SERAPHON
SUNBLOODED PROWLERS

This Spearhead army consists of the following units:

GENERAL
- Sunblood Pack with Venomites token
  Designer's Note: *Even though the Sunblood Pack is a unit of three models, it is referred to as your 'general'.*

UNITS
- 5 Saurus Warriors
- 5 Saurus Warriors
- 5 Hunters of Huanchi
- 5 Hunters of Huanchi
- 3 Terrawings
- 1 Spawn of Chotec

Stealth and brutality epitomise a band of Sunblood Prowlers. These expert hunters are relentless seekers of prey, Seraphon charged with the eradication of specific threats to their slann lords' enigmatic plans. Once they have the scent of a foe, nothing save death can dissuade them from their task.

An eclectic but adaptable force, the Sunblooded Prowlers are drawn together under an astral confluence sacred to three of the mighty Old Ones. The chameleonic Hunters of Huanchi are fast-moving and able to seize ground for the slower saurus to exploit. These warriors are the brute strength of the cohort, a solid and unyielding block of scaly flesh. Their saurus leader and his warriors form the Sunblood Pack, and little can withstand their ferocity. Accompanied by its skink Sun Acolytes blessed by Itzl, a Spawn of Chotec delivers gouts of flaming acid, whilst Terrawings bite and hinder. Foes are quickly run to ground by these ruthless Seraphon, and woe betide any who incur their ire.

'Warmbloods trespass. Warmbloods will die.'

– Kro-Jax, the Aegis



Led by a formidable Sunblood Pack, these Sunblooded Prowlers spring through foliage-choked jungles and ancient ruins in pursuit of their enemies. The roar of the saurus is the last sound a foe will hear before they close in…

BATTLE TRAITS

HIDDEN HUNTERS

The Hunters of Huanchi can blend in with their surroundings and vanish from sight.

Your 2 **Hunters of Huanchi** units and the **Spawn of Chotec** are not set up during the deployment phase. Instead, from the third battle round onwards, they can use the following ability:

Your Movement Phase

CHAMELEON AMBUSH: *The Hunters of Huanchi and the Spawn of Chotec emerge from hiding to unleash a hail of potent poisoned projectiles.*

Effect: Set up this unit anywhere on the battlefield more than 6" from all enemy units.

End of Any Turn

VENGEANCE OF AZYR: *The celestite weapons carried by the warriors of a Sunblooded Prowlers host are supercharged with the power of Azyr.*

Declare: Pick each enemy unit in combat with a friendly **Saurus** unit to be the targets.

Effect: Roll a dice for each target. On a 4+, inflict 1 mortal damage on the target.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Once Per Turn (Army), Your Hero Phase

SCALED AEGIS: *The tenacity of the saurus Sunbloods is legendary, and that of the cohorts under their command equally so.*

Declare: Pick a friendly **Saurus** unit to be the target.

Effect: Roll a dice. On a 3+, that unit has **Ward (6+)** until the start of your next turn.

Once Per Turn (Army), Your Shooting Phase

FOLLOWERS OF HUANCHI: *Huanchi guides the shots of the skinks and their bestial companions.*

Declare: Pick a friendly **Skink** unit to be the target.

Effect: Roll a dice. On a 3+, the target's ranged weapons have **Crit (Auto-wound)** for the rest of the turn, including **Companion** weapons.

ENHANCEMENTS: Give your general 1 of the following enhancements.

Your Hero Phase

INSTINCTIVE COMMANDER: *The saurus Sunblood has no need to utter orders, his warriors advancing with instinctive understanding.*

Declare: Pick a visible friendly unit wholly within 12" of your general and not in combat to be the target.

Effect: Roll a dice. On a 3+, the target can immediately use the 'Normal Move' ability as if it were your movement phase.

Any Combat Phase

SAVAGE MAULING: *Once the saurus Sunblood begins the dismemberment of the enemy, even mystical defences crumble under his terrible strength.*

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

Effect: Ward rolls cannot be made for the target for the rest of the turn.

Any Combat Phase

VENOMITE SWARM: *Lethal venom drips from the fangs and claws of Sotek's Venomites.*

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

Effect: If your general's **Venomites** token is on the battlefield, roll a D3. On a 1, remove that token from the battlefield. On a 2+, inflict an amount of mortal damage on the target equal to the roll.

End of Any Turn

BLESSED BY THE OLD ONES: *The Sunblood is whisked away by powers unseen moments before a fatal blow can fall, perhaps granting his indomitable spirit time enough to bring him to his feet once more.*

Declare: Your general must use this ability if it has been destroyed. Roll a dice.

Effect: On a 2+, you can set up a replacement unit with 1 **Sunblood** model anywhere on the battlefield more than 6" from all enemy units.



A Sunblood is a potent warrior and leader whose roaring savagery inspires his fellow Seraphon to acts of primal ferocity in the name of the Old Ones. Always accompanied by a pair of Saurus Bodyguards who would give their lives for their charge, the Sunblood Pack is a formidable opponent that any foe would do well to think twice about engaging in combat.

• SPEARHEAD WARSCROLL •

SUNBLOOD PACK

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Celestite Weapons	3	3+	3+	1	2	-

The models in this unit are 1 Sunblood and 2 Saurus Bodyguard. Each model is armed with Celestite Weapons. This unit's Venomites are a token.

Passive

SCALED PROTECTORS: *The saurus bodyguard know no other purpose than to follow and protect their Sunblood leader until their dying breath.*

Effect: While this unit includes a **Sunblood**, ignore the first damage point that would be allocated to this unit each phase and add 1 to this unit's control score.

Your Hero Phase

SAVAGE BELLOW: *The Sunblood looses a fearsome bellow, inspiring a fearsome savagery in his warriors.*

Declare: Pick a visible friendly unit wholly within 12" of this unit to be the target and roll a dice.

Effect: On a 3+, the target's weapons have **Crit (2 Hits)** for the rest of the turn, including **Companion** weapons.



KEYWORDS: HERO, INFANTRY, SAURUS



Believed to be the children of the eponymous sun god, Spawn of Chotec are predatory creatures capable of belching forth deadly liquid flame. Enemies who survive this fiery burst soon find themselves horrifically digested alive by the caustic juices.

• SPEARHEAD WARSCROLL •

SPAWN OF CHOTEC

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Glob of Flame Acid	16"	1	4+	2+	2	D3+3	Companion
MELEE WEAPONS		**Attacks**	**Hit**	**Wound**	**Rend**	**Damage**	**Ability**
Fiery Maw		3	3+	3+	2	3	Companion

Passive

SUN ACOLYTES: *The Sun Acolytes that accompany a Spawn of Chotec carry out complex tasks upon the battlefield safe in the knowledge that the salamander serves as a deadly deterrent to all threats.*

Effect: This unit has a crew of 3 **Sun Acolytes** that are tokens. Add 1 to this unit's control score for each **Sun Acolyte** it has. If this unit has no **Sun Acolytes**, it has a maximum control score of 1. Each time you make an unmodified save roll of 1 for this unit, remove 1 of its **Sun Acolytes** from the battlefield after the **ATTACK** ability has been resolved (the damage point is still inflicted).



KEYWORDS: BEAST, SKINK

MOVE 5" | HEALTH 2 | SAVE 4+ | CONTROL 1

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SAURUS WARRIORS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Celestite Club	2	3+	3+	1	1	-

Passive

ORDERED COHORTS: *Devoted servants of the Old Ones, Saurus Warriors are as intractable in defence as they are relentless upon the attack.*

Effect: Add 1 to save rolls for this unit while it is contesting an objective you control.



KEYWORDS: Infantry, Saurus

The saurus are the warrior caste of the Seraphon race. From the moment they emerge from the spawning pools, they are perfectly adapted for their task: muscular, protected by iron-hard scales and possessing vicious claws and teeth.

MOVE 8" | HEALTH 1 | SAVE 6+ | CONTROL 1

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HUNTERS OF HUANCHI

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Dartpipe	10"	2	3+	3+	-	1	-
MELEE WEAPONS		**Attacks**	**Hit**	**Wound**	**Rend**	**Damage**	**Ability**
Feeble Claws		1	4+	5+	-	1	-

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 **Dartpipes** 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.



KEYWORDS: Infantry, Skink

Hunters of Huanchi armed with dartpipes stalk their prey with infinite patience. Able to blend perfectly into their environment, these peerless hunters silently creep up on their targets before unleashing a storm of blowdarts covered in the most potent venoms.

MOVE 12" | HEALTH 2 | SAVE 5+ | CONTROL 1

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TERRAWINGS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Snapping Beaks	3	4+	4+	-	1	Companion

Any Combat Phase

NERVE-SHREDDING SCREECHES: *The shrill cries of a Terrawing flock can cause disarray across the enemy line.*

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

Effect: Roll a dice. On a 4+, subtract 1 from hit rolls for the target's combat attacks for the rest of the turn.



KEYWORDS: Beast, Fly, Reinforcements

Smaller – but no less vicious – cousins of the Terradons, Terrawings are often found accompanying Hunters of Huanchi. Their natural aggression and ear-splitting shrieks can hold the attention of any foe, allowing the skinks to slip away.