

WARHAMMER AGE OF SIGMAR

LIZARDMEN



WARSCROLLS
COMPENDIUM

LORD KROAK



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ancient Spirits' Spectral Claws	3"	2D6	3+	3+	-1	1

DESCRIPTION

Lord Kroak is a single model, a long-dead and mummified slann seated upon a mystical stone palanquin. Any foes who dare approach are swarmed by the ancient spirits that surround him and torn asunder by their Spectral Claws.

FLY

Lord Kroak can fly.

ABILITIES

Dead for Innumerable Ages: Lord Kroak's physical form is ancient, withered and preserved only by his indomitable spirit. As such, he is immune to all but the most devastating attacks – those which can temporarily divorce his consciousness from his corpse.

In the battleshock phase of each turn, roll a dice and add the number of wounds that Lord Kroak suffered during the turn. If the result is higher than his Bravery, he is 'slain'. Otherwise, any wounds he has suffered are immediately healed. If an ability or rule would cause him to be slain outright, he is not; instead, he suffers D6 mortal wounds.

MAGIC

Lord Kroak is a wizard. He can attempt to cast four spells in each of your own hero phases, and attempt to unbind four spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield, Celestial Deliverance and Comet's Call spells.

CELESTIAL DELIVERANCE

The spirits surrounding Kroak's palanquin quiver with unfettered force before exploding outwards to bring ruin to his enemies.

Lord Kroak can cast Celestial Deliverance up to three times in the hero phase. It has a casting value of 7 the first time it is cast, 8 the second time and 9 the third time. If it is successfully cast, roll three dice to determine the spirits' reach in inches. Each enemy unit within range suffers D3 mortal wounds. The vengeful spirits reserve a special hatred for **CHAOS DAEMONS**, and tear into them with something akin to glee; as such, these units suffer D6 mortal wounds instead of D3.

COMET'S CALL

His consciousness soaring up to the heavens, Lord Kroak summons a cluster of comets before sending them into the enemy's ranks. Comet's Call has a casting value of 7. If successfully cast, pick up to D3 enemy units, or D6 if the result of the casting roll was 10 or more. Each of these units is struck by a comet and suffers D3 mortal wounds.

COMMAND ABILITY

Impeccable Foresight: Lord Kroak casts his consciousness ahead, reading the threads of destiny as easily as a mortal would read a map. If Lord Kroak uses this ability, roll three dice. For each one that scores 4 or more, Lord Kroak gains an insight into the future. Each insight can be used to re-roll any single dice before your next hero phase.

KEYWORDS

ORDER, CELESTIAL, SERAPHON, SLANN, HERO, WIZARD, LORD KROAK

SLANN MAGE-PRIEST



MELEE WEAPONS

Azure Lightning

Range

3"

Attacks

6

To Hit

4+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A Slann Mage-Priest is a single model that sits atop a floating palanquin graven with strange symbols and humming with power. Any enemies who come too close are immolated by crackling bolts of Azure Lightning that leap forth from the hovering throne.

FLY

A Slann Mage-Priest can fly.

ABILITIES

Celestial Configuration: If your army includes any Slann Mage-Priests, roll a dice after set-up is complete and consult the table, right, to see which constellation is in the ascendant, and how it affects your army. This effect lasts as long as you have a Slann Mage-Priest on the battlefield, or until a new constellation comes into effect.

Roll Ascendant Constellation

- 1-2 *The Hunter's Steed:* The image of a galloping war-beast blazes bright in the sky. Add 1 to run and charge rolls for **SERAPHON** units in your army while this constellation is ascendant.
- 3-4 *The Sage's Staff:* This constellation is held as a mythical portent of wisdom and magic – while it is ascendant, add 1 to the casting rolls when **SERAPHON WIZARDS** in your army attempt to cast spells.
- 5-6 *The Great Drake:* The vast form of Dracothion himself writhes in the firmament. You can re-roll hit rolls of 1 for **SERAPHON** units in your army while this constellation is ascendant.

At the start of your hero phase, one Slann Mage-Priest in your army can attempt to turn the constellations to its advantage instead of casting one of its spells. If it does so, roll a dice. If the result is a 1, the slann is distracted by its exertions and cannot cast any spells this phase. If the result is 4 or higher, you can pick a new ascendant constellation from the table. Otherwise there is no effect.

Arcane Vassal: Before a Slann Mage-Priest attempts to cast a spell, you can pick a vassal to channel it; this can be a **SKINK HERO** or Troglodon from your army that is within 15". If the spell is successfully cast, measure the range and visibility from the vassal.

MAGIC

A Slann Mage-Priest is a wizard. It can attempt to cast three different spells in each of your own hero phases, and attempt to unbind three spells in each enemy hero phase. A Slann Mage-Priest knows the Arcane Bolt, Mystic Shield and Light of the Heavens spells.

LIGHT OF THE HEAVENS

The Mage-Priest slowly blinks and raises its hands, bathing the battlefield in purest starlight. Light of the Heavens has a casting value of 6. If successfully cast, then until your next hero phase any battleshock tests for **CELESTIAL DAEMON** or **CHAOS DAEMON** units are made by rolling two dice rather than one. For **CELESTIAL** units, discard the highest of the two dice; for **CHAOS** units, discard the lowest.

COMMAND ABILITY

Gift from the Heavens: If a Slann Mage-Priest uses this ability, **SERAPHON** units from your army within 10" are wrapped in a mantle of Azyrite energy, allowing them to disregard the laws of nature. Until your next hero phase, those units can fly and you can re-roll failed save rolls for them in the shooting phase.

KEYWORDS

ORDER, CELESTIAL, SERAPHON, SLANN, HERO, WIZARD, SLANN MAGE-PRIEST

KROQ-GAR ON CARNOSAUR



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sunbolt Gauntlet	18"	D6	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sunstone Spear	2"	3	3+	3+	-1	D3
Carnosaur's Clawed Forelimbs	2"	2	☀	3+	-	2
Carnosaur's Massive Jaws	2"	☀	4+	3+	-1	3

Wounds Suffered	DAMAGE TABLE		
	Move	Clawed Forelimbs	Massive Jaws
0-2	10"	3+	5
3-4	10"	4+	4
5-7	8"	4+	3
8-9	8"	5+	2
10+	6"	5+	1

DESCRIPTION

Kroq-Gar is a single model. Flashes of celestial fire leap forth from his Sunbolt Gauntlet, while enemies are impaled on the shimmering blade of his Sunstone Spear. Kroq-Gar's Carnosaur mount Grymloq is a terrifying predator that grips enemies in his powerful Clawed Forelimbs before rending them with his Massive Jaws.

ABILITIES

Pinned Down: Carnosaurs tackle large prey by pinning them in place before tearing into them with their massive jaws. If an enemy **MONSTER** is hit twice with the Carnosaur's Clawed Forelimbs, you can add 2 to the result when rolling to hit that target with the Carnosaur's Massive Jaws in the same turn.

Blood Frenzy: A Carnosaur that tastes the flesh of the enemy becomes a rampaging force of destruction. Once this model has slain an enemy with its Massive Jaws, it can run and charge in the same turn for the rest of the battle.

Bloodroar: The roar of a Carnosaur can cause even the most daring warrior to turn and flee. If your opponent takes a battleshock test for a unit within 8" of any Carnosaurs, roll a dice. If the result is higher than the result on your opponent's dice, D3 models flee from the unit (as well as any that flee because of the test).

Blazing Sunbolts: If Kroq-Gar targets a **CHAOS DAEMON** unit with his Sunbolt Gauntlet, you can add 2 to the result of the wound rolls.

MAGIC

SLANN WIZARDS know the Summon Saurus Warlord spell, in addition to any others they know.

SUMMON SAURUS WARLORD

Summon Saurus Warlord has a casting value of 10. If successfully cast, you can set up Kroq-Gar on Carnosaur within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

COMMAND ABILITY

Ancient Warlord: Kroq-Gar is a veteran of battles without number, an inspiring leader who is as inspirational to his kin as he is terrifying to the enemy. If Kroq-Gar uses this ability, then until your next hero phase, whenever a **SAURUS HERO** from your army within 20" attacks in the combat phase, pick one of its weapons and add 2 to its Attacks characteristic until the end of the phase.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, CARNOSAUR, SAURUS, MONSTER, HERO, KROQ-GAR

SAURUS OLDBLOOD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Suntooth Maul	1"	2	3+	4+	-1	D3
Celestite Warblade	1"	4	3+	3+	-	1
Celestite War-spear	2"	4	4+	3+	-1	1
Celestite Greatblade	1"	2	4+	3+	-1	2
Fearsome Jaws and Stardrake Shield	1"	1	4+	3+	-	1

DESCRIPTION

A Saurus Oldblood is a single model. It takes to the field armed with a powerful Suntooth Maul or a swift Celestite weapon – either a Warblade, War-spear or Greatblade, depending on its chosen strategies. A seasoned predator, an Oldblood also tears at its foes with its Fearsome Jaws and its Stardrake Shield, which is as deadly in offence as it is indomitable in defence.

ABILITIES

Stardrake Shields: Saurus carry shields of celestial drakescale that are almost impervious to harm. When you make save rolls for this unit, ignore the enemy's Rend characteristic unless it is -2 or better.

Wrath of the Seraphon: In the heat of battle, an Oldblood's cold fury radiates outward and drives its lesser kin into a rage of their own. You can re-roll wound rolls of 1 for **SAURUS** models within 5" of an Oldblood.

MAGIC

SLANN WIZARDS know the Summon Oldblood spell, in addition to any others they know.

SUMMON OLDBLOOD

Summon Oldblood has a casting value of 5. If successfully cast, you can set up a Saurus Oldblood within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

COMMAND ABILITY

Paragon of Order: The Saurus Oldblood gives an unspoken command, causing its warriors to snap into a new formation. If a Saurus Oldblood uses this ability, each **SERAPHON** unit from your army within 10" can immediately reform around one of its models. That model must stay where it is, but each other model in the unit can move up to 3" so long as it does not end this move within 3" of the enemy.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, HERO, SAURUS OLDBLOOD

SAURUS OLDBLOOD ON COLD ONE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite War-pick	1"	3	3+	3+	-1	1
Fearsome Jaws and Stardrake Shield	1"	1	4+	3+	-	1
Cold One's Vicious Bite	1"	2	3+	4+	-	1

DESCRIPTION

A Saurus Oldblood on Cold One is a single model. The Oldblood fights with many weapons at once – a Celestite War-pick, its Fearsome Jaws and the serrated edge of its Stardrake Shield – while its Cold One mount is almost as deadly with its Vicious Bite.

ABILITIES

Stardrake Shield: When you make save rolls for this model, ignore the enemy's Rend characteristic unless it is -2 or better.

Fury of the Seraphon: After this model has made all its Celestite War-pick attacks, roll a dice. If the result is 4 or higher, it can attack again with its Celestite War-pick. Roll again after those attacks; if the result is 6, it can attack for a third and final time.

MAGIC

SLANN WIZARDS know the Summon Knight Veteran spell, in addition to any others they know.

SUMMON KNIGHT VETERAN

Summon Knight Veteran has a casting value of 5. If successfully cast, you can set up a Saurus Oldblood on Cold One within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

COMMAND ABILITY

Savage Charge: The Oldblood spurs its Cold One towards the enemy and urges its kin to follow. If a Saurus Oldblood on Cold One uses this ability, then you can re-roll charge rolls and hit rolls of 1 for **SAURUS** units within 8". In addition, until your next hero phase this model and any Saurus Cavalry within 8" make an additional attack with their Cold Ones' Vicious Bites.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, HERO, SAURUS OLDBLOOD ON COLD ONE

CHAKAX, THE ETERNITY WARDEN



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Star-stone Mace	1"	3	3+	3+	-1	2
Fearsome Jaws	1"	1	4+	4+	-	1

DESCRIPTION

Chakax, the Eternity Warden, is a single model. He is armed with a Star-stone Mace and tears into enemies with his Fearsome Jaws.

ABILITIES

Selfless Protector: Each time this model is within 2" of a **SLANN** that suffers a wound or mortal wound, he can attempt to intervene. If he does so, roll a dice. If the result is 2 or higher, the Slann ignores that wound or mortal wound but this model suffers a mortal wound in its place.

Alpha Warden: Temple Guard make an additional attack with their Celestite Polearms while their unit is within 5" of Chakax.

MAGIC

SLANN WIZARDS know the Summon Eternity Warden spell, in addition to any others they know.

SUMMON ETERNITY WARDEN

Summon Eternity Warden has a casting value of 5. If successfully cast, you can set up Chakax within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, HERO, CHAKAX

GOR-ROK



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite War-mace	1"	5	3+	3+	-1	1
Fearsome Jaws and Aeon Shield	1"	2	4+	3+	-	1

DESCRIPTION

Gor-Rok is a single model. He is a ferocious exemplar of the saurus' martial might, crushing armour with his Celestite War-mace and tearing through flesh with his Fearsome Jaws and drakescale Aeon Shield. As well as being a deadly weapon, the massive Aeon Shield is almost impervious to damage.

ABILITIES

Aeon Shield: When you make save rolls for this model, ignore the enemy's Rend characteristic unless it is -3 or better.

Ferocious Rage: If the hit roll for one of this model's attacks is 6 or higher, make D3 wound rolls rather than 1. If the wound roll for one of this model's attacks is 6 or higher, it causes D3 damage rather than 1.

MAGIC

SLANN WIZARDS know the Summon Sunblood spell, in addition to any others they know.

SUMMON SUNBLOOD

Summon Sunblood has a casting value of 5. If successfully cast, you can set up Gor-Rok within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

COMMAND ABILITY

Scent of Weakness: If Gor-rok uses this ability, pick an enemy unit within 15" – until your next hero phase, re-roll failed hit rolls for attacks made in the combat phase against that unit by any of your **SAURUS** models.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, HERO, GOR-ROK

SCAR-VETERAN WITH BATTLE STANDARD



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite War-pick	1"	3	3+	3+	-1	1
Fearsome Jaws	1"	1	4+	4+	-	1

DESCRIPTION

A Scar-Veteran with Battle Standard is a single model. It wields a Celestite War-pick and savages the enemy with its Fearsome Jaws. It carries an ancient device that can increase the flow of celestial magic to the vicinity.

ABILITIES

Celestial Conduit: In your hero phase, this model can plant its standard and activate its powers. Until your next hero phase, you may not move this model, but you may add 1 to the result of the casting roll when a **SERAPHON WIZARD** in your army attempts to cast any spells. If the spell is cast, add 8" to its range.

Proud Defiance: While the standard is planted, you can re-roll any failed hit rolls for this model and any **SERAPHON** units from your army within 10".

MAGIC

SLANN WIZARDS know the Summon Astrolith Bearer spell, in addition to any others they know.

SUMMON ASTROLITH BEARER

Summon Astrolith Bearer has a casting value of 5. If successfully cast, you can set up a Saurus Scar-Veteran with Battle Standard within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, HERO, TOTEM, SCAR-VETERAN WITH BATTLE STANDARD

SCAR-VETERAN ON CARNOSAUR



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Warblade	1"	6	3+	3+	-	1
Celestite War-spear	2"	6	4+	3+	-1	1
Celestite Greatblade	1"	3	4+	3+	-1	2
Fearsome Jaws and Stardrake Shield	1"	1	4+	3+	-	1
Carnosaur's Clawed Forelimbs	2"	2	*	3+	-	2
Carnosaur's Massive Jaws	2"	*	3+	3+	-1	D3

Wounds Suffered	DAMAGE TABLE		
	Move	Clawed Forelimbs	Massive Jaws
0-2	10"	3+	5
3-4	10"	4+	4
5-7	8"	4+	3
8-9	8"	5+	2
10+	6"	5+	1

DESCRIPTION

A Saurus Scar-Veteran on Carnosaur is a single model. It is a warrior as much as a leader, frighteningly adept with its Celestite Warblade, War-spear or Greatblade. It is almost as deadly with its Fearsome Jaws and toothed Stardrake Shield. Its Carnosaur mount is a terrifying predator that swipes at enemies with its powerful Clawed Forelimbs and tears at them with its Massive Jaws.

ABILITIES

Pinned Down: Carnosaurs tackle large prey by pinning them in place before tearing into them with their massive jaws. If an enemy Monster is hit twice with the Carnosaur's Clawed Forelimbs, you can add 2 to the result when rolling to hit that target with the Carnosaur's Massive Jaws in the same turn.

Blood Frenzy: A Carnosaur that tastes the flesh of the enemy becomes a rampaging force of destruction. Once this model has slain an enemy with its Massive Jaws, it can run and charge in the same turn for the rest of the battle.

Bloodroar: The roar of a Carnosaur can cause even the most daring warrior to turn and flee. If your opponent takes a battleshock test for a unit within 8" of any Carnosaurs, roll a dice. If the result is higher than the result on your opponent's dice, D3 models flee from the unit (as well as any that flee because of the test).

Stardrake Shield: When you make save rolls for this model, ignore the enemy's Rend characteristic unless it is -2 or better.

MAGIC

SLANN WIZARDS know the Summon Carnosaur spell, in addition to any others they know.

SUMMON CARNOSAUR

Summon Carnosaur has a casting value of 10. If successfully cast, you can set up a Scar-Veteran on Carnosaur within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

COMMAND ABILITY

Saurian Savagery: The Scar-Veteran looses an ear-splitting roar that drives nearby saurus into a frenzy. If a Saurus Scar-Veteran on Carnosaur uses this ability, pick a SAURUS unit within 15". Until your next hero phase, whenever you roll a hit roll of 6 or more for a model in that unit, that model can immediately make one additional attack using the same weapon.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, CARNOSAUR, SAURUS, MONSTER, HERO, SCAR-VETERAN

SAURUS WARRIORS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Club	1"	1	4+	3+	-	1
Celestite Spear	2"	1	4+	4+	-	1
Powerful Jaws and Stardrake Shield	1"	1	5+	4+	-	1

DESCRIPTION

A unit of Saurus Warriors has 10 or more models. Some units of Saurus Warriors wield Celestite Clubs, while others are armed with Celestite Spears. In either case, they also tear into the enemy with their Powerful Jaws and the serrated teeth of their Stardrake Shields.

ALPHA TALON

The leader of this unit is the Alpha Talon. An Alpha Talon makes 2 attacks rather than 1 with its Celestite Club or Spear.

STARDRAKE ICON

Models in this unit may carry stardrake icons that pulse with the terrifying essence of a celestial predator. If a battleshock test is made for an enemy unit within 5" of any stardrake icons, add 1 to the result.

WARDRUM

Models in this unit may carry wardrums. A unit that includes any wardrums can march in its movement phase. When it does so it doubles its Move characteristic, but cannot run or charge in the same turn.

ABILITIES

Stardrake Shields: When you make save rolls for this unit, ignore the enemy's Rend characteristic unless it is -2 or better.

Ordered Cohort: Saurus are even deadlier when fighting in organised ranks. Add 1 to this unit's hit rolls if it has at least 20 models, and 1 to the number of attacks each model makes with its Celestite weapon if it has at least 30 models.

MAGIC

SLANN WIZARDS know the Summon Saurus spell, in addition to any others they know.

SUMMON SAURUS

Summon Saurus has a casting value of 6. If successfully cast, you can set up a unit of up to 10 Saurus Warriors within 15" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 20 Saurus Warriors instead.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, SAURUS WARRIORS

TEMPLE GUARD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Polearm	1"	2	3+	3+	-1	1
Powerful Jaws and Stardrake Shield	1"	1	5+	4+	-	1

DESCRIPTION

A unit of Temple Guard has 5 or more models. They wield Celestite Polearms, but these are far from their only weapons – their Powerful Jaws and Stardrake Shields make them even more terrifying to face.

ALPHA GUARDIAN

The leader of this unit is the Alpha Guardian. An Alpha Guardian makes 3 attacks rather than 2 with its Celestite Polearm.

STARDRAKE ICON

Models in this unit may carry stardrake icons that pulse with the terrifying essence of a celestial predator. If a battleshock test is made for an enemy unit within 5" of any stardrake icons, add 1 to the result.

WARDRUM

Models in this unit may carry wardrums. A unit that includes any wardrums can march in its movement phase. When it does so it doubles its Move characteristic, but cannot run or charge in the same turn.

ABILITIES

Stardrake Shields: When you make save rolls for this unit, ignore the enemy's Rend characteristic unless it is -2 or better.

Sworn Guardians: Temple Guard were created to protect their masters. If this unit is within 8" of any **SERAPHON HEROES**, add 2 to its Bravery and 1 to the result of any save rolls for it.

MAGIC

SLANN WIZARDS know the Summon Saurus Guard spell, in addition to any others they know.

SUMMON SAURUS GUARD

Summon Saurus Guard has a casting value of 6. If successfully cast, you can set up a unit of up to 5 Temple Guard within 15" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 10 Temple Guard instead.

KEY WORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, TEMPLE GUARD

SAURUS CAVALRY



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Blade	1"	1	3+	3+	-	1
Celestite Lance	1"	1	4+	3+	-	1
Powerful Jaws and Stardrake Shield	1"	1	5+	4+	-	1
Cold One's Vicious Bite	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Saurus Cavalry has 5 or more models. Some units wield Celestite Blades, while others prefer Celestite Lances. All attack with their heavy Stardrake Shields and Powerful Jaws, while their Cold One mounts give a Vicious Bite.

ALPHA KNIGHT

The leader of this unit is the Alpha Knight. An Alpha Knight makes 2 attacks rather than 1 with its Celestite Blade or Lance.

STARDRAKE ICON

Models in this unit may carry stardrake icons that pulse with the terrifying essence of a celestial predator. If a battleshock test is made for an enemy unit within 5" of any stardrake icons, add 1 to the result.

WARDRUM

Models in this unit may carry wardrums. A unit that includes any wardrums can march in its movement phase. When it does so it doubles its Move characteristic, but cannot run or charge in the same turn.

ABILITIES

Stardrake Shields: When you make save rolls for this unit, ignore the enemy's Rend characteristic unless it is -2 or better.

Blazing Lances: As Saurus Cavalry speed towards the foe, their lances burst into flame. If the wound roll for a Celestite Lance is 6 or higher and the model charged in the same turn, the attack inflicts an additional mortal wound.

MAGIC

SLANN WIZARDS know the Summon Saurus Knights spell, in addition to any others they know.

SUMMON SAURUS KNIGHTS

Summon Saurus Knights has a casting value of 6. If successfully cast, you can set up a unit of up to 5 Saurus Cavalry within 15" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 10 Saurus Cavalry instead.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, SAURUS CAVALRY

TEHENHAUIN, PROPHET OF SOTEK



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Tide of Serpents	8"	4	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blade of the Serpent's Tongue	2"	4	3+	4+	-1	1

DESCRIPTION

Tehenhauin, Prophet of Sotek, is a single model. He wields the venomous Blade of the Serpent's Tongue and is ever accompanied by a Tide of Serpents that he can send forth to attack his enemies.

ABILITIES

Deadly Venom: If the hit roll for an attack made by Tehenhauin is 6 or more, do not roll to wound. Instead, the target unit suffers a mortal wound.

Priestly Rites: In your hero phase, Tehenhauin can perform a rite to harness the power of the Old Ones. If he does so, roll a dice. If the result is 4 or more, pick a **SERAPHON** unit within 8". You can re-roll run rolls, charge rolls and save rolls for that unit until your next hero phase.

MAGIC

SLANN WIZARDS know the Summon Skink Prophet spell, in addition to any others they know.

SUMMON SKINK PROPHET

Summon Skink Prophet has a casting value of 5. If successfully cast, you can set up Tehenhauin within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

COMMAND ABILITY

Prophet of Sotek: Holding aloft the heart of a slain enemy as an offering to Sotek, Tehenhauin drives his fellow skinks into a holy rage. Until your next hero phase, you can re-roll hit rolls of 1 for attacks made by **SKINK** models that are within 18" of Tehenhauin when they attack in the combat phase.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINK, HERO, PRIEST, TEHENHAUIN

TETTO'EKO



MELEE WEAPONS

Astromancer's Staff

Range

2"

Attacks

1

To Hit

4

To Wound

4+

Rend

-1

Damage

D3

DESCRIPTION

Tetto'eko is a single model carrying an Astromancer's Staff and seated upon a Palanquin of Constellations – a floating throne of carved stone that incorporates augurs and seeing-stones for discerning the future from the movement of the stars.

FLY

Tetto'eko can Fly.

ABILITIES

Cosmic Herald: In your hero phase, Tetto'eko can attempt to scry the future. Both you and your opponent secretly place a dice to show any number, then reveal them. You gain as many insights as the number on your dice – however, if your opponent's dice shows the same number, Tetto'eko misreads the portents that are revealed and your opponent gains the insights instead! Each insight can be used to re-roll any single dice before your next hero phase.

MAGIC

Tetto'eko is a wizard. He can attempt to cast a spell in each of your hero phases, and unbind a spell in each enemy hero phase. He knows the Arcane Bolt, Curse of Fates and Mystic Shield spells.

CURSE OF FATES

Curse of Fates has a casting value of 4. If successfully cast, pick a unit within 20". Once per phase until your next hero phase, you can increase or decrease the result of a single dice roll for that unit by one.

SLANN WIZARDS know the Summon Starseer spell, in addition to any others they know.

SUMMON STARSEER

Summon Starseer has a casting value of 5. If successfully cast, you can set up Tetto'eko within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINK, HERO, WIZARD, TETTO'EKO

OXYOTL



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Golden Blowpipe of P'toohee	16"	6	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dart	1"	2	5+	5+	-	1

DESCRIPTION

Oxyotl is a single model. He fires a hail of poisoned darts from the Golden Blowpipe of P'toohee, but can defend himself in melee by wielding an envenomed Dart as an improvised dagger.

ABILITIES

Chameleon Ambush: Instead of setting up Oxyotl, you can place him to one side and say that he is in hiding. In any of your movement phases you can reveal him by setting him up anywhere on the battlefield.

Disappear from Sight: In your hero phase, Oxyotl can vanish from sight and go into hiding. If he does so, remove him from the battlefield. You can reveal him as described above in this turn or any subsequent turn.

Flawless Mimicry: If Oxyotl is within or on a terrain feature, his Save characteristic is 3+ rather than 6+. This includes the bonus for being in cover.

Master Predator: Add 2 to the result of any wound rolls for the Golden Blowpipe of P'toohee if Oxyotl did not move, and was not set up, in the movement phase of the same turn.

MAGIC

SLANN WIZARDS know the Summon Stalker spell, in addition to any others they know.

SUMMON STALKER

Summon Stalker has a casting value of 5. If successfully cast, you can set up Oxyotl within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINK, HERO, OXYOTL

SKINK PRIEST



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Starbolt	18"	D3	3+	3+	-1	1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Star-stone Staff	1"	3	4+	3+	-1	1

DESCRIPTION

A Skink Priest is a single model wielding a Star-stone Staff. Each has its own methods of performing celestial rites; some garb for war in a colourful Cloak of Feathers and cap their staff with an Azyrite gem that looses searing Starbolts, while others prefer to carry a variety of Priestly Trappings, from small glyph-stones to the bleached skulls of their foes.

ABILITIES

Celestial Rites: In your hero phase, a Skink Priest can perform a rite to harness the power of the cosmos. If it does so, roll a dice. If the result is 4 or more, pick a **SERAPHON** unit within 8". You can re-roll run rolls, charge rolls and save rolls for that unit until your next hero phase.

Cloak of Feathers: A Skink Priest wearing a Cloak of Feathers has a Save of 4+ rather than 5+, a Move of 14" rather than 8", and can fly.

Priestly Trappings: A Skink Priest wearing Priestly Trappings affects all **SERAPHON** units from your army within 8" when it performs a celestial rite, rather than a single unit.

MAGIC

SLANN WIZARDS know the Summon Skink Priest spell, in addition to any others they know.

SUMMON SKINK PRIEST

Summon Skink Priest has a casting value of 5. If successfully cast, you can set up a Skink Priest within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINK, HERO, PRIEST, SKINK PRIEST

SKINK CHIEF



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Blowpipe	16"	1	4+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ornate Club	1"	4	4+	3+	-	1
Golden Sickle	1"	4	4+	4+	-1	1

DESCRIPTION

A Skink Chief is a single model. He is armed either with a Golden Sickle or an Ornate Club, and carries a Star-buckler. Some Skink Chiefs also spit poisoned darts from a Blowpipe.

ABILITIES

Marked for Greatness: You can choose to re-roll a single dice for this model in each phase.

Star-buckler: When you make save rolls for a Skink Chief, ignore the enemy's Rend characteristic unless it is -2 or better.

MAGIC

SLANN WIZARDS know the Summon Skink Chief spell, in addition to any others they know.

SUMMON SKINK CHIEF

Summon Skink Chief has a casting value of 5. If successfully cast, you can set up a Skink Chief within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

COMMAND ABILITY

Skink War Leader: Guided by the steady hand of a Chief, even the lowliest skink can be as deadly as a saurus. If a Skink Chief uses this ability, pick a **SKINK** unit within 10". You can add 1 to all hit rolls for that unit until your next hero phase.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINK, HERO, SKINK CHIEF

SKINKS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Meteoric Javelin	8"	1	5+	4+	-	1
Boltspitter	16"	1	5+	5+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Meteoric Javelin	1"	1	6+	5+	-	1
Boltspitter	1"	1	5+	6+	-	1
Moonstone Club	1"	1	5+	4+	-	1

DESCRIPTION

A unit of Skinks has 10 or more models. Some units wield Meteoric Javelins and carry Star-bucklers. Others loose crackling projectiles from Boltspitters and either wield Moonstone Clubs or carry Star-bucklers, while some fight up close with Moonstone Clubs and Star-bucklers.

ALPHA

The leader of this unit is the Alpha. An Alpha makes 2 attacks rather than 1 in the combat phase.

ABILITIES

Celestial Cohort: A large group of skinks fighting in unison is a terrifying foe, becoming deadlier as celestial energy coruscates between them. Add 1 to hit rolls for this unit in the shooting phase if it has at least 20 models, or add 2 if it has at least 30 models.

Star-buckler: Some Skinks carry bucklers as resilient as the scales of stardrakes. When you make save rolls for a unit carrying Star-bucklers, ignore the enemy's Rend characteristic unless it is -2 or better.

Wary Fighters: When it is this unit's turn to pile in and attack, it can withdraw instead. Move each model in the unit up to 8", so that each one ends up at least 3" from the enemy.

MAGIC

SLANN WIZARDS know the Summon Skinks spell, in addition to any others they know.

SUMMON SKINKS

Summon Skinks has a casting value of 5. If successfully cast, you can set up a unit of up to 10 Skinks within 15" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 10 or more, set up a unit of up to 20 Skinks instead.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINKS

CHAMELEON SKINKS



MISSILE WEAPONS

Dartpipe

MELEE WEAPONS

Envenomed Dart

Range	Attacks	To Hit	To Wound	Rend	Damage
16"	2	3+	4+	-	1
Range	Attacks	To Hit	To Wound	Rend	Damage
1"	1	5+	5+	-	1

DESCRIPTION

A unit of Chameleon Skinks has 5 or more models armed with Dartpipes that loose lethal projectiles sparkling with deadly star-venom. They prefer to keep the enemy at range, but are able to defend themselves by wielding their darts in close quarters.

ABILITIES

Chameleon Ambush: Instead of setting up this unit on the battlefield, you can place it to one side and say that it is in hiding. In any of your movement phases, you can reveal a unit that is in hiding by setting it up anywhere on the battlefield.

Disappear from Sight: In your hero phase, this unit can blend with its surroundings and go into hiding. If it does so, remove it from the battlefield. You can reveal it as described above in any subsequent turn.

Perfect Mimicry: If all models in this unit are within or on a terrain feature, their Save characteristic is 3+ rather than 6+. This includes the bonus for being in cover.

Star-venom: If the hit roll is 6 or higher when a model attacks with a Dartpipe, the attack's Damage characteristic is 2 rather than 1, or 3 rather than 1 if the target is a **CHAOS DAEMON**.

MAGIC

SLANN WIZARDS know the Summon Chameleon Skinks spell, in addition to any others they know.

SUMMON CHAMELEON SKINKS

Summon Chameleon Skinks has a casting value of 6. If successfully cast, you can set up a unit of up to 5 Chameleon Skinks within 15" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 10 Chameleon Skinks instead.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINK, CHAMELEON SKINKS

TERRADON RIDERS



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Starstrike Javelin		10"	2	4+	3+	-	1
Sunleech Bolas		5"	1	4+	4+	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Skyblade		1"	3	3+	4+	-	1
Terradon's Razor-sharp Beak		1"	4	4+	4+	-	1

DESCRIPTION

A unit of Terradon Riders has 3 or more models. Some units of Terradon Riders throw Starstrike Javelins, while others wield Sunleech Bolas. Their Terradon mounts make low dives to attack with their Razor-sharp Beaks.

UNIT LEADER

The leader of this unit is either an Alpha or a Master of the Skies. An Alpha's ranged weapon has a To Hit characteristic of 3+ rather than 4+, while a Master of the Skies is armed with a Skyblade instead of its ranged weapon.

FLY

Terradon Riders can fly.

ABILITIES

Deadly Cargo: Terradons carry heavy boulders hewn from meteoric rock and carved with sigils of destruction, ready to be dropped at a command from their riders. Once per game, the unit can drop its boulders onto an enemy unit it moves over during the movement phase. Roll a dice for each Terradon in this unit; for each result of 4 or more, the enemy unit is struck and suffers D3 mortal wounds.

Sunleech Bolas: If an attack made with a Sunleech Bolas scores a hit, the projectile bursts into flame. Roll a dice and make that many wound rolls.

Skyblade: If the target of an attack made with a Skyblade can fly, you can re-roll failed hit rolls.

Swooping Dive: At the end of your movement phase, you can declare this unit will swoop down to attack the foe at close quarters. If you do so, then in the following combat phase you can re-roll failed hit and wound rolls for this unit as the enemy reels from the sudden assault. Until your next hero phase, measure range and visibility for models in this unit as though they were on the ground.

MAGIC

SLANN WIZARDS know the Summon Terradons spell, in addition to any others they know.

SUMMON TERRADONS

Summon Terradons has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Terradon Riders within 15" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 6 Terradon Riders instead.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINK, TERRADON RIDERS

RIPPERDACTYL RIDERS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moonstone War-spear	2"	1	4+	4+	-	1
Ripperdactyl's Slashing Claws	1"	3	3+	3+	-	1
Ripperdactyl's Vicious Beak	1"	1	4+	3+	-	1

DESCRIPTION

A unit of Ripperdactyl Riders has 3 or more models. The skink riders are armed with Moonstone War-spears and carry Star-bucklers, while their mounts attack with Slashing Claws and Vicious Beaks.

ALPHA

The leader of this unit is the Alpha. An Alpha makes 2 attacks rather than 1 with its War-spear.

FLY

Ripperdactyl Riders can fly.

ABILITIES

Voracious Appetite: Each time a model from this unit attacks with its Vicious Beak and scores a hit, immediately make another hit roll against the same target. Carry on until a hit roll does not score a hit, then make any wound rolls.

Star-bucklers: When you make save rolls for this unit, ignore the enemy's Rend characteristic unless it is -2 or better.

Swooping Dive: At the end of your movement phase, you can declare this unit will swoop down to attack the foe at close quarters. If you do so, then in the following combat phase you can re-roll failed hit and wound rolls for this unit as the enemy reels from the sudden assault. Until your next hero phase, measure range and visibility for models in this unit as though they were on the ground.

Toad Rage: In your first hero phase, place a Blot Toad anywhere on the battlefield for each of your units of Ripperdactyl Riders. In each of your movement phases, roll a dice and move the Blot Toad up to that many inches. Blot Toads do not count as enemy models to either side. If a Ripperdactyl attacks an enemy unit that is within 2" of any Blot Toad, it makes 3 attacks with its Vicious Beak instead of 1.

MAGIC

SLANN WIZARDS know the Summon Ripperdactyls spell, in addition to any others they know.

SUMMON RIPPERDACTYLS

Summon Ripperdactyls has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Ripperdactyl Riders within 15" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 6 Ripperdactyl Riders instead.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINK, RIPPERDACTYL RIDERS

SKINK HANDLERS



MELEE WEAPONS

Goad-spears

Range

2"

Attacks

1

To Hit

5+

To Wound

5+

Rend

-

Damage

1

DESCRIPTION

A unit of Skink Handlers can have any number of models. Each Skink Handler is equipped with a Goad-spear, which they use to encourage seraphon war beasts to advance on the foe, or to jab at enemies who get too close.

ABILITIES

Aim for their Eyes: If you roll a hit roll of 6 or more for a Goad-spear, that attack has struck the target in the eyes and wounds automatically – there is no need to make a wound roll for that attack.

MAGIC

SLANN WIZARDS know the Summon Skink Handlers spell, in addition to any others they know.

SUMMON SKINK HANDLERS

Summon Skink Handlers has a casting value of 4. If successfully cast, you can set up a unit of up to 3 Skink Handlers within 15" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINK, HANDLERS

SALAMANDERS



MISSILE WEAPONS

Stream of Fire

Range

8"

Attacks

1

To Hit

3+

To Wound

3+

Rend

-2

Damage

D6

MELEE WEAPONS

Corrosive Bite

Range

1"

Attacks

3

To Hit

3+

To Wound

3+

Rend

-1

Damage

1

DESCRIPTION

A unit of Salamanders has any number of models. A Salamander spits a caustic Stream of Fire at its prey and attacks with a Corrosive Bite.

ABILITIES

Goaded to Fury: The range of a Salamander's Stream of Fire attack is increased to 12" whilst its unit is within 3" of any Skink Handlers from your army.

It Burns!: Roll a dice at the end of the shooting phase for each unit that suffered any wounds from a Salamander's Stream of Fire in that phase. If the result is 4 or higher, the unit suffers D3 mortal wounds as the corrosive liquid eats through armour, flesh and bone.

MAGIC

SLANN WIZARDS know the Summon Salamanders spell, in addition to any others they know.

SUMMON SALAMANDERS

Summon Salamanders has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Salamanders within 15" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SALAMANDERS

RAZORDONS



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Volley of Spikes	12"	2D6	3+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Fierce Bite and Spiked Tail	1"	3	4+	3+	-	1

DESCRIPTION

A unit of Razordons has any number of models. A Razordon can unleash a deadly Volley of Spikes and attack with its Fierce Bite and Spiked Tail.

ABILITIES

Piercing Barbs: If a Razordon shoots a Volley of Spikes at a target within 6", it has a Rend characteristic of -1 rather than '-2'.

Instinctive Defence: Once per turn, if an enemy unit ends a charge move within 3" of this unit, roll a dice. If the result is 4 or higher, the Razordons immediately attack the charging unit with their Volleys of Spikes.

Goaded to Anger: You can re-roll all hit rolls of 1 for a Razordon in the shooting phase whilst its unit is within 3" of any Skink Handlers from your army.

MAGIC

SLANN WIZARDS know the Summon Razordons spell, in addition to any others they know.

SUMMON RAZORDONS

Summon Razordons has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Razordons within 15" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, RAZORDONS

KROXIGOR



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Drakebite Maul	2"	4	4+	3+	-	2
Moon Hammer	2"	See below	4+	3+	-1	2
Vice-like Jaws	1"	1	4+	3+	-1	1

DESCRIPTION

A unit of Kroxigor has 3 or more models. They are armed with mighty Drakebite Mauls. 1 in every 3 models may instead be armed with a Moon Hammer. Even unarmed, Kroxigor are feared for the terrifying bite of their Vice-like Jaws.

ABILITIES

Energy Transference: When skinks are nearby, Kroxigor are energised by the nimbus of light that plays around the diminutive creatures. You can re-roll wound rolls of 1 for Kroxigor if they are within 3" of any SKINKS.

Sweeping Blows: When a Kroxigor attacks with a Moon Hammer, it swings it in a wide arc that hits a number of foes. Select a target unit and make one attack against it for each of its models within range.

Jaws like a Steel Trap: If the wound roll for an attack made with a model's Vice-like Jaws is 6 or higher, the Kroxigor clamps its massive teeth around its victim and shakes it back and forth. Both you and your opponent roll a dice. If you score higher, your opponent does not make a save roll – instead, the target suffers a number of mortal wounds equal to the difference between the two dice rolls. Otherwise, the victim slips free and the attack causes no damage.

MAGIC

SLANN WIZARDS know the Summon Kroxigor spell, in addition to any others they know.

SUMMON KROXIGOR

Summon Kroxigor has a casting value of 6. If successfully cast, you can set up a unit of up to 3 Kroxigor within 15" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 6 Kroxigor instead.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, KROXIGOR

STEGADON



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Meteoric Javelins	8"	4	5+	4+	-	1
Skystreak Bow	25"	3	4+	3+	-1	D3
Sunfire Throwers	8"	See below	3+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Horns	2"	3	3+	3+	*	2
Crushing Stomps	1"	*	4+	3+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Massive Horns	Crushing Stomps
0-2	8"	-3	3D6
3-4	7"	-2	2D6
5-6	6"	-2	2D6
7-8	5"	-1	D6
9+	4"	-1	D6

DESCRIPTION

A Stegadon is a single model. It impales enemies upon its Massive Horns and pounds them with its Crushing Stomps. From its howdah, the Stegadon's skink crew hurl Meteoric Javelins that streak outwards in the form of shooting stars. The howdah also supports either a mighty Skystreak Bow or a set of Sunfire Throwers, and some Stegadons bear a Skink Alpha to battle, who directs nearby units from his lofty perch.

ABILITIES

Unstoppable Stampede: When a Stegadon attacks with its Crushing Stomps, add 1 to any wound rolls if it charged in the same turn.

Steadfast Majesty: Stegadons are fearless beasts, and their stubborn refusal to back down when faced by even the most

fearsome foes inspires great courage in the lesser seraphon that swarm around them. You can re-roll battleshock tests for units of **SKINKS** within 5" of any **STEGADONS**.

Gout of Sunfire: The Sunfire Throwers mounted on some howdahs unleash a great roiling cloud of cosmic flame. When a Stegadon attacks with its Sunfire Throwers, select a target unit and make one attack against it for each of its models within range.

Skink Alpha: If a Stegadon bears a Skink Alpha, then in your hero phase he can give orders to a **SKINK** unit within 8". If that unit is not within 3" of an enemy unit, you can immediately roll a dice and move each of its models up to that many inches. In addition, until your next hero phase you can re-roll hit rolls of 1 for that unit.

MAGIC

SLANN WIZARDS know the Summon Stegadon spell, in addition to any others they know.

SUMMON STEGADON

Summon Stegadon has a casting value of 10. If successfully cast, you can set up a Stegadon within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINK, MONSTER, STEGADON

ENGINE OF THE GODS



MISSILE WEAPONS

Meteoric Javelins

Range	Attacks	To Hit	To Wound	Rend	Damage
8"	4	5+	4+	-	1

MELEE WEAPONS

Sharpened Horns

Range	Attacks	To Hit	To Wound	Rend	Damage
2"	4	3+	3+	-1	2

Crushing Stomps

Range	Attacks	To Hit	To Wound	Rend	Damage
1"	*	4+	4+	-	1

DAMAGE TABLE

Wounds Suffered	Move	Crushing Stomps	Cosmic Engine
0-2	8"	3D6	3 dice
3-4	7"	2D6	3 dice
5-6	6"	2D6	2 dice
7-8	5"	D6	2 dice
9+	4"	D6	1 dice

DESCRIPTION

An Engine of the Gods is a single model crewed by a Skink Priest and a number of skinks. The Stegadon bearing the engine attacks with its Sharpened Horns and flattens the foe with its Crushing Stomps, while the skinks riding in its howdah hurl Meteoric Javelins – enchanted projectiles that transmute into meteors as they soar towards the enemy.

ABILITIES

Unstoppable Stampede: When an Engine of the Gods attacks with its Crushing Stomps, add 1 to any wound rolls if it charged in the same turn.

Cosmic Engine: The Engine of the Gods is an ancient device, so powerful that it is capable of disrupting the natural laws of the universe. In your hero phase, roll a number of dice as shown on the Cosmic Engine column of the damage table above and consult the following table. If there is a **SLANN** within 10" it can flex its will to better control the engine; roll one additional dice, then discard one of your choice before adding them together.

Total Effect

- 1-2** The Engine of the Gods shakes violently as the universe resists its pull. This model suffers D3 mortal wounds.
- 3-5** The great dial thrums furiously and a brilliant white light shines forth. The Engine of the Gods and any **SERAPHON** units within 3" each heal D3 wounds.
- 6-9** An enemy unit within 25" is hit with a bolt of azure energy that shoots from the engine, suffering D6 mortal wounds.
- 10-13** A whirlpool of starfire engulfs the enemy. Roll a dice for each enemy unit within 10". If the result is 4 or higher, the unit suffers D3 mortal wounds.
- 14-17** A **SERAPHON** unit is called forth from Azyr to join your army. Set up all its models within 8" of this model, at least 9" from the enemy.
- 18+** Time crawls to a halt around your army. After this turn, you can immediately take another. If you roll this result a second time in the same turn, you count as having rolled 14-17 instead.

Steadfast Majesty: Stegadons are fearless beasts, and their stubborn refusal to back down when faced by even the most fearsome foes inspires great courage in the lesser seraphon that swarm around them. You can re-roll battleshock tests for units of **SKINKS** within 5" of any **STEGADONS**.

MAGIC

SLANN WIZARDS know the Summon Engine of the Gods spell, in addition to any others they know.

SUMMON ENGINE OF THE GODS

Summon Engine of the Gods has a casting value of 10. If successfully cast, you can set up an Engine of the Gods within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, STEGADON, SKINK, MONSTER, HERO, PRIEST, SKINK PRIEST, ENGINE OF THE GODS

BASTILADON



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Searing Beam		20"	2D6	4+	3+	-1	2
Meteoric Javelins		8"	4	5+	4+	-	1
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Bludgeoning Tail		2"	3	3+	3+	-1	D3

DESCRIPTION

A Bastiladon is a single model. It attacks with its Bludgeoning Tail, while the skinks riding atop its thick armour hurl Meteoric Javelins. Some Bastiladons carry a mysterious Ark of Sotek on their backs, which unleashes a tide of snakes to overwhelm the foe – others are deemed worthy to bear a devastating Solar Engine, capable of emitting a Searing Beam of celestial energy.

ABILITIES

Impervious Defence: When you make save rolls for a Bastiladon, ignore the attacker's Rend characteristic. In addition, roll a dice whenever it suffers a mortal wound. On a result of 4 or higher, the wound is ignored.

Light of the Heavens: The light of a Solar Engine is utterly lethal to the minions of Chaos. If this model's Searing Beam targets a unit of **CHAOS DAEMONS**, its Damage characteristic is 3 rather than 2.

Tide of Snakes: At the start of each combat phase, a Bastiladon carrying an Ark of Sotek can unleash a tide of venomous serpents. Pick up to six enemy units within 8" and mark each one with a dice showing a different number. Then roll twelve dice to see where the snakes go. Each enemy unit suffers one mortal wound for each roll that matches the number on its dice. Any dice that do not roll a matching number represent snakes slithering away or being crushed underfoot, so have no effect.

MAGIC

SLANN WIZARDS know the Summon Bastiladon spell, in addition to any others they know.

SUMMON BASTILADON

Summon Bastiladon has a casting value of 8. If successfully cast, you can set up a Bastiladon within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINK, MONSTER, BASTILADON

TROGLODON



MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Noxious Spittle		*	D3	3+	3+	-	2
MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
Venomous Bite		2"	6	4+	*	-	2
Troglodon's Clawed Forelimbs		2"	2	4+	3+	-	2
Skink Oracle's Divining Rod		1"	1	4+	5+	-	1

DAMAGE TABLE			
Wounds Suffered	Move	Noxious Spittle	Venomous Bite
0-2	10"	18"	2+
3-4	9"	15"	3+
5-7	8"	12"	3+
8-9	7"	9"	4+
10+	6"	6"	5+

DESCRIPTION

A Troglodon is a single model. It sprays Noxious Spittle at its enemies before pouncing on them with its Venomous Bite and Clawed Forelimbs. It is ridden by a Skink Oracle who wields a Divining Rod.

ABILITIES

Divining Rod: The Skink Oracle can use its Divining Rod to attempt to unbind a spell in each enemy hero phase in the same manner as a wizard.

Primeval Roar: Enemy units within 8" of any Troglodons in the battleshock phase must subtract 1 from their Bravery.

Drawn to the Screams: If a unit suffers any wounds from this model's Noxious Spittle in the shooting phase, the sound of screams and the smell of sizzling flesh will help the Troglodon locate its prey. If the Troglodon charges in the subsequent charge phase, you can add 3" to its charge distance as long as it ends its charge within ½" of a screaming unit.

MAGIC

SLANN WIZARDS know the Summon Troglodon spell, in addition to any others they know.

SUMMON TROGLODON

Summon Troglodon has a casting value of 10. If successfully cast, you can set up a Troglodon within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINK, MONSTER, TROGLODON

JUNGLE SWARMS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Envenomed Teeth and Fangs	1"	5	5+	5+	-	1

DESCRIPTION

A Jungle Swarm can have any number of models. The many small creatures that make up a Jungle Swarm bite their prey with Envenomed Teeth and Fangs.

ABILITIES

Swarming Tide: Jungle Swarms heal D3 wounds in your hero phase if they are within 3" of a terrain feature, as more creatures flood forth from their hiding places to supplement their number.

Deadly Venom: If the hit roll for an attack made by a Jungle Swarm is 6 or more, do not roll to wound. Instead, the target unit suffers a mortal wound as warriors fall to the ground, their muscles spasming and their throats constricting as potent venom courses through their veins.

KEYWORDS

ORDER, JUNGLE SWARMS

LIZARDMEN

SKINK PATROL

ORGANISATION

A Skink Patrol consists of the following units:

- 1 Skink Priest
- 2 units of Chameleon Skinks or Skinks in any combination
- 1 unit of Terradon Riders or Ripperdactyl Riders

ABILITIES

Stealthy Advance: After set-up is complete, you can roll two dice for each unit in a Skink Patrol and move all of its models up to that many inches.

Strike from the Skies: Instead of setting up the flying unit from this battalion on the battlefield, you can place it to one side and say that it is hidden amid the clouds. In any of your movement phases, the unit can plummet from the skies to assail the foe. When it does so, you can set it up anywhere more than 3" from the enemy. In the following combat phase, add 1 to the result of any wound rolls for models from that unit.

The Trap is Sprung: In your hero phase, pick a unit that is visible to this battalion's Skink Priest. Until your next hero phase, you can re-roll hit and wound rolls of 1 for units from the Skink Patrol that attack the unit you picked.

LIZARDMEN

SAURUS HOST

ORGANISATION

A Saurus Host consists of the following units:

- 1 Saurus Oldblood
- 3 units of Saurus Warriors
- 1 unit of Temple Guard or Saurus Cavalry

ABILITIES

Saurian Discipline: Saurus Hosts are order exemplified; warriors oblivious to danger marching forth in disciplined ranks. You do not need to take battleshock tests for units in a Saurus Host.

Predatory Fighters: Saurus Hosts are made of the most savage and ferocious warriors who excel in the thick of battle. Models in a Saurus Host make 2 attacks with their Powerful Jaws and Stardrake Shields rather than 1.

SUBSTITUTE WARSCROLLS

The following do not have warscrolls. Instead, use the substitute warscrolls listed below.

Unit	Warscroll
Ancient Stegadon	Stegadon
Lord Mazdamundi	Engine of the Gods
Saurus Oldblood on Carnosaur	Scar-Veteran on Carnosaur
Saurus Scar-Veteran	Saurus Oldblood
Saurus Scar-Veteran on Cold One	Saurus Oldblood on Cold One
Skink Chief on Ancient Stegadon	Stegadon
Skink Chief on Ripperdactyl	Ripperdactyl Alpha (see Ripperdactyl Riders warscroll)
Skink Chief on Stegadon	Stegadon
Skink Chief on Terradon	Master of the Skies (see Terradon Riders warscroll)
Skink Chief with Battle Standard	Skink Chief
Skink Cohort	Skinks and Kroxigor warscrolls
Skink Priest on Ancient Stegadon	Engine of the Gods
Skink Skirmishers	Skinks
Slann Mage-Priest with Battle Standard	Slann Mage-Priest
Tehenhauin on Ancient Stegadon	Engine of the Gods
Tiktaq'to	Master of the Skies (see Terradon Riders warscroll)