SERAPHON
CLAWS OF TEPOK

This Spearhead army consists of the following units:

GENERAL
- Skink Starseer

UNITS
- 3 Terradon Riders
- 3 Ripperdactyl Riders
- 6 Skinks
- 6 Skinks



The battlefield darkens as a flock of winged reptilian beasts fills the sky. Drawn by the stench of blot toads released earlier by skink scouts, these flights of Terradon and Ripperdactyl Riders swoop down and pick apart the enemy piece by piece. Bringing down one of these aerial braves will do little to help win the battle, as more and more will continue to descend, supported by skinks that dart around the flanks and pepper their targets with envenomed projectiles.

The path to victory with this Spearhead army requires precision. You must beseech Tepok to grant you knowledge of the enemy's future actions to outmanoeuvre your opponent. Move your blot toads into the key locations on the battlefield and prepare to unleash a deadly assault from above.

'Death comes on silent wings. Kill quickly, and leave no warmblood alive to warn their kin.'

– T'ik'to, Skink Starseer



The Claws of Tepok seek to honour the Great Coatl by always staying one step ahead of the foe. Fortunately, the skinks and their winged mounts possess more than enough speed and cunning to do just that.

BATTLE TRAITS

Passive

DISPERSED FORMATIONS
Effect: Friendly **Terradon Riders** and **Ripperdactyl Riders** units have a coherency range of 2".

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 – especially Ripperdactyls.*

Effect: Place a friendly **Blot Toad** marker anywhere wholly within friendly territory. Then, place a friendly **Blot Toad** marker anywhere within enemy territory more than 6" from all enemy units.

Models (friendly and enemy) can move through **Blot Toad** markers but cannot end a move on them, and they cannot be moved other than by using the 'Harmless Hopping' ability. **Blot Toad** markers cannot be placed on models or terrain.

Once Per Turn (Army), Any Hero Phase

HARMLESS HOPPING: *Largely ignored (save for its smell), a blot toad goes for a little wander.*

Declare: Pick a friendly **Blot Toad** marker to be the target.

Effect: Pick a point on the battlefield within D6" of the target. Remove the target from the battlefield and place it so that its base is touching that point.

Once Per Turn (Army), Any Hero Phase

CIRCLING FLOCKS: *The Terradons and Ripperdactyls descend on the battlefield in waves. If one is brought down, more are soon to follow.*

Declare: Pick a friendly **Terradon Riders** or **Ripperdactyl Riders** unit to be the target.

Effect: Return D3 slain models to the target unit. Then, remove the target from the battlefield and set it up again wholly within 6" of a battlefield edge and more than 6" from all enemy units.

REGIMENT ABILITIES: Pick 1 of the following regiment abilities.

Passive

TOAD STINK: *Blot toads have a formidable scent that is hard to stomach for even rugged veterans.*

Effect: Subtract 3 from the control scores of enemy units while they are within 1" of a friendly **Blot Toad** marker.

Once Per Battle (Army), Reaction: You declared the 'Harmless Hopping' ability

TOAD BAIT: *The skinks of this host carry a variety of bait that can be slung to lure blot toads.*

Effect: You can pick a point on the battlefield within 6" of the target instead of D6".

ENHANCEMENTS: Give your general 1 of the following enhancements.

Passive

SHIELD OF TEPOK: *This Starseer's throne projects an aura that redirects enemy missile fire.*

Effect: If the unmodified hit roll for a shooting attack that targets a friendly unit wholly within 6" of your general is 1-4, the attack fails and the attack sequence ends.

Once Per Battle, Deployment Phase

SWIFT PROGNOSTICATION: *Just before the battle, this Starseer scried the enemy's exact position, allowing their forces to seize the initiative.*

Effect: Each friendly **INFANTRY** unit can use the 'Normal Move' ability as if it were your movement phase.

Your Hero Phase

WRATH OF XAPATI: *The Starseer calls upon this feared Old One to awaken a vicious frenzy in Seraphon who smell freshly spilled blood.*

Declare: Pick a visible friendly unit wholly within 12" of your general to be the target, then make a chanting roll of 2D6.

Effect: On a 4+, for the rest of the turn, add 1 to the Damage characteristic of the target's melee weapons while it is within 6" of any damaged enemy units.

Any Combat Phase

FURY OF THE FLOCK: *Gazing into the eyes of a nearby blot toad, the Starseer allows themselves to fall into the same frenzy that takes over the Ripperdactyls.*

Declare: Pick a friendly **Blot Toad** marker within 3" of your general to be the target.

Effect: Remove the target from the battlefield. Set the Attacks characteristic of this unit's **Astromancer's Staff** to 2D6 for the rest of the turn.

MOVE 5"
HEALTH 6
SAVE 4+
CONTROL 2

Among the Seraphon, the Starseers are the most powerful manipulators of reality after the slann. Foremost members of the skink priesthood, their power derives more from acts of faith in the Old Ones than the deep understanding of the workings of the cosmos possessed by their masters.

• SPEARHEAD WARSCROLL •

SKINK STARSEER

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Astromancer's Staff	3	4+	4+	1	D3	-

Your Hero Phase

MARKED FOR DOOM: *The Starseer surrounds chosen enemies with a soft glow that is clearly visible from the skies, highlighting them as targets for the boulders carried by circling Terradon Riders. Strangely, blot toads affected by the Starseer's magic emit a vibrant luminescence, making them effective bombardment markers.*

Declare: Pick up to 3 visible enemy units within 12" of this unit to be the targets, then make a chanting roll of D6.

Effect: On a 3+, roll 3 dice for each target. Add 1 to each roll if the target is within 3" of any friendly **Blot Toad** markers. For each 4+, inflict 1 mortal damage on the target.



KEYWORDS: Hero, Priest, Infantry, Fly

MOVE 14"
HEALTH 3
SAVE 5+
CONTROL 1

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

• SPEARHEAD WARSCROLL •

TERRADON RIDERS

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Javelins or Sunleech Bolas	10"	3	4+	5+	-	1	Crit (Auto-wound)
MELEE WEAPONS		**Attacks**	**Hit**	**Wound**	**Rend**	**Damage**	**Ability**
Terradon's Beak		3	4+	3+	1	1	Companion

End of Your Turn

SWOOPING ASSAULT: *Terradon Riders circle high in the sky before diving down in daring attack runs. Such is their speed and agility that the enemy find it difficult to pin them in combat.*

Effect: This unit can use the 'Retreat' ability as if it were your movement phase. No mortal damage is inflicted on this unit as part of that ability.



KEYWORDS: Cavalry, Fly, Reinforcements

MOVE 14" | HEALTH 3 | SAVE 5+ | CONTROL 1

Ripperdactyls are bloodthirsty aerial predators that swarm larger creatures in flocks and tear into them in a gruesome feeding frenzy. They make ferocious mounts for those skinks who are bold enough to risk riding them into battle.

• SPEARHEAD WARSCROLL •

RIPPERDACTYL RIDERS

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Moonstone Warspear	2	4+	4+	-	1	Charge (+1 Damage)
Ripperdactyl's Jaws and Talons	3	4+	3+	1	1	Anti-Cavalry (+1 Rend), Companion

Passive

TOAD RAGE: *Blot toads have a taste for Ripperdactyl eggs, and their pungent smell sends the winged creatures into an instinctive frenzy.*

Effect: Add 1 to the Rend and Attacks characteristics of this unit's **Ripperdactyl's Jaws** while it is within 3" of any friendly **Blot Toad** markers.



Blot Toad



KEYWORDS: Cavalry, Fly, Reinforcements

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

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

• SPEARHEAD WARSCROLL •

SKINKS

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Javelin or Boltspitter	12"	2	4+	4+	-	1	Shoot in Combat
MELEE WEAPONS		**Attacks**	**Hit**	**Wound**	**Rend**	**Damage**	**Ability**
Moonstone Dagger or Club		2	4+	5+	-	1	-

Once Per Turn (Army), Any Combat Phase

PEPPERED WITH HALLUCINOGENS: *The skinks coat the tips of their javelins and darts with fast-acting toxins that cause the enemy to hallucinate and see the diminutive Seraphon as creatures from nightmare.*

Declare: Pick a non-Monster enemy unit in combat with this unit to be the target.

Effect: For the rest of the turn, subtract 1 from hit rolls for the target's attacks while it is in combat with this unit.



KEYWORDS: Infantry, Reinforcements