

WARHAMMER

AGE OF SIGMAR



FACTION PACK

SERAPHON

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: You must use this ability. Pick an **ASTERISM** ability to be prophesied.

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

☠ Once Per Battle Round

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

Declare: You cannot use this ability in the first battle round. Pick an **ASTERISM** that you have prophesied. You cannot pick an **ASTERISM** that you have previously picked this battle. If you do not meet the condition below that corresponds to that **ASTERISM**, this ability has no effect.

- **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 an **ASTERISM** ability to be prophesied. Its effects apply in addition to those of all other prophesied **ASTERISM** abilities.

✂ 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**

U 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**

BATTLE FORMATIONS

You can pick 1 of the following battle formations for a Seraphon army. Each battle formation grants a different ability you can use in the battle.

ETERNAL STARHOST

➤ Once Per Turn (Army),
Your Movement Phase

CELESTIAL TRANSLOCATION: *In a flash of starlight, an Eternal Starhost arrives to enact the will of the Old Ones. Tapping into the celestial power that surrounds the slann, they teleport across the battlefield to catch the foe off guard.*

Declare: Pick a friendly **SERAPHON** unit wholly within 12" of a friendly **SERAPHON WIZARD** to use this ability.

Effect: Remove that unit from the battlefield and set it up again on the battlefield more than 9" from all enemy units.

SHADOWSTRIKE STARHOST

➤ Once Per Turn (Army),
Your Shooting Phase

NIMBLE AND QUICK: *The skink warriors of a Shadowstrike Starhost outmanoeuvre their enemies at every turn.*

Declare: Pick up to 3 friendly **SKINK INFANTRY** or **SKINK CAVALRY** units that are not in combat to be the targets.

Effect: Each target can move D6". Each target cannot move into combat during any part of that move.

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.

THUNDERQUAKE STARHOST

U Passive

SCALY MONSTROSITIES: *The great beasts of the Seraphon are almost invincible when they march forth as a pack.*

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

HEROIC TRAITS

CELESTIAL DISCIPLINES (HERO only)

U Passive

BEING OF THE STARS: *This hero has a particularly strong connection to their astral heritage, causing their corporeality to wax and wane.*

Effect: Ignore modifiers to save rolls for this unit (positive and negative).

X Passive

REPTILIAN CUNNING: *With cold-blooded calculation, this general looks for opportunities to strike.*

Effect: If this unit charged this turn, if a friendly unit wholly within 12" of this unit uses the 'All-out Attack' command in the combat phase, no command points are spent.

U Passive

BEASTMASTER: *This mighty leader has a primal dominance over the beasts of the Seraphon hosts, driving them forward to battle.*

Effect: Add 2" to the Move characteristic of friendly **SERAPHON CAVALRY** and **SERAPHON MONSTER** units for the rest of the phase if they are wholly within 12" of this unit at the start of the move.

ARTEFACTS OF POWER

TREASURES OF THE OLD ONES (HERO only)

U Once Per Battle, Reaction: You declared a **SPELL** ability for a friendly **SERAPHON WIZARD** within this unit's combat range

COATL FAMILIAR: *Though only a juvenile example of the great feathered serpents, this winged creature is still sacred to the mage-god Tepok.*

Effect: Add D6 to the casting roll for that spell.

U Any Hero Phase

INCANDESCENT RECTRICES: *This vibrant plumage imbues the bearer with the restorative power of the heavens.*

Effect: Heal (D3) this unit.

X Passive

BLOODRAGE PENDANT: *Carved from the bones of savage reptilian megafauna, the Bloodrage Pendant spurs a warrior's killing rage – all the more should they themselves shed gore.*

Effect: Add 1 to the Attacks characteristic of this unit's melee weapons. Add 2 instead if the number of damage points allocated to this unit is equal to or greater than half of this unit's Health characteristic (rounding up).

SPELL LORE

LORE OF CELESTIAL MANIPULATION

Your Hero Phase

6

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

Your Hero Phase

7

COMET'S CALL: *Their consciousness soaring up to the heavens, the wizard summons a celestial comet that plummets down into the enemy ranks.*

Declare: Pick a friendly **SERAPHON WIZARD** to cast this spell, pick a visible enemy unit within 18" of them to be the target, then make a casting roll of 2D6.

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

KEYWORDS

SPELL

Your Hero Phase

6

SPEED OF HUANCHI: *With the grace and momentum of a prowling beast, the allies of the priestly mage are filled with a celestial haste.*

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

Effect: Until the start of your next turn, the target can use a **RUN** ability and still use **SHOOT** and/or **CHARGE** abilities later in the turn.

KEYWORDS

SPELL

SPELL LORE

LORE OF PRIMAL JUNGLES

Your Hero Phase

LIGHT OF CHOTEC: *The wizard calls upon the sun god Chotec to energise an injured warrior with rays of invigorating solar magics.*

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

Effect: Roll a number of dice equal to the number of damage points the target has. For each 4+, **Heal (1)** the target.

KEYWORDS

SPELL, UNLIMITED

6

Your Hero Phase

THE EARTH TREMBLES: *With a focused pulse of will, the Starmaster sets the energy of the ley lines spiking until the ground is violently torn asunder.*

Declare: Pick a friendly **SERAPHON WIZARD** to cast this spell, pick a point on the battlefield within 18" of them to be the target point, then make a casting roll of 2D6.

Effect: Draw a straight line between the target point and the closest part on the caster's base. Roll a D3 for each unit (friendly and enemy) that has models passed across by this line. On a 2+, inflict an amount of mortal damage on that unit equal to the roll.

KEYWORDS

SPELL

8

Your Hero Phase

EMPOWERED CELESTITE: *Tapping into the ancient technologies within the weapons of the Coalesced, a light is birthed in each; for a few moments, every strike shatters armour in an explosion of sparks.*

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

Effect: Add 1 to the Rend characteristic of the target's melee weapons for the rest of the turn.

KEYWORDS

SPELL

7



• SERAPHON WARSCROLL •
LORD KROAK

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Gaze of Kroak	12"	1	2+	3+	2	D6	Shoot in Combat
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Azyrite Force Barrier	2D6	3+	3+	1	1	Crit (Mortal)	

☼ **Passive**

SUPREME MASTER OF ORDER: *The slann are amongst the greatest wizards in existence, but Lord Kroak is mighty even in comparison to others of his kind.*

Effect: Add 2 to casting rolls, and add 1 to unbinding rolls and banishment 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.

☼ **End of Any Turn**

DEAD FOR INNUMERABLE AGES: *Lord Kroak is no longer truly alive; his form is preserved only by his indomitable spirit. As a result, he is immune to all but the most devastating attacks.*

Effect: This unit must use this ability each turn while it is damaged. Roll 3D6 and add the number of damage points this unit has to the roll. On a 20+, this unit is destroyed. Otherwise, **Heal (18)** this unit.

☼ **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 this phase from the target instead of from this unit. The target is treated as the caster for the purpose of other abilities or spell effects, such as 'Unbind' or 'The Earth Trembles'.

✂ **Your Hero Phase**

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

Declare: This unit can cast this spell more than once per phase. Pick up to 3 different visible enemy units within 18" of this unit to be the targets, then make a casting roll of 2D6.

Effect: Inflict D3 mortal damage on each target.

KEYWORDS SPELL

KEYWORDS

WARMASTER, UNIQUE, HERO, WIZARD (3), FLY, WARD (4+)

ORDER, SERAPHON, SLANN



• 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 this phase from the target instead of from this unit. The target is treated as the caster for the purpose of other abilities or spell effects, such as 'Unbind' or 'The Earth Trembles'.

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: 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 •

SKINK ORACLE

ON TROGLODON

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Troglodon's Noxious Spittle	15"	D6	3+	3+	1	2	Shoot in Combat, Companion
MELEE WEAPONS		Atk	Hit	Wnd	Rnd	Dmg	Ability
Divining Rod		2	4+	4+	1	D3	-
Troglodon's Talons		2	4+	3+	1	2	Companion
☠ Troglodon's Jaws		3	4+	3+	1	3	Crit (Mortal), Companion

☠ Passive

BATTLE DAMAGED

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

🏰 Once Per Turn (Army), Any Combat Phase

NOXIOUS ROAR: *These creatures bring the roul stench of their swampland homes to battle, their noxious breath reeking all the worse when they roar in anger.*

Declare: Pick up to 3 enemy units in combat with this unit to be the targets.

Effect: Roll a dice for each target. On a 3+, subtract 1 from hit rolls for the target's attacks for the rest of the turn.

KEYWORDS

RAMPAGE

● 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.

🏰 End of Any Turn

TROGLODON REGENERATION: *Troglodons are able to mend injured flesh almost as soon as they are harmed.*

Effect: Heal (D3) this unit.

KEYWORDS

HERO, MONSTER, WIZARD(1)

ORDER, SERAPHON, SKINK



• 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 •

SAURUS SCAR-VETERAN

ON AGGRADON

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Celestite Spear or Club	4	3+	3+	2	2	Charge (+1 Damage)
Aggradon's Rending Bites and Striking Talons	3	4+	3+	2	2	Companion

✂ End of Any Turn

PRIMAL RAGE: *The mere taste of enemy blood whips an Aggradon into a battle frenzy and sends the beast on a violent rampage.*

Effect: This unit must use this ability each turn.

If this unit used any **FIGHT** abilities this turn, place a **rage token** next to it, to a maximum of 3. If this unit did not use any **FIGHT** abilities this turn, remove all **rage tokens** it has.

Add 1 to the Attacks characteristic of this unit's **Companion** weapons for each **rage token** it has until the end of the next turn.

✂ Once Per Battle (Army), Any Combat Phase

ALPHA ROAR: *The Aggradons ridden by Scar-Veterans are the most violent examples of a brutal species. When they throw back their heads to unleash a ear-splitting roar, their kin soon follow suit.*

Declare: Pick this unit and each friendly **Aggradon Lancers** unit wholly within 12" of it to be the targets.

Effect: Add 1 to the Attacks characteristic of the targets' **Companion** weapons for the rest of the turn. In addition, place a **rage token** next to each target, to a maximum of 3 per unit.



KEYWORDS

HERO, CAVALRY

ORDER, SERAPHON, SAURUS



• SERAPHON WARSCROLL •
**AGGRADON
 LANCERS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Celestite Spear and Club	3	3+	3+	1	1	Charge (+1 Damage), Anti-MONSTER (+1 Rend)
Aggradon's Rending Bites and Striking Talons	3	4+	3+	2	2	Companion

⚔ End of Any Turn

PRIMAL RAGE: *The mere taste of enemy blood whips an Aggradon into a battle frenzy and sends the beast on a violent rampage.*

Effect: This unit must use this ability each turn.

If this unit used any **FIGHT** abilities this turn, place a **rage token** next to it, to a maximum of 3. If this unit did not use any **FIGHT** abilities this turn, remove all **rage tokens** it has.

Add 1 to the Attacks characteristic of this unit's **Companion** weapons for each **rage token** it has until the end of the next turn.



KEYWORDS

CAVALRY, CHAMPION, MUSICIAN (1/3), STANDARD BEARER (1/3)

ORDER, SERAPHON, SAURUS



• SERAPHON WARSCROLL •
SAURUS WARRIORS

MELEE WEAPONS
Atk Hit Wnd Rnd Dmg
Ability

Celestite Weapon

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 each model in this unit is contesting an objective you control.


KEYWORDS

INFANTRY, CHAMPION, MUSICIAN (1/10), STANDARD BEARER (1/10)

ORDER, SERAPHON, SAURUS



• SERAPHON WARSCROLL •
SAURUS GUARD

MELEE WEAPONS
Atk Hit Wnd Rnd Dmg
Ability

Celestite Polearm

3

3+

3+

1

1

-

Passive

SELFLESS PROTECTORS: *The Saurus Guard stand as a living shield between the leaders of the Seraphon and their foes.*

Effect: While any friendly **SLANN** units are within this unit's combat range, both this unit and those **SLANN** units have **WARD (5+)**.


KEYWORDS

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

ORDER, SERAPHON, SAURUS



• SERAPHON WARSCROLL •
SKINK STARSEER

MELEE WEAPONS

Astromancer's Staff

Atk Hit Wnd Rnd Dmg

2 4+ 3+ 1 D3

Ability

-

Once Per Battle (Army), Your Hero Phase

SCRY THE STARS: *By drawing upon the energies of the heavens, the Starseer peers along the tangled weave of fate, gleaning insight that can be used to prepare their servants.*

Effect: Roll a number of dice equal to the current battle round number. For each 3+, pick a friendly **SERAPHON** unit wholly within 18" of this unit. That unit has **WARD** (5+) until the start of your next turn.

✂ Your Hero Phase

7

CELESTIAL DOOM: *The Starseer harnesses their deep connection with Azyr to subtly shift the alignment of the stars above, altering the path of fate and spelling doom for those who stand in the way of the Great Plan.*

Declare: Pick a visible enemy unit within 18" to be the target, then make a casting roll of 2D6.

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

KEYWORDS
SPELL

KEYWORDS

HERO, WIZARD (2), INFANTRY, FLY

ORDER, SERAPHON, SKINK



• SERAPHON WARSCROLL •
SKINK STARPRIEST

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Serpent Staff	3	4+	4+	1	D3	-

✂ Your Hero Phase

SERPENT STAFF: *Channelling cosmic power through their twin-headed staff, a Starpriest causes their allies' weapons to drip with deadly venom.*

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

Effect: Roll a dice. On a 2+, the target's melee weapons have **Crit (Auto-wound)** until the start of your next turn.



KEYWORDS

HERO, WIZARD (1), INFANTRY

ORDER, SERAPHON, SKINK



• SERAPHON WARSCROLL • SKINKS

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Javelins and Boltspitters	12"	2	4+	4+	-	1	Shoot in Combat
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Celestite Daggers and Moonstone Clubs	1	4+	5+	-	1	-	

➤ Passive

SWIFT AND NIMBLE: *Though not physically powerful, skinks are fleet of foot, able to rapidly redeploy and outmanoeuvre the enemy at a single chirruped command.*

Effect: When this unit uses the 'Redeploy' command, when determining the distance this unit can move, you can roll 2 dice instead of 1 and pick either result.



KEYWORDS

INFANTRY, CHAMPION

ORDER, SERAPHON, SKINK



• SERAPHON WARSCROLL •

SPAWN OF CHOTEC

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Glob of Flame Acid	16"	1	4+	2+	2	D3+3	Companion
Stream of Fire	10"	5	2+	3+	1	1	Anti-INFANTRY (+1 Rend), Companion
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	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 would-be attackers.*

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 for the rest of the battle.

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).

♣ Passive

ACID-FUELLED FLAME: *The fiery secretions belched up by the Spawn of Chotec melt armour and flesh long after they have hit their targets.*

Effect: Each time this unit uses a **SHOOT** ability, you must pick either its **Glob of Flame Acid** or its **Stream of Fire** ranged weapon.

In addition, after resolving shooting attacks made with this unit's **Glob of Flame Acid**, if any damage points were allocated to an enemy unit by those attacks, subtract 1 from save rolls for that enemy unit for the rest of the turn.



KEYWORDS

BEAST

ORDER, SERAPHON, SKINK



• SERAPHON WARSCROLL •
**RAPTADON
 HUNTERS**

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Starstone Atlatl	12"	2	4+	4+	2	1	-
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Weighted Moonstone Club	3	4+	5+	-	1	-	
Raptadon's Serrated Fangs	3	4+	3+	1	1	Companion	

Any Charge Phase

DEADLY COHESION: *Raptadon Hunters pepper enemy lines with volleys of starstone javelins, exposing weak points for Raptadon Chargers to exploit.*

Declare: If this unit is not in combat, pick a friendly **Raptadon Chargers** unit that charged this turn and is within 12" of this unit to be the target.

Effect: This unit can use a **SHOOT** ability as if it were your shooting phase. It must target a visible enemy unit in combat with the target.



KEYWORDS

CAVALRY, CHAMPION, MUSICIAN (1/5), STANDARD BEARER (1/5)

ORDER, SERAPHON, SKINK



• SERAPHON WARSCROLL •
**RAPTADON
 CHARGERS**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Tepok Lance	3	4+	4+	1	1	Charge (+1 Damage)
Raptadon's Serrated Fangs	3	4+	3+	1	1	Companion

Passive

COLD-BLOODED UNITY: *The blasts unleashed by Raptadon Chargers' sacred lances are all the more effective when targeting enemies suppressed by javelins from a Hunter cohort.*

Effect: Add 1 to hit rolls for this unit's combat attacks if they target an enemy unit that was targeted by shooting attacks made by a friendly **Raptadon Hunters** unit in the same turn.



KEYWORDS

CAVALRY, CHAMPION, MUSICIAN (1/5), STANDARD BEARER (1/5)

ORDER, SERAPHON, SKINK



• 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.



KEYWORDS

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

Any 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.

KEYWORDS

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

ORDER, SERAPHON, SKINK



• SERAPHON WARSCROLL •
TERRAWINGS

MELEE WEAPONS
Atk Hit Wnd Rnd Dmg
Ability

Snapping Beaks

3

4+

4+

-

1

Companion

 **Your Shooting Phase**
NERVE-SHREDDING SCREECHES:

Despite their small stature, the shrill cries of a Terrawing flock can cause disarray across the enemy line as orders are drowned out by the cacophony.

Declare: Pick an enemy unit within 10" of this unit to be the target.

Effect: Roll a D3. If the roll exceeds the target's Control characteristic, the target cannot use commands for the rest of the turn.

 **Passive**
BEAST

Effect: This unit has a maximum control score of 1.


KEYWORDS

BEAST, FLY

ORDER, SERAPHON



• SERAPHON WARSCROLL •
BASTILADON
 WITH ARK OF SOTEK

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	
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



• 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, SKINK



• SERAPHON WARSCROLL •

TERRADON CHIEF

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Skyblade	5	4+	4+	1	2	Crit (Auto-wound)
Terradon's Razor-sharp Jaws	3	4+	3+	1	1	Companion

Your Movement Phase

CHIEF'S 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 and add 2 to the roll if this unit is within the combat ranges of any friendly **Terradon Riders** units. On a 5+:

- Inflict D3 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

HERO, CAVALRY, FLY

ORDER, SERAPHON, SKINK



• 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	

Passive

DISPERSED FORMATION: *These warriors maintain a wide formation, enabling more precise strikes and greater battlefield control.*

Effect: This unit has a coherency range of 2".

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



• SERAPHON WARSCROLL •

RIPPERDACTYL CHIEF

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Skyblade	5	4+	4+	1	2	Crit (Auto-wound)
Ripperdactyl's Tearing Jaws	3	4+	3+	1	1	Charge (+1 Damage), Companion

⚙️ **Once Per Battle (Army),
Deployment Phase**

BLOT TOAD: *When a Ripperdactyl flock takes flight, the Seraphon will seed creatures known as blot toads across the battlefield. These loathsome amphibians emit a pervasive stink that is unpalatable to all cold-blooded creatures, but especially the Ripperdactyls.*

Declare: You receive 1 **Blot Toad** token for each **Ripperdactyl Chief** or **Ripperdactyl Riders** unit in your army, to a maximum of 3 tokens. Pick a number of enemy units equal to the number of **Blot Toads** you have to be the targets.

Effect: Place a **Blot Toad** next to each target.

⚔️ **Once Per Battle, Any Combat Phase**

RIPPERDACTYL ASSAULT: *A Ripperdactyl Chief is as ferocious as their mount, inspiring nearby Ripperdactyl Riders to attack with unbridled fury.*

Effect: Add 1 to the Attacks characteristic of **Moonstone Warspears** used by friendly **Ripperdactyl Riders** units wholly within 12" of this unit for the rest of the turn.

⚔️ **Passive**

TOAD RAGE: *The mere scent of a blot toad sends Ripperdactyls into a frenzy.*

Effect: Add 1 to the Attacks characteristic of this unit's **Ripperdactyl's Tearing Jaws** while it is in combat with any units that have a **Blot Toad**.



KEYWORDS

HERO, CAVALRY, FLY

ORDER, SERAPHON, SKINK



• SERAPHON WARSCROLL •

RIPPERDACTYL RIDERS

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Moonstone Warspear	2	4+	4+	-	1	Anti-CAVALRY (+1 Rend)
Ripperdactyl's Tearing Jaws	3	4+	3+	1	1	Charge (+1 Damage), Companion

⚙️ Passive

DISPERSED FORMATION: *These warriors maintain a wide formation, enabling more precise strikes and greater battlefield control.*

Effect: This unit has a coherency range of 2".

⚔️ Passive

TOAD RAGE: *The mere scent of a blot toad sends Ripperdactyls into a frenzy.*

Effect: Add 1 to the Attacks characteristic of this unit's **Ripperdactyl's Tearing Jaws** while it is in combat with any units that have a **Blot Toad**.

⚙️ Once Per Battle (Army), Deployment Phase

BLOT TOAD: *When a Ripperdactyl flock takes flight, the Seraphon will seed creatures known as blot toads across the battlefield. These loathsome amphibians emit a pervasive stink that is unpalatable to all cold-blooded creatures, but especially the Ripperdactyls.*

Declare: You receive 1 **Blot Toad** token for each **Ripperdactyl Chief** or **Ripperdactyl Riders** unit in your army, to a maximum of 3 tokens. Pick a number of enemy units equal to the number of **Blot Toads** you have to be the targets.

Effect: Place a **Blot Toad** next to each target.



KEYWORDS

CAVALRY, CHAMPION, FLY

ORDER, SERAPHON, SKINK



• SERAPHON WARSCROLL •
STEGADON CHIEF

RANGED WEAPONS	Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Skystreak Bow	18"	3	3+	3+	1	2	Anti-MONSTER (+1 Rend)
Sunfire Throwers	10"	2D6	3+	3+	-	1	Anti-INFANTRY (+1 Rend), Crit (2 Hits)
Handlers' Meteoric Javelins	12"	6	4+	4+	-	1	Shoot in Combat
MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability	
Meteoric Warspear	3	3+	3+	1	1	-	
☠ Stegadon's Horns and Jaws	6	4+	2+	1	2	Charge (+1 Damage), Companion	

This unit is armed with a *Meteoric Warspear*, *Handlers' Meteoric Javelins*, *Stegadon's Horns and Jaws*, and 1 of the following options:

- *Skystreak Bow*
- *Sunfire Throwers*

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

CRUSHING STOMPS: At the command of the Stegadon Chief, the Stegadon crushes its enemies with its unstoppable bulk.

Declare: Pick an enemy unit 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 2 to the amount of mortal damage inflicted, if any, if this unit charged this turn.

KEYWORDS RAMPAGE

☠ **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.

➦ **Passive**

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

Effect: If a friendly non-MONSTER SKINK unit uses the 'Redeploy' command while it is wholly within 18" of this unit, no command points are spent.

KEYWORDS

HERO, MONSTER

ORDER, SERAPHON, SKINK



• SERAPHON WARSCROLL •
STEGADON

RANGED WEAPONS		Rng	Atk	Hit	Wnd	Rnd	Dmg	Ability
Skystreak Bow		18"	3	3+	3+	1	2	Anti-MONSTER (+1 Rend)
Sunfire Throwers		10"	2D6	3+	3+	-	1	Anti-INFANTRY (+1 Rend), Crit (2 Hits)
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	

This unit is armed with *Handlers' Meteoric Javelins* and *Stegadon's Horns and Jaws*, and 1 of the following options:

- *Skystreak Bow*
- *Sunfire Throwers*

Once Per Turn (Army),
 Any Charge Phase

UNSTOPPABLE STAMPEDE: *Stegadons are nigh unstoppable as they crash through the midst of battle.*

Declare: If this unit charged this phase, pick an enemy **INFANTRY** unit in combat with it to be the target.

Effect: Inflict D3 mortal damage on the target. Then, this unit can move 2D6". This unit can pass through models in the target unit but must end that move in combat.

KEYWORDS RAMPAGE

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.

KEYWORDS

MONSTER

ORDER, SERAPHON, SKINK



• 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



• SERAPHON WARSCROLL •

REALMSHAPER ENGINE

The following universal terrain abilities apply to this terrain feature (Terrain, 1.2):

Cover, Unstable

✂ Passive

FIERCE GUARDIANS: *The defenders of these ancient edifices will stop at nothing to see any intruders driven back.*

Effect: Add 1 to hit rolls for combat attacks made by friendly SAURUS or KROXIGOR units that target an enemy unit while that enemy unit is within 9" of this terrain feature.

✂ Your Hero Phase

POWER UNLEASHED: *The waves of power that spread from an activated Realmshaper Engine bring the surrounding landscape to violent life.*

Declare: If there are any friendly SERAPHON WIZARDS within 3" of this terrain feature, pick another terrain feature within 24" of this terrain feature, then pick up to 3 enemy units within 3" of that terrain feature 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. If that terrain feature has a Health characteristic, inflict D3 mortal damage on it.



KEYWORDS

FACTION TERRAIN

ORDER, SERAPHON



• SERAPHON WARSCROLL •

SAURUS ASTROLITH BEARER

MELEE WEAPONS

Atk Hit Wnd Rnd Dmg

Ability

Celestite Warclub

4

3+

3+

1

2

-

● **Reaction:** You declared a **SPELL** ability for a friendly **SERAPHON WIZARD** wholly within 12" of this unit

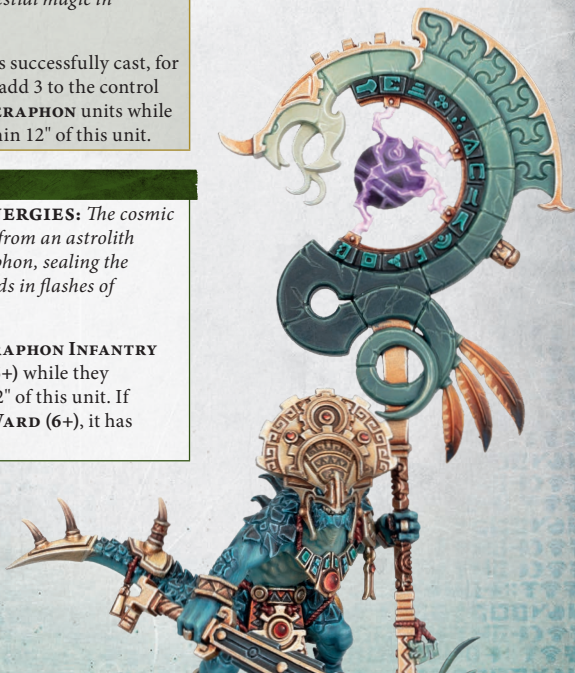
CELESTIAL CONDUIT: *An astrolith is empowered by celestial magic in the vicinity.*

Effect: If that spell is successfully cast, for the rest of the turn, add 3 to the control scores of friendly **SERAPHON** units while they are wholly within 12" of this unit.

U Passive

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

Effect: Friendly **SERAPHON INFANTRY** units have **WARD (6+)** while they are wholly within 12" of this unit. If a unit already has **WARD (6+)**, it has **WARD (5+)** instead.



KEYWORDS

HERO, INFANTRY

ORDER, SERAPHON, SAURUS



• SERAPHON WARSCROLL •
**KROXIGOR
 WARSPAWNED**

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Drakefang Warpick	4	4+	2+	1	2	Anti-MONSTER (+1 Rend)
Starfang Warpick	4	3+	2+	1	3	Anti-MONSTER (+1 Rend)

Each model in this unit is armed with a Drakefang Warpick.

- 1/3 models can replace their Drakefang Warpick with a Starfang Warpick.

Passive

SPAWN OF SOTEK: Should any of the Serpent God's devoted skink acolytes come to harm, Kroxigor Warspawned are overcome with a terrifying rage.

Effect: Add 1 to the Damage characteristic of this unit's melee weapons while this unit is wholly within 12" of any friendly **SKINK INFANTRY** or **SKINK CAVALRY** units in combat.

Passive

HEAVY-SCALED SKIN: The scales of the Warspawned are especially thick and craggy, easily capable of repelling an arrow or musket ball.

Effect: Subtract 1 from the Rend characteristic of ranged weapons used for shooting attacks that target this unit.



KEYWORDS

INFANTRY

ORDER, SERAPHON, KROXIGOR



• 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 •

SAURUS

SCAR-VETERAN

ON CARNOSAUR

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Relic Celestite Weapon	5	3+	3+	1	2	-
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.

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

MAIM AND TEAR: *As champions of the Seraphon hosts, Scar-Veterans and their especially bloodthirsty mounts pursue the greatest enemy warriors, falling on them with vicious brutality.*

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

Effect: Roll a number of dice equal to the number of damage points the target has. For each 5+, inflict 1 mortal damage on the target.

KEYWORDS

RAMPAGE

● 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.



KEYWORDS

HERO, MONSTER

ORDER, SERAPHON, SAURUS



• SERAPHON WARSCROLL •
SAURUS OLDBLOOD

MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg	Ability
Relic Celestite Weapon	5	3+	3+	1	2	-

✂ Once Per Battle, Any Combat Phase

WRATH OF THE SERAPHON: *The Oldblood directs nearby saurus to act upon their savage instincts.*

Effect: For the rest of the turn, add 1 to wound rolls for combat attacks made by friendly SAURUS INFANTRY units while they are wholly within 12" of this unit.

✂ Reaction: You declared a FIGHT ability for this unit

PREDATORY EXEMPLAR: *Oldbloods lead through instinctual ferocity, trusting their saurus kin to follow in their wake.*

Effect: Pick a friendly non-HERO SAURUS INFANTRY unit that has not used a FIGHT ability this turn and is within this unit's combat range to be the target. The target can be picked to use a FIGHT ability immediately after the FIGHT ability used by this unit has been resolved.



KEYWORDS

HERO, INFANTRY

ORDER, SERAPHON, SAURUS

SPEARHEAD



SERAPHON STARSCALE WARHOST

This Spearhead army consists of the following units:

GENERAL

- ◆ Saurus Oldblood on Carnosaur

UNITS

- ◆ 5 Saurus Warriors
- ◆ 5 Saurus Warriors
- ◆ 3 Kroxigor



Cold-blooded and enigmatic, the Seraphon are a merciless race. These reptilian warriors are utterly committed to their masters' Great Plan, and any who interfere – intentionally or otherwise – with that cosmic design are marked for obliteration. Often, it is a Starscale Warhost that will be dispatched to ensure the Plan's continuation. Whether tracking down a target marked for death by the esoteric slann or defending the enchanted jungles in which the Seraphon dwell, these forces are more than a match for their warm-blooded adversaries.

Cohorts of Saurus Warriors are the heart of each Starscale Warhost. As savage on the attack as they are formidable on the defence, they can excel even when outnumbered. At their side lumber the Kroxigor; though these towering brutes are primarily labourers, their immense strength makes them well suited for battle, making red ruin of more stubborn adversaries. The greatest weapon of a Starscale Warhost, however, is its saurus overlord and the monstrous Carnosaur upon which they ride. Coaxed from the deepest jungles, Carnosaurs are living engines of destruction, capable of swallowing warriors whole. Guided by the strategic instincts of the Oldbloods, a Starscale Warhost is a brutal weapon in service of the Great Plan.

'Warmbloods come. Warmbloods die.'

– Oldblood Groq

BATTLE TRAITS

Any Combat Phase

BEAST OF THE DARK JUNGLES: *The perilous jungles of the Seraphon are the hunting grounds of the mighty Carnosaur, a reptilian titan that strikes fear and awe into the hearts of its enemies.*

Declare: Pick your general to use this ability if they are in combat.

Effect: Pick 1 of the following:

Gargantuan Jaws: Pick an enemy unit in combat with your general and roll a dice. If the roll exceeds that unit's Health characteristic, 1 model in that unit is slain.

Roar: Pick an enemy unit in combat with your general. Subtract D6 from that unit's control score this turn.



Kroxigor

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

✂ Once Per Phase, End of Any Turn

PREDATORY FIGHTERS: *These warriors bite bloody chunks of flesh from their foes in battle.*

Declare: Roll a dice for each enemy unit in combat with any friendly units.

Effect: On a 3+, inflict 1 mortal damage on the unit being rolled for.

U Passive

TEMPLE-CITY GUARDIANS: *Patrolling the lands on the outskirts of their domain, these defenders will stop at nothing to see intruders driven back.*

Effect: Friendly units have **WARD (6+)** while they are wholly within friendly territory.

ENHANCEMENTS: Give your general 1 of the following enhancements.

● End of Any Turn

SOTEK'S GAZE: *The eyes of this gilded war-mask resonate with the pitiless hunger of the Serpent God. With it, the Oldblood brutally cows lesser foes.*

Effect: Roll a dice. Add the roll to your general's control score this turn.

➤ Once Per Battle, Enemy Movement Phase

ANCIENT STRATEGIST: *This Oldblood has centuries of experience in commanding their cohorts.*

Declare: Pick a friendly unit wholly within 12" of your general. You cannot pick your general.

Effect: That unit can use the 'Normal Move' ability as if it were your movement phase.

✂ Passive

BLADE OF REALITIES: *Entrusted only to the most formidable Oldbloods, this pan-dimensional weapon exists to bring about the end of tyrants.*

Effect: Add 1 to the Rend characteristic of your general's **Relic Celestite Weapon**.

✂ Passive

THE WRATH OF CHOTEC: *An ancient relic removed from the deepest temple vaults, this gauntlet allows an Oldblood to channel the full might of the Seraphon's solar god.*

Effect: The Attacks characteristic of your general's **Sunbolt Gauntlet** is 6 instead of D6.

MOVE
10"
HEALTH 14 4+ SAVE
5 CONTROL

As a saurus ages, their body become even more finely honed for war, and greater degrees of tactical skill are unlocked within them. They become able to orchestrate grand flanking attacks and sudden feints, though they still act upon instinct above all. They also grow to possess the will not only to wield the destructive relics of the Old Ones but to master a Carnosaur – a huge bipedal monster of ancient times. The battle frenzy of a Carnosaur is, if anything, even greater than its saurus rider, and together beast and master can tear apart even the most terrible of adversaries.

• SPEARHEAD WARSCROLL •
SAURUS OLDBLOOD
ON CARNOSAUR

 RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Sunbolt Gauntlet	12"	D6	3+	3+	1	1	Shoot in Combat
 MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Relic Celestite Weapon	5	3+	3+	1	2	-	
 Carnosaur's Massive Jaws	3	4+	2+	2	3	Companion	

 Your Hero Phase

ANCIENT WARLORD: *An Oldblood commands their saurian brethren with relentless focus and drive.*

Declare: Pick a friendly unit wholly within 12" of this unit to be the target. You cannot pick this unit.

Effect: Until the start of your next turn, add 1 to charge rolls for the target.

 Passive

BATTLE DAMAGED

Effect: While this unit has 10 or more damage points, the Attacks characteristic of its **Carnosaur's Massive Jaws** is 1.



KEYWORDS

HERO, MONSTER

• SPEARHEAD WARSCROLL •

SAURUS WARRIORS

MOVE
5"

HEALTH 2

SAVE 4+

CONTROL 1

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. Saurus are predators by nature, capable of fighting with immense savagery, yet though their minds are focused entirely on war, they are not mindless. They share a bond with their spawn-kin that goes beyond words, allowing them to fight with uncanny coordination and discipline in the prosecution of the Great Plan.

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

U 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

• SPEARHEAD WARSCROLL •

KROXIGOR

	MOVE	
HEALTH	5"	SAVE
6		4+
	CONTROL	
	2	

Kroxigor are towering brutes, spawned in aeons past to serve as the physical labourers of the Seraphon. Their comparative lack of intellect is offset by their primitive determination and, most of all, their terrifying strength - strength that can see them snatch an armoured knight from the saddle and rip them apart. When war calls, the might of the Kroxigor is brought to bear against the Seraphon's enemies. Wielding toothed mauls and hammers that glow with celestial energies, the Kroxigor demolish foes with broad and punishing swings while shrugging off their panicked retaliatory strikes.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Drakebite Maul	4	4+	2+	1	2	-

✘ Passive

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

Effect: This unit's melee weapons have **Crit (2 Hits)** if the target unit has 5 or more models.



KEYWORDS

INFANTRY