

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



Contrast paints and drybrushing helped graphic designer Emma get the warhost of Oldblood Kor'loq painted quickly. She envisions them as Starborne warriors filled with celestial magic, glowing with the very power of the heavens.

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.

🛡 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 SAVE 4+
CONTROL 5

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

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.

• SPEARHEAD WARSCROLL •
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

MOVE

5"

HEALTH

6

4+

SAVE

2

CONTROL

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.

• SPEARHEAD WARSCROLL •

KROXIGOR

⚔ 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

