**



• SERAPHON WARSCROLL •

SLANN STARMASTER

MELEE WEAPONS

Azure Lightning

Atk Hit Wnd Rnd Dmg

6 3+ 3+ 1 1

Ability

Crit (Mortal)

☼ Passive

MASTERS OF ORDER: *The slann are amongst the greatest wizards in existence, and they shape the very stars with their magic.*

Effect: Add 1 to casting rolls for this unit. In addition, this unit can use an **UNBIND** ability if an enemy **WIZARD** anywhere on the battlefield uses a **SPELL** ability instead of an enemy **WIZARD** within 30" of this unit, and when using the 'Banish Manifestation' ability, this unit can pick a manifestation anywhere on the battlefield instead of within 30" of it.

☼ Your Hero Phase

CELESTIAL EQUILIBRIUM: *The slann's form seems to shimmer and fade as it draws links between their allies and the turnings of the stars.*

Declare: Make a casting roll of 2D6.

Effect: For the rest of the turn, add 1 to casting rolls made for other friendly **SERAPHON WIZARDS** while they are wholly within 12" of this unit.

KEYWORDS SPELL

☼ Once Per Turn, Any Hero Phase

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

Declare: Pick a friendly **SKINK WIZARD** wholly within 18" of this unit to be the target.

Effect: Measure the range and visibility of the next **SPELL** ability used by this unit from the target instead of from this unit.

☼ Once Per Turn (Army), Your Hero Phase

CELESTIAL REINFORCEMENTS: *The slann summons Seraphon warriors to the battlefield to bolster their forces and ensure the Great Plan is made manifest.*

Declare: Pick a friendly **SERAPHON** unit that started the battle with 3 or more models and that has been destroyed to be the target.

Effect: Roll a dice. On a 4+, set up a replacement unit with half the number of models from the target unit (rounding up) wholly within 12" of this unit and more than 9" from all enemy units.

KEYWORDS

WARMASTER, HERO, WIZARD (3), INFANTRY, FLY, WARD (6+)

ORDER, SERAPHON, SLANN



• SERAPHON WARSCROLL •
SAURUS OLDBLOOD
 ON CARNOSAUR

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Sunbolt Gauntlet	12"	D6	3+	3+	1	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Sunstone Spear		5	3+	3+	1	2	Charge (+1 Damage)
Carnosaur's Clawed Forelimbs		4	4+	2+	1	3	Companion
☠ Carnosaur's Massive Jaws		3	4+	2+	2	3	Companion

☠ **Passive**

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its Carnosaur's Massive Jaws is 2.

➤ **Passive**

SPEARHEAD OF THE CHARGE: Atop their mighty Carnosaur steeds, Oldbloods lead their saurian brethren into battle.

Effect: If this unit charged this turn, add 1 to charge rolls for friendly **SAURUS** units while they are wholly within 18" of this unit for the rest of the turn.

● **Passive**

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

Effect: Subtract 2 from the control scores of enemy units while they are in combat with this unit.

✂ **Once Per Turn (Army), Any Combat Phase**

BLOOD FRENZY: A Carnosaur that senses an injured predator will not hesitate to assert its dominance in combat.

Effect: If this unit is in combat with any damaged enemy **MONSTERS**, roll a dice. On a 3+, this unit has **STRIKE-FIRST** for the rest of the turn.

KEYWORDS RAMPAGE

KEYWORDS

HERO, MONSTER

ORDER, SERAPHON, SAURUS



• SERAPHON WARSCROLL •
KROXIGOR

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Drakebite Maul	4	4+	2+	1	2	Anti-INFANTRY (+1 Rend)
Moonstone Hammer	4	3+	2+	1	3	Anti-INFANTRY (+1 Rend)

Each model in this unit is armed with a Drakebite Maul.

- 1/3 models can replace their Drakebite Maul with a Moonstone Hammer.

Passive

BRUTAL BLOWS: Kroxigor swing their weapons in wide arcs, smashing aside a multitude of foes with each blow.

Effect: Add 1 to the Damage characteristic of this unit's melee weapons for attacks that target an enemy unit that has 10 or more models.



KEYWORDS

INFANTRY

ORDER, SERAPHON, KROXIGOR



• SERAPHON WARSCROLL •

TERRADON RIDERS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Javelins and Bolas	10"	3	4+	5+	-	1	Crit (Auto-wound)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Terradon's Razor-sharp Jaws		3	4+	3+	1	1	Companion

⚙ Your Movement Phase

DEADLY CARGO: Terradons carry heavy boulders hewn from meteoric rock and carved with sigils of destruction. When these are dropped upon enemy lines, those not immediately crushed are sent flying in all directions.

Declare: Pick an enemy unit that this unit passed across this phase to be the target.

Effect: Roll a dice for each model in this unit, and add 2 to each roll if this unit is within the combat ranges of any friendly **Terradon Chief** units. For each 5+:

- Inflict 1 mortal damage on the target.
- If any damage points are allocated by this ability and the target does not have **FLY**, the target cannot use **RUN** abilities until the start of your next turn.

🛡 Passive

ATTACK FROM ON HIGH: Terradons circle high in the sky, only darting down for a brief moment to launch a strafing run.

Effect: Subtract 1 from hit rolls for shooting attacks that target this unit.



KEYWORDS

CAVALRY, CHAMPION, FLY

ORDER, SERAPHON, SKINK

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• SERAPHON WARSCROLL •
HUNTERS OF HUANCHI
 WITH DARTPIPES

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Dartpipe	10"	2	3+	3+	-	1	Crit (Auto-wound)
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Feeble Claws		1	4+	5+	-	1	-

◆ **Deployment Phase**

HIDDEN HUNTERS: *The Hunters of Huanchi can blend in with their surroundings and vanish from sight.*

Declare: Pick this unit if it has not been deployed.

Effect: Set up this unit in reserve in ambush. It has now been deployed.

KEYWORDS DEPLOY

➤ **Your Movement Phase**

CHAMELEON AMBUSH: *The Hunters of Huanchi emerge from hiding and pepper their enemies with projectiles.*

Declare: Pick this unit if it is in ambush.

Effect: Set up this unit anywhere on the battlefield more than 9" from all enemy units.

✎ **Any Shooting Phase**

STAR-VENOM: *The blowdarts used by the Hunters of Huanchi are coated in deadly toxins.*

Declare: Pick an enemy unit that had any damage points allocated to it this turn by attacks made with this unit's **Dartpipe** to be the target.

Effect: Roll a dice. On a 2+, subtract 1 from wound rolls for the target's combat attacks for the rest of the turn.



Member Goal

525 / 550
 GIVEAWAY

KEYWORDS

INFANTRY, CHAMPION (1/5), MUSICIAN (1/5)

ORDER, SERAPHON, SKINK



• SERAPHON WARSCROLL •

HUNTERS OF HUANCHI

WITH STARSTONE BOLAS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Starstone Bolas	10"	1	3+	4+	-	1	-
Hunter Javelin	10"	1	3+	3+	1	2	-
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Moonstone Club		2	4+	5+	-	1	-
Hunter Javelin		3	3+	4+	1	2	-

Each model in this unit is armed with Starstone Bolas and a Moonstone Club.

- 1/5 models can replace their weapons with a Hunter Javelin.
- The champion cannot replace their weapons.

Deployment Phase

HIDDEN HUNTERS: *The Hunters of Huanchi can blend in with their surroundings and vanish from sight.*

Declare: Pick this unit if it has not been deployed.

Effect: Set up this unit in reserve in ambush. It has now been deployed.

KEYWORDS DEPLOY

Your Movement Phase

CHAMELEON AMBUSH: *The Hunters of Huanchi emerge from hiding and pepper their enemies with projectiles.*

Declare: Pick this unit if it is in ambush.

Effect: Set up this unit anywhere on the battlefield more than 9" from all enemy units.

Any Shooting Phase

STARSTONE BOLAS: *A perfectly timed bola throw can ensnare an enemy.*

Declare: Pick an enemy unit that was targeted by this unit's Starstone Bolas this turn to be the target.

Effect: Roll a dice. On a 3+, until the start of your next turn, subtract 1 from the number of dice rolled when making charge rolls for the target, to a minimum of 1.



• SERAPHON WARSCROLL •
BASTILADON
 WITH SOLAR ENGINE

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Solar Engine	18"	3	3+	3+	2	3	Crit (2 Hits)
Handlers' Meteoric Javelins	12"	6	4+	4+	-	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Bludgeoning Tail		3	3+	3+	1	D3	Companion

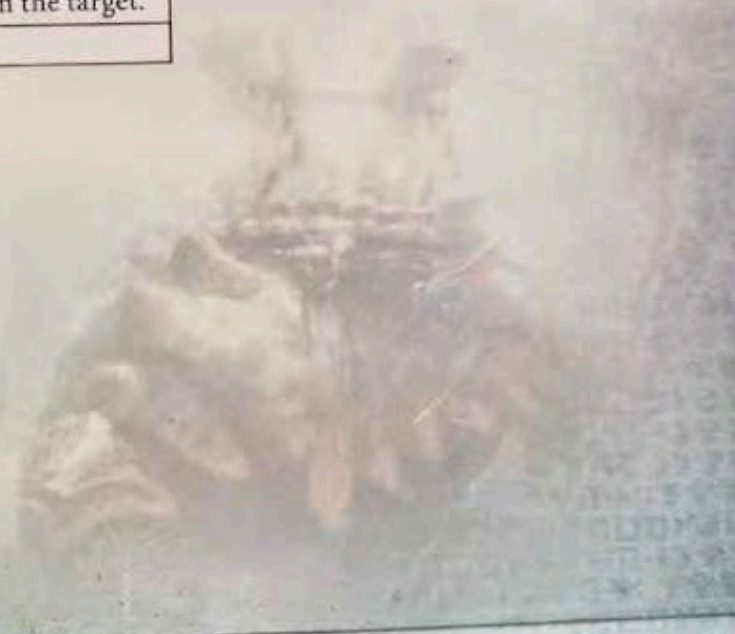
✂ **Once Per Turn (Army), Any Combat Phase**

TAIL SWIPE: *The mighty Bastiladon swings its clubbed tail into the ranks of enemies, knocking them back with brutal force.*

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: Roll a dice for each model in the target unit, to a maximum of 8. For each 5+, inflict 1 mortal damage on the target.

KEYWORDS RAMPAGE



KEYWORDS

MONSTER

ORDER, SERAPHON

Member Goal



• SERAPHON WARSCROLL •
BASTILADON
 WITH ARK OF SOTEK

RANGED WEAPONS							Ability
Handlers' Meteoric Javelins	12"	6	4+	4+	-	1	Shoot in Combat
MELEE WEAPONS							Ability
Ark of Sotek	20	4+	5+	-	1		Crit (Mortal), Companion
Bludgeoning Tail	3	3+	3+	1	D3		Companion

✂ **Once Per Turn (Army), Any Combat Phase**

ARK OF SOTEK: *So numerous are the snakes unleashed by an Ark of Sotek that some will find their way past the foe's defences to deliver a lethal venomous bite.*

Declare: Pick up to 3 different enemy units within 9" of this unit to be the targets.

Effect: Roll a D3 for each target. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

KEYWORDS

RAMPAGE



MONSTER

KEYWORDS

ORDER, SERAPHON, SKINK

Member Goal

525 / 550



• SERAPHON WARSCROLL •

ENGINE OF THE GODS

RANGED WEAPONS							Ability
Handlers' Meteoric Javelins	12"	6	4+	4+	-	1	Shoot in Combat
MELEE WEAPONS							Ability
Stegadon's Horns and Jaws		6	4+	2+	1	2	Charge (+1 Damage), Companion

Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its Stegadon's Horns and Jaws is 4.

Once Per Turn (Army), Any Combat Phase

CREST OF HORNS: A Stegadon prepares to face a charging enemy by turning its mighty head and bracing for impact, impaling the enemy and blunting their attacks with its thickly scaled crest.

Declare: Pick an enemy unit that charged this turn and is in combat with this unit to be the target.

Effect: Roll a D3. On a 2+:

- Inflict an amount of mortal damage on the target equal to the roll.
- Add 1 to save rolls for attacks made by that enemy unit that target this unit for the rest of the turn.

KEYWORDS RAMPAGE

Your Hero Phase

COSMIC ENGINE: The Engine of the Gods is an ancient device capable of disrupting the natural laws of the universe.

Declare: Pick if this unit will harness or reserve the power of its cosmic engine.

Effect: If it will reserve the power, place a **cosmic power token** next to this unit.

If it will harness the power, roll a dice and add the number of **cosmic power tokens** this unit has to the roll. Then, remove all **cosmic power tokens** this unit has and pick 1 of the following effects (if possible).

Healing Light: On a 3+, you can **Heal** (D3) all friendly **SERAPHON** units wholly within 12" of this unit.

Starlight Summons: On a 5+, you can pick up to 3 friendly **SERAPHON** units wholly within 12" of this unit. Return 1 slain model to each unit.

Time Slows: On a 6+, you can pick up to 3 friendly **SERAPHON** units wholly within 12" of this unit. Those units have **STRIKE-FIRST** for the rest of the turn.

KEYWORDS

MONSTER

ORDER, SERAPHON, SKINK