

Seraphon AoS 4 News v3.3.0

Battle Traits

- **The Great Plan:** Once Per Battle, Deployment. After Deployment is done. Pick an Asterism Ability (see below). You gain the effect of that Asterism for the battle.
- **Further the Great Plan:** Once Per Battle, Start of the Third Battle Round. Based on the Asterism you choose in the Deployment, if you complete the appropriate side-quest, you can pick a second Asterism to apply to your army (both are in effect).
 - **Itzl, the Tamer:** You complete the side-quest if 3 or more enemy units have been destroyed by the start of the third battle round.
 - **Quetzl, the Preserver:** You complete the side-quest if there are no enemy units wholly within your territory at the start of the third battle round.
 - **Sotek, the Deliverer:** You complete the side-quest if the enemy general is in combat at or has been destroyed by the start of the third battle round.
 - **Tepok, the Seer:** You complete the side-quest if there is a friendly SLANN on the battlefield and no SLANN are in combat at or have been destroyed by the start of the third battle round.

Asterisms

- **Itzl, the Tamer:** Companion weapons used friendly Seraphon units have Crit (2 Hits).
- **Quetzl, the Preserver:** Subtract 1 from the Rend characteristic of melee weapons for attacks that target friendly SERAPHON units that are wholly within friendly territory.
- **Sotek, the Deliverer:** Add 2 to the Move characteristic of friendly SERAPHON units.
- **Tepok, the Seer:** Add 1 to casting rolls for friendly SERAPHON units.

Battle Formations

- **Sunclaw Starhost:** Once Per Turn, End of Any Turn. Pick 3 friendly SAURUS or KROXIGOR units that are in combat to be the targets. For each target, make a pile in move, and then pick an enemy unit in combat with that unit and deal D3 (on a 2+) mortal damage to it.
- **Thunderquake Starhost:** +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
 - Used by the teleported unit, so that unit cannot move before or after the teleport, whether it is successful or not.
- **Shadowstrike Starhost:** In Your Shooting Phase, move up to 3 units of SKINKS INFANTRY or CAVALRY D6" (but not into combat).

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

- **Reptilian Cunning:** If this unit charged 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

None

Spell Lore

Lore of Celestial Manipulation

- **Comet's Call:** Range 18". Pick one target unit. Roll for each model in the enemy unit. Each 5+ deals one mortal damage (was Stellar Tempest)
- **Mystical Unforging:** Casting Value 6, 12" Range. -1 Rend to enemy unit's weapons until the start of your next turn, UNLIMITED
- **Speed of Huanchi:** Casting Value 6, Range 12". FRIENDLY UNIT can run, shoot and/or charge this turn. This also means we could cast this in the enemy turn to let a unit Redeploy, and later shoot or charge. But that'll cost 4 or 5 command points.

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 FRIENDLY unit within 12" and roll a die for each damage the unit has taken. For each 4+, heal 1. UNLIMITED

Realmshaper Engine

- Move 0", Health 15, Save 4+, Control -
- Unstable Terrain
- It gets a nod to both the Starborne and Coalesced abilities!
- **Fierce Guardians:** SAURUS and KROXIGOR get +1 to hit when targeting an enemy unit that's within 9" of the terrain feature. Passive.
- **Power Unleashed:** Once Per Turn, Hero Phase. If there's a FRIENDLY SERAPHON WIZARD within 3" of Realmshaper, pick a terrain feature within 24"; pick up to 3 enemy units within 3" of that terrain to deal D3 (on 2+) mortals. If the selected Terrain Feature has a Health characteristic

(i.e., is faction terrain), deal D3 mortals to that terrain feature.

Heroes

Lord Kroak

- Wizard (3), WARMASTER, FLY
- 5" Move, 18 Wounds, 4+ Save, 5 Control, 4+ Ward
- **Gaze of Kroak:** 12" Range, 1@2+/3+/2/2D6, Shoot in Combat
- **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
- **Supreme Master of Order:** +2 to cast. Probably doesn't have +2 to unbind or banish, as had been previously reported. 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.
 - Wyrdfire and Corruption will prevent the heal!
 - The 4+ ward will help a lot, as will lower damage of AoS 4, but no more bodyguarding from Saurus Guard
- **Arcane Vassal:** Once Per Turn, Any Hero Phase. Measure spell range and visibility from a SKINK WIZARD wholly within 18".
- **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.

Slann Starmaster

- Wizard (3), WARMASTER, FLY, INFANTRY
- 5" Move, 9 Health, 5+ Save, 2 Control, Ward 6+
- **Azure Lightning:** 6@3+/3+1/1, Crit (Mortal)
- **Masters of Order:** +1 to cast. Unlimited range unbind and banish (Note: neither require visibility in the core rules)
- **Arcane Vassal:** Once Per Turn, Any Hero Phase. Measure spell range and visibility from a SKINK WIZARD wholly within 18".
- **Celestial Reinforcements:** Once Per Turn (Army), Your Hero Phase. Pick a friendly SERAPHON unit that started the battle with 3 or more models and that has been destroyed. 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. (It can't move the turn it is setup, as per the core rules)
- **Celestial Equilibrium:** Casting Value 6. Add 1 to casting rolls of *other* friendly SERAPHON WIZARDS while they are wholly within 12" of this unit.

Skink Starseer

- Wizard (2), INFANTRY, FLY
- 5" Move, 6 Health, 4+ Save, 2 Control

- **Astromancer's Staff:** 2@4+/3+/1/3
- **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

- Wizard (1), INFANTRY
- 8" Move, 5 Health, 4+ Save, 2 Control
- **Serpent Staff:** 3@4+/4+/1/3
- **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.
- No warscroll spell

Skink Oracle on Troglodon

- Wizard (1), MONSTER
- 10" Move , 14 Health, 4+ Save, 5 Control
- **Noxious Spittle:** Range 15", D6@3+/3+/1/2, Shoot in Combat, Companion
- **Divining Rod:** 2@4+/4+/1/3?
- **Clawed Forelimbs:** 2@4+/3+/1/2, Companion
- **Venomous Jaws:** 3@4+/3+/1/3, Crit (Mortals), Companion
- **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.

Saurus Astrolith Bearer

- 5" Move, 6 Health, Save 4+, Control 5
- **Celestite War-club:** 4@3+/3+/1/2
- 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" for the rest of the turn.
 - So if this unit and a Skink Starpriest are on an objective, they would have a total control score of 7. If the skink successfully casts a spell, they'd each get +3 to their control scores, bringing the total control score to 13!
- No more +1 to cast or +6" spell range

Saurus Scar-Veteran on Aggradon

- 10" Move, 8 Health, 4+ Save, 2 Control
- **Relic Celestite Weapon:** 4@3+/3+/2/2, Charge (Damage 1)

- **Bites and Talons:** 3@4+/3+/2/2, 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.
- **Alpha Roar:** 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

Saurus Oldblood on Carnosaur

- 10" Move, 14 Health, 4+ Save, Control 5
- **Sunbolt Gauntlet:** 12" Range, D6@3+/3+/1/1, Shoot in Combat
- **Sunstone Spear:** 5@3+/3+/1/2, Charge (+1 Damage)
- **Carnosaur's Clawed Forelimb's:** 4@4+/2+/1/3, Companion
- **Carnosaur's Massive Jaws:** 3@4+/2+/2/3
- **Battle Damaged:** While this unit has 10+ damage points, the attacks of the Carnosaur's Massive Jaws is 2.
- **Spearhead the Charge:** If this unit charged this turn, add 1 to the charge rolls of friendly SAURUS units while they are wholly within 18" of this unit for the rest of the turn.
- **Terror:** Subtract 2 from the control scores of enemy units within combat range of this unit.
- **Blood Frenzy:** Rampage. Once Per Turn (Army), Any Combat Phase. If this unit is in combat with any damaged enemy MONSTER, roll a dice. On a 3+, this unit has Strike-first for the rest of the turn.

Saurus Scar-Vet on Carnosaur

- 10" Move, 14 Health, 4+ Save, Control 5
- **Relic Celestite Weapon:** 5@3+/3+/1/2
- **Carnosaur's Clawed Forelimb's:** 4@4+/2+/1/3, Companion
- **Carnosaur's Massive Jaws:** 3@4+/2+/2/3
- **Battle Damaged:** While this unit has 10+ damage points, the attacks of the Carnosaur's Massive Jaws is 2.
- **Rend and Tear:** Rampage. Once per turn (Army), End of Any Turn. Pick an enemy hero in combat with this unit. Roll a die for each damage point currently allocated to the enemy. For each 5+, deal 1 mortal damage.
- **Terror:** Subtract 2 from the control scores of enemy units within combat range of this unit.
- Unknown Rampage ability

Saurus Oldblood

- 5" Move, ? Health, 4+ Save, 2 Control
- **Relic Celestite Weapon:** 5@3+/3+/1/2
- **Wrath of the Seraphon:** Once Per Battle (Army?), Combat Phase. For the rest of the turn, add 1 to wound rolls of SAURUS INFANTRY wholly within 12" of this unit.
- **Predatory Fighters?:** Pick a SAURUS INFANTRY (in combat range?). That unit fights immediately after this unit fights. (Or something close to that)

Stegadon Chief

- 8" Move, 14 Health, Save 4+, Control 5
- Choose between Skystreak Bow and Sunfire Throwers.
- **Skystreak Bow:** Range 18" 3@3+/3+/1/2, Anti-Monster (+1 Rend)
- **Sunfire Throwers:** Range 10", 6@3+/3+/-/1, Anti-Infantry (+1 Rend), Crit (2 Hits)
- **Handler's Meteoric Javelins:** 12" range, 6@4+/4+/-/1, Shoot in Combat
- **Horns and Jaws:** 6@4+/2+/1/2, Charge (+1 Damage), Companion

- If a FRIENDLY NON-MONSTER SKINK unit redeploys while wholly within 18", no command point is spent
- Rampage: Once Per Turn (Army), Charge Phase. Pick an enemy unit in combat with this unit. Deal D3 mortal damage. If this unit charged this phase, add 2 to the roll.
- Battle Damage. Attack characteristic of the Horns and Jaws is 4.

Terradon Chief

- 14" Move, 5 Health, 5+ Save, 2 Control
- **Skyblade:** 5@4+/4+/1/2, Crit (Auto-wound)
- **Terradon's Razor-sharp Jaws:** 3@4+/3+/1/1, Companion
- **Deadly Cargo:** Movement Phase, Choose an enemy that this unit passed across. Roll D6. Add 2 if this unit is within 3" of Terradon Riders. On 5+, Deal D3 mortal damage, and if the target cannot FLY, it can't use RUN abilities until the start of your next turn.
- **Attack from on High:** Subtract 1 from hit rolls from ranged attacks that target this unit. Passive.

Ripperdactyl Chief

- 14" Move, 5 health, 5+ Save, 2 Control
- **Skyblade:** 5@4+/4+/1/2, Crit (Auto-wound)
- **Ripperdactyl's Tearing Jaws:** 3@4+/3+/1/1, Charge (+1 Damage), Companion
- **Blot Toad:** Deployment Ability. For this unit, and each Ripperdactyl unit in its battalion, place a Blot Toad marker on an enemy unit, up to a maximum of 3.
- **Toad Rage:** Add 1 to Attacks to the Mount if it is in combat range of an enemy unit with a Blot Toad. Passive.
- **Ripperdactyl Assault:** Once Per Battle (Army?), Combat Phase. Add 1 to the Attacks of Ripperdactyl Rider's javelins if wholly within 12" of this unit.

Infantry

Saurus Warriors

- 5 Move, 2 Health, 4+ Save, 1 Control
- A single attack profile for clubs and spears; no longer any difference.
- **Celestite Weapon:** 2@3+/3+/1/1
- **Ordered Cohorts:** +1 to save rolls when contesting an objective that you control.
- Champion, Musician (1/10), Standard (1/10)

Saurus Guard

- 5 Move, 2 Health, 3+ Save, 1 Control
- **Celestite Polearms:** 3@3+/3+/1/1
- **Selfless Protectors:** When in combat range of a friendly SLANN, 5+ ward for Guard and SLANN. Passive. 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.
- Champion, Musician (1/5), Standard (1/5)

Kroxigor

- 5" Move, 6 Health, 4+ Save, 2 Control
- 1 in 3 can have Moonstone Hammer
- **Drakebite Maul:** 4@4+/2+/1/2, Anti-infantry (rend +1)
- **Moonstone Hammer:** 4@3+/2+/1/3, Anti- infantry (rend +1)
- **Brutal Blows:** +1 Damage to their attacks if targeting an enemy unit with 10+ models.

Kroxigor Warspawnd

- 5" Move, 6 Health, 4+ Save, 2 Control
- 1 in 3 can have Starfang War-pick.
- **Drakefang War-pick:** 4@4+/2+/1/2, Anti-monster (rend +1)
- **Starfang War-pick:** 4@3+/2+/1/3, Anti-monster (rend +1)
- **Spawn of Sotek:** +1 Damage to their attacks if wholly within 12" of a SKINK unit that is in combat.
- **Heavy-scaled Skin:** Subtract 1 Rend from ranged weapons that target this unit. Passive.

Skinks

- 8" Move, 1 Health, 6+ Save, Control 1
- **Ranged Weapons:** 12" range, 2@4+/4+/-/1, Shoot in combat
- **Melee Weapons:** 1?@4+/5+/-/1
- **Swift and Nimble:** When they Redeploy, roll 2 dice and pick one, Passive
- Champion

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 (/1 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?

Terrawings

- 12" Move, 2 Health, 5+ Save, Control 1
- Fly
- **Snapping Beak:** 3@4+/4+/-/1, Companion
- **Nerve-shredding Screeches:** 10" range. Roll D3. If the result exceeds the target's control score, it cannot use commands for the rest of the turn. They didn't specify the timing.
- BEAST, so max Control Score of 1.

Cavalry

Aggradon Lancers

- 10" Move, 5 Wounds, 4+ Save, 2 Control
- **Celestite Weapon:** 3@3+/3+/1/1, Charge (+1 Damage), Anti-Monster (+1 Rend)
- **Bites and Talons:** 3@4+/3+/2/2, Companion
- **Primal 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.
- Champion, Musician (1/3), Standard (1/3)

Raptadons Chargers

- 12" move, 3 health, 5+ save, 1 control
- **Tepok Lance:** 3@4+/4+/1/1, Charge (+1 Damage)
- **Serrated Fangs:** 3@4+/3+/1/1, Companion
- **Cold-blooded Unity:** +1 to hit with lances if attacking an enemy shot by Raptadon Hunters
- Champion, Musician (1/5), Standard (1/5)

Raptadons Hunters

- 12" move, 3 health, 5+ save, 1 control
- **Starstone Atlatl:** 12" range, 2@4+/4+/2/1
- **Moonstone Club:** 3@4+/5+/-/1
- **Serrated Fangs:** 3@4+/3+/1/1, Companion
- **Deadly Cohesion:** Extra shooting in the charge phase against enemy unit charged by Chargers if within 12"
- Champion, Musician (1/5), Standard (1/5)

Terradon Riders

- 14" Move, 3 Health, 5+ Save, 1 Control
- **Javelins and Bolas:** 10" Range, 3@4+/5+/-/1, Crit (Auto-wound)
- **Terradon's Razor-sharp Jaws:** 3@4+/3+/1/1, Companion
- **Deadly Cargo:** Movement Phase, Pick an enemy that this unit passed across. Roll D6. Add 2 if this unit is within 3" of Terradon Chief. On 5+, Deal D3 mortal damage, and if the target cannot FLY, it can't use RUN abilities until the start of your next turn.
- **Attack from on High:** Subtract 1 from hit rolls from ranged attacks that target this unit. Passive.
- Champion

Ripperdactyl Riders

- 14" Move, 3 Health, 5+ Save, 1 Control
- **Moonstone Warspear:** 2@4+/4+/-/1, Crit (Auto-wound)
- **Ripperdactyl's Tearing Jaws:** 3@4+/3+/1/1, Charge (+1 Damage), Companion
- **Toad Rage:** Plus 1 Attacks to the Mount if it is in combat range of an enemy unit with a Blot Toad. Passive.
- Champion

Artillery

Spawn of Chotec

- 5" Move, 8 Health, 5+ Save, 1 Control
- When this unit takes a SHOOT action, you must choose to use the Glob of Flame Acid or the Stream of Fire.
- **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.
- **Fiery Maw:** 3@3+/3+/2/3
- The 3 Skink Acolytes are markers, and each add 1 to the Control Score. If it has no Acolytes, its max control score is 1. An acolyte is lost each time Spawn makes an unmodified save roll of 1.
- **Glob of Flame Acid:** If damage is allocated from the Glob of Flame Acid, the damaged unit gets -1 to save rolls for the rest of the turn.
- BEAST keyword. Which means unit's Control Score is max 1, unless it has Acolytes.

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 of Sotek:** 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

- 8" Move, 14 Health, Save 4+, Control 5
- Choose between Skystreak Bow and Sunfire Throwers.
- **Skystreak Bow:** Range 18" 3@3+/3+/1/2, Anti-Monster (+1 Rend)
- **Sunfire Throwers:** Range 10", 6@3+/3+/-/1, Anti-Infantry (+1 Rend), Crit (2 Hits)
- **Handler's Meteoric Javelins:** 12" range, 6@4+/4+/-/1, Shoot in Combat
- **Horns and Jaws:** 6@4+/2+/1/2, Charge (+1 Damage), Companion
- **Rampage:** Once Per Turn (Army). Choose an INFANTRY unit in combat with this unit. Deal D3 mortal damage to that unit. Then, move this unit up to 2". You can move through enemy combat ranges but you must finish the move in combat with all enemies you started in combat with.
- **Battle Damage:** Attack characteristic of the Horns and Jaws is 4.

Engine of the Gods

- 8" Move, 14 Health, Save 4+, Control 5
- **Handler's Meteoric Javelins:** 12" range, 6@4+/4+/-/1, Shoot in Combat
- **Horns and Jaws:** 6@4+/2+/1/2, Charge (+1 Damage), Companion
- **Crest of Horns:** Rampage: Once Per Turn (Army). Pick an enemy unit that charged this turn and is in combat with this unit to be the target. Roll a D3. On a 2+, inflict an amount of mortal damage on the target equal to the roll, and add 1 to save rolls for attacks made by that unit that target this unit for the rest of the turn.
- **Battle Damage:** Attack characteristic of the Horns and Jaws is 4.
- **Cosmic Engine:** Pick if this unit will harness or reserve the power of its cosmic engine. 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 and pick one of the following effects, if possible.
 - **Healing Light:** On a 3+, you can Heal (D3) all friendly SERAPHON units wholly within 12".
 - **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 this 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.

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, scrying 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	Atk	Hit	Wnd	Rnd	Dmg	Ability
Azure Lightning	6	3+	3+	1	1	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

July 2024



• 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
Rng	Atk	Hit	Wnd	Rnd	Dmg		
12"	6	4+	4+	-	1	Shoot in Combat	
MELEE WEAPONS							Ability
Atk	Hit	Wnd	Rnd	Dmg			
Ark of Sotek	20	4+	5+	-	1	Crit (Mortal), Companion	
Bludgeoning Tail	3	3+	3+	1	D3	Companion	

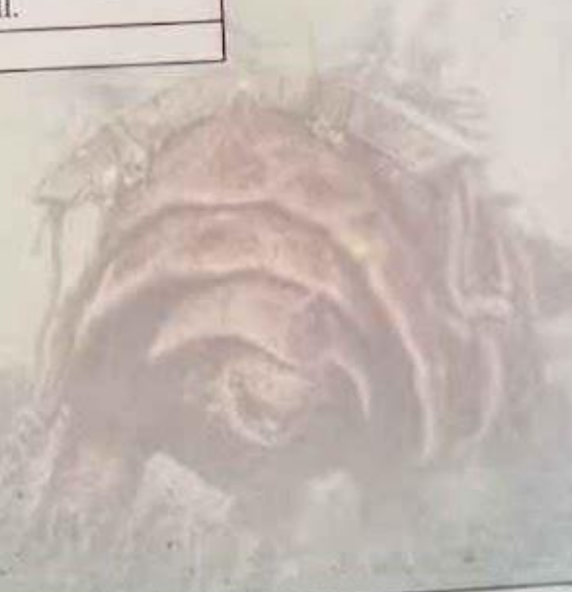
✂ Once Per Turn (Army), Any Combat Phase

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



KEYWORDS MONSTER
 ORDER, SERAPHON, SKINK

Member Goal
 525 / 550



• SERAPHON WARSCROLL •
ENGINE OF THE GODS

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Handlers' Meteoric Javelins		12"	6	4+	4+	-	1	Shoot in Combat
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	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