

SCOURGE OF AQSHY

FACTION RULES: SERAPHON

HEROIC TRAITS

You can pick a heroic trait from this table instead of from other Heroic Traits tables available to this faction.

SERVANTS OF THE COSMIC ORDER (HERO only)

● Passive

ARCANE DETERMINATION: *Their body thrumming with celestial energies, this Seraphon draws strength from nearby spell-forms in order to see the will of the Old Ones done.*

Effect: Add 10 to this unit's control score while it is wholly within 12" of a friendly **MANIFESTATION**.

✦ Once Per Battle, End of Your Turn

CALM AND COLLECTED: *Pure tranquillity radiates from this Seraphon, causing anger to dissipate across the battlefield.*

Effect: Reduce your and your opponent's **fury levels** by up to 3, to a minimum of 0. You must reduce both players' **fury levels** by the same amount.

✦ End of Your Turn

LORD OF SPACE AND TIME: *Having mastered temporal manipulation, this slann can store time before bending it to their will.*

This enhancement can only be given to **Slann Starmasters**.

Declare: Pick any number of friendly **SERAPHON** units wholly within 12" of this unit that have not used a **MOVE** ability this turn to be the targets.

Effect: This unit gains a number of **stored time points** equal to the number of targets picked.

Then, if this unit has 5 or more **stored time points**, you can pick up to 3 visible enemy units within 18" of it. In your opponent's next turn, halve the **Move** characteristic of those enemy units. If you do so, this unit cannot use this ability again for the rest of the battle.

MONSTROUS TRAITS

Monstrous Traits are unique enhancements that can only be given to **MONSTERS**.
A unit can only have 1 Monstrous Trait.

BEASTS OF THE DARK JUNGLE (SERAPHON MONSTER only)

✦ Any Combat Phase

ARMOUR CRUNCHER: *The sheer heft and strength of this beast sees it crush and crumple well-protected foes in their own armour before it even gets around to tearing into them with tooth, horn and claw.*

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

Effect: You can spend 1 **rage dice**. If you do:

- Apply the effect below.
- If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7.

Otherwise, roll a dice. If the roll equals or exceeds the target's **Save** characteristic, apply the effect below.

Subtract 1 from save rolls for the target for the rest of the turn.

KEYWORDS **RAMPAGE**

✦ Your Combat Phase

TITANIC SLAM: *Whether because of an earth-shaking charge or the swipe of a colossal tail, the enemy is thrown to the ground.*

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

Effect: Roll a dice. Add 1 to the roll if this unit charged this turn. On a 3+, the target has **STRIKE-LAST** for the rest of the turn.

KEYWORDS **RAMPAGE**

✦ Passive

CHAMELEONIC CAMOUFLAGE: *This beast's scales are iridescent while it is mobile, but they quickly change to blend in with the environment when the creature comes to a halt.*

Effect: While this unit has not used a **MOVE** ability in the same turn, it is not visible to enemy units more than 12" away.

SCOURGE OF AQSHY

• SCOURGE OF AQSHY WARSCROLL •

SAURUS SCAR-VETERAN

ON AGGRADON



Many of the ferocious reptiles known as Aggradons can be found in the sweltering jungles of Golvaria. Scar-Veterans seek to dominate the fiercest of these beasts; the combination of bellicose saurus and alpha Aggradon makes for a truly fearsome adversary.

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

☼ Once Per Battle (Army), Deployment Phase

THE HUNT BEGINS: *The Scar-Veteran leads a cohort of mounted Seraphon in outflanking the enemy.*

Declare: Pick this unit and up to 1 friendly **SERAPHON CAVALRY** unit if those units have not been deployed.

Effect: Set up that friendly **CAVALRY** unit in reserve **stalking the prey**. Then, either set up this unit in reserve **stalking the prey** or set up this unit wholly within friendly territory and more than 9" from enemy territory. Those units have now been deployed.

KEYWORDS **DEPLOY**

➤ Your Movement Phase

SAURIAN AMBUSH: *Scar-Veterans are feared across the Mortal Realms for their swift, silent and utterly merciless ambushes.*

Declare: This unit can use this ability even if it is in reserve. Pick each friendly unit that is **stalking the prey** to be the targets.

Effect: Set up the targets on the battlefield wholly within 7" of the battlefield edge and more than 9" from all enemy units.

➤ Reaction: Opponent declared a SHOOT ability

REPTILIAN INSTINCTS: *The warbeasts of the Seraphon are quick to perceive threats; their riders give them their head as they close in on their prey.*

Effect: This unit can use this ability even if it is in reserve. Pick each friendly unit that is **stalking the prey** to be the targets.

After that **SHOOT** ability has been resolved, set up each target on the battlefield more than 9" from all enemy units and within 18" of the unit that used the **SHOOT** ability.

Then, you can spend up to 3 **rage dice**. If you do:

- If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7.
- Each target can move up to **X"**, where **X** is the number of **rage dice** spent. It must end that move no further from the unit that used the **SHOOT** ability than it was at the start of the move.

Then, for the rest of the turn, each time a target uses a **CHARGE** ability, it must end that charge move in combat with the unit that used the **SHOOT** ability.



KEYWORDS

HERO, CAVALRY

ORDER, SERAPHON, SAURUS

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SLANN STARMASTER



Wielding celestial magics and suffused with power, the ancient Slann Starmasters are wizards beyond compare. Charged by the Old Ones with ensuring their Great Plan comes to pass, the slann look to the firmament above Aqshy in order to influence the tides of battle.

⚔ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Azure Lightning Crit (Mortal)	6	3+	3+	1	1

⚙ Once Per Battle (Army), Deployment Phase

COMETARY ALIGNMENT: *The slann can predict when specific celestial bodies will appear in the skies above Aqshy, their relative positions influencing the emotions of those fighting below.*

Effect: Pick a battle round. At the start of that battle round, set your and your opponent's **fury levels** to 7. Then, at the start of the battle round after the one you picked, set your and your opponent's **fury levels** to 1.

🛡 Your Hero Phase

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CELESTIAL UNMAKING: *The Starmaster manipulates the foe's weapons, briefly rendering them as insubstantial as starlight.*

Declare: Pick a visible enemy unit within 12" of this unit to be the target, then make a casting roll of 2D6.

Effect: Until the start of your next turn, other than the **Companion** weapon ability, weapon abilities for the target's attacks have no effect.

KEYWORDS SPELL

⚡ Once Per Turn (Army), Your Combat Phase

ARCANE AUREOLE: *The corona of celestial magic that surrounds the Starmaster's palanquin pulses outwards in a radiant burst, imbuing a nearby spell-form with heightened arcane potency.*

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

Effect: Spend up to 3 **rage dice**. If your opponent's **fury level** is lower than yours, they must increase their **fury level** by 1, to a maximum of 7.

Then, for the rest of the turn, add X to the Damage characteristic of the target's melee weapons, where X is the number of **rage dice** spent.

KEYWORDS

WARMASTER, HERO, WIZARD (3), INFANTRY,
FLY, WARD (6+)

ORDER, SERAPHON, SLANN

