

### Seraphon Wishtome – Allegiance Abilities – Battle Traits

**Lords of Space and Time** – In your hero phase, you can pick 1 friendly **SERAPHON** unit anywhere on the battlefield to be transported through space and time. If you do so, remove the unit from the battlefield and then set it up anywhere on the battlefield that is more than 9” from any enemy unit. This counts as that unit’s move for the following movement phase. If you have a **SLANN** general on the battlefield, you can use this ability twice in each of your hero phases rather than only once.

**Armies of the Constellations** – If your army is a **SERAPHON** army, you must give it a Seraphon Constellation keyword from the list below. All **SERAPHON** units in your army gain that keyword, and you can use the extra abilities listed for that Constellation on later pages:

**The Hunter’s Steed**

**The Sage’s Staff**

**The Great Drake**

A Seraphon model can only ever have 1 Constellation keyword at any time.

**Creatures of Singular Purpose** – If your **SERAPHON** army contains any number of **SLANN**, one **SLANN** must be your General. Use the Command Traits table for **SLANN** below to give your **SLANN** General a Command Trait. However, the Slann of the Seraphon are rarely found directing the front lines, instead choosing to manipulate and guide the will of the stars from a safe distance. As such, if your **SERAPHON** army has a **SLANN** General, you may pick one **SAURUS** or **SKINK HERO** to gain a Command Trait from the tables below that corresponds to that **HERO’s** keywords. This does make that **SAURUS** or **SKINK HERO** your General for all rules purposes alongside the **SLANN** General except that when that **SAURUS** or **SKINK HERO** dies, do not pick another **HERO** to become your General or gain a command trait in its place. Also, in addition to any Command Abilities that **SERAPHON HEROs** know on their Warscrolls or from the Constellations, they know the Command Abilities listed below that correspond to that **HERO’s** keywords.

SLANN	SAURUS	SKINK
<p><b>D3 Command Traits</b></p> <p><b>1 Arcane Might:</b> You can re-roll 1 casting, unbinding or dispelling roll for this general each hero phase.</p> <p><b>2 Vast Intellect:</b> This General can use the Curse of Fates and Summon Starlight spells from the Skink Starseer and Skink Starpriest warscrolls.</p> <p><b>3 Great Rememberer:</b> If this General is on the battlefield, at the start of the hero phase, roll a dice. On a 2+ you gain 1 Celestial Conjunction Point.</p>	<p><b>D3 Command Traits</b></p> <p><b>1 Disciplined Fury:</b> You can re-roll either hit rolls of 1 or re-roll wound rolls of 1 for attacks made with melee weapons by this general. Decide which the general will use when it is chosen to fight but before any to hit rolls are made.</p> <p><b>2 Thickly Scaled Hide:</b> You can re-roll save rolls of 1 for attacks that target the general.</p> <p><b>3 Mighty War Leader:</b> If this General is on the battlefield, at the start of the hero phase, roll a dice. On a 4+ you gain 1 Command Point.</p>	<p><b>D3 Command Traits</b></p> <p><b>1 Master of Star Rituals:</b> If this general is a <b>SKINK PRIEST</b>, they know all of the prayers on the Seraphon Prayer Table and can pray twice a turn. If this general is not a <b>SKINK PRIEST</b>, they gain the <b>PRIEST</b> keyword.</p> <p><b>2 Nimble:</b> Add 6” to this general’s Move characteristic. Also, add 1 to the general’s save characteristic unless the general has a mount.</p> <p><b>3 Cunning:</b> At the start of the combat phase, you can pick 1 enemy <b>HERO</b> within 3” of this general and roll a dice. On a 4+ that enemy <b>HERO</b> suffers D3 mortal wounds.</p>
<p><b>Command Ability:</b></p> <p><b>A Mortal God of Magic:</b> You can use this Command Ability at the end of your hero phase. If you do so, pick one <b>SLANN</b> on the battlefield, it may attempt to cast or dispel 1 additional time. In addition, it may also attempt to unbind 1 additional time until your next hero phase.</p>	<p><b>Command Ability:</b></p> <p><b>Savage Knowledge:</b> You can use this Command Ability at the start of any combat phase. If you do so, pick one <b>SAURUS</b> unit wholly within 12” of a <b>SAURUS HERO</b>, that unit adds 1 to the amount of attacks it has on all of it’s melee weapons until the end of the combat phase. This does not affect any mount attacks.</p>	<p><b>Command Ability:</b></p> <p><b>Scout Ahead:</b> You can use this Command Ability in your hero phase. If you do so, pick one <b>SKINK</b> unit wholly within 12” of a <b>SKINK HERO</b> and outside of 3” of an enemy unit, that friendly unit can immediately make a move but cannot run.</p>

**Celestial Conjunction** - You can summon units of **SERAPHON** to the battlefield if you collect enough celestial conjunction points (CCPs). In your hero phase, if a **SLANN** General is on the battlefield, you can spend 1 Command Point (CP) to generate 1 CCP.

If you have 1 or more CCPs at the end of your movement phase, you can summon 1 or more units from the list below onto the battlefield, and add them to your army. You can only summon units during or after the turn number listed on the table below. If you are going to summon a unit after the turn it is available, it's CCP Cost goes down to 1. If you're going to summon the same unit subsequent times in the same turn, increase its CCP cost by 1 for each additional summons.

Summoned units must be set up wholly within 12" of a friendly **SLANN** or **SAURUS ASTROLITH BEARER**, and more than 9" from any enemy units. Subtract the cost of the summoned unit from the number of CCPs you have immediately after summoning the unit. Any CCP that are not spent are lost at the end of your turn.

Seraphon Unit	CCP Cost	Turn Number
1 Bastiladon	2	4
1 Saurus Oldblood on Carnosaur	2	4
1 Saurus Scar-Veteran on Carnosaur	1	4
1 Stegadon	1	4
1 Engine of the Gods	2	3
1 Troglodon	2	3
1 Saurus Astrolith Bearer	2	3
20 Saurus Warriors	1	3
1 Skink Starseer	1	3
3 Kroxigor	1	3
1 Saurus Scar-Veteran on Cold One	2	2
1 Saurus Eternity Warden	2	2
1 Saurus Oldblood	2	2
1 Saurus Sunblood	2	2
1 Skink Starpriest	2	2
1 Skink Priest	1	2
5 Chameleon Skinks	1	2
5 Saurus Guard	1	2
5 Saurus Knights	1	2
10 Saurus Warriors	1	2
3 Ripperdactyls	1	2
3 Terradon Riders	1	2
3 Skink Handlers	1	1
1 Razordon	1	1
1 Salamander	1	1
10 Skinks	1	1

<p><b>ARTIFACTS OF POWER</b></p> <p><b>D6 Artifact</b></p> <p><b>1 Zoetic Dial:</b> Once per battle, at the end of your opponents movement phase or during your hero phase you can use this Artifact. For the rest of that battleround the bearer ignores the Rend characteristics of your opponents attacks. In addition, re-roll the save rolls for the bearer.</p> <p><b>2 Incandescent Rectrices:</b> Roll a dice the first time a wound is allocated to the bearer that would slay them. On a 1 the bearer is slain. On a 2+ heal D6 wounds allocated to the bearer and the bearer cannot have any more wounds allocated to them during this phase.</p> <p><b>3 Blade of Realities:</b> Pick one of the bearer's melee weapons. Improve the Rend characteristic to -3.</p> <p><b>4 Light of Dracothian:</b> If the bearer of this artifact is a <b>WIZARD</b>, increase their unbinding and dispelling rolls by 1. If the bearer of this artifact is not a <b>WIZARD</b>, it can attempt to unbind or dispel as if it were a wizard.</p> <p><b>5 Coronal Shield:</b> At the start of the combat phase, roll a dice for each enemy unit within 3" of the bearer. On a 3+ subtract 1 from hit rolls for attacks made by that unit in that combat phase.</p> <p><b>6 Prism of Amyntok:</b> Once per battle, at the start of your movement phase, pick 1 enemy unit within 12" of the bearer and roll a dice. On a 1 that unit suffers 1 mortal wound. On a 2-5 that unit suffers D3 mortal wounds. On a 6 that unit suffers 3+D3 mortal wounds.</p>	<p><b>SERAPHON SPELL LORE</b></p> <p>You can choose or roll for one of the following spells for each <b>SKINK WIZARD</b> in a Seraphon Army. <b>SLANN WIZARDS</b> know all of the spells from the Seraphon Spell Lore.</p> <p><b>D6 Spell</b></p> <p><b>1 Celestial Apotheosis:</b> Celestial Apotheosis has a casting value of 5. If successfully cast, pick 1 friendly unit wholly within 18" of the caster and visible to them. Heal 1 wound allocated to that unit. In addition, until your next hero phase, subtract 1 from the Bravery characteristic of enemy units while they are within 3" of that unit.</p> <p><b>2 Claws of Glory:</b> Claws of Glory have a casting value of 6. If successfully cast, pick 1 friendly unit wholly within 18" of the caster and visible to them. Until the start of your next hero phase, melee weapons score 1 additional hit on an unmodified hit roll of a 6 for that unit.</p> <p><b>3 Walk Between Realms:</b> Walk Between Realms has a casting value of 6. If successfully cast, pick 1 friendly unit wholly within 24" of the caster and visible to them. Until the start of your next hero phase, add 3" to that unit's move characteristic and it can fly.</p> <p><b>4 Meteoric Convocation:</b> Meteoric Convocation has a casting value of 7. If successfully cast, pick 1 enemy unit within 24" of the caster and visible to them. Roll 8 dice, for each 5+, that unit suffers 1 mortal wound.</p> <p><b>5 Mystical Unforging:</b> Mystical Unforging has a casting value of 8. If successfully cast, pick 1 enemy <b>HERO</b> within 12" of the caster and visible to them. That <b>HERO</b> suffers 1 mortal wound. If that <b>HERO</b> is also the bearer of an Artifact of Power, roll a dice. On a 5+ that <b>HERO's</b> Artifact of Power can no longer be used and is considered to no longer have an Artifact of Power and that <b>HERO</b> suffers D3 additional mortal wounds. (If a weapon was picked as an Artifact of Power, the weapon reverts to normal)</p> <p><b>6 Stellar Tempest:</b> Stellar Tempest has a casting value of 8. If successfully cast, pick 1 enemy unit within 24" of the caster and visible to them. Roll 1 dice for each model in that unit. For each 5+, that unit suffers 1 mortal wound.</p>	<p><b>SKINK PRAYER TABLE</b></p> <p>You can choose or roll for one of the following prayers for each <b>SKINK PRIEST</b> in a Seraphon Army. All <b>PRIESTS</b> can only do 1 Prayer a turn unless they have the Master of Star Rituals Command Trait.</p> <p><b>D3 Prayer</b></p> <p><b>1 Serpent's Venom:</b> During your hero phase, 1 model that knows this prayer can attempt to use it. If you do so, roll a dice. On a 4+ pick one unit wholly within 12" of the model that used this prayer. That unit adds 1 to the damage it's melee attacks do on an unmodified wound roll of a 6 until the end of this turn.</p> <p><b>2 Celestial Rites:</b> During your hero phase, 1 model that knows this prayer can attempt to use it. If you do so, roll a dice. On a 4+ pick one unit wholly within 12" of the model that used this prayer. You can now re-roll it's run and charge rolls until the end of this turn.</p> <p><b>3 Dracothian's Fortitude:</b> During your hero phase, 1 model that knows this prayer can attempt to use it. If you do so, roll a dice. On a 4+ pick one unit wholly within 12" of the model that used this prayer. You can now re-roll save rolls until the end of this turn.</p>
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## ARMIES OF THE CONSTELLATIONS

### **The Hunter's Steed:**

**Abilities – Celestial Grace:** Add 1 to the run and charge rolls for all **SERAPHON** units in your army.

**Command Ability – Spill their Intestines:** Use this command ability at the end of your charge phase. Pick 1 **THE HUNTER'S STEED** unit wholly within 12" of a **THE HUNTER'S STEED HERO** and the selected unit made a successful charge move. For every model in that unit roll a dice. On a 5+ deal 1 mortal wound to 1 enemy unit within 3" of the **THE HUNTER'S STEED** unit.

**Artifact of Power – Beast of the Old World:** The bearer of this Artifact of Power deals 1 mortal wound to an enemy unit if it ends a charge move within 3" of an enemy unit. If there are multiple units within 3" of the bearer, pick 1 unit.

### **The Sage's Staff:**

**Abilities – Magical Saturation:** Add 1 to the casting rolls for all **THE SAGE'S STAFF WIZARDS** that are on the battlefield.

**Command Ability – The Starsss Align:** Use this command ability before a **THE SAGE'S STAFF WIZARD** attempts to cast a spell or endless spell. The spell is automatically cast. The spell is considered to have been cast on an 8 for the purpose of your opponent's attempts to unbind the spell. You can only use this Command Ability once per hero phase.

**Artifact of Power – Gem of Dracothian:** Subtract 1 from any spell cast attempts by enemy **WIZARDS** wholly within 12" of the bearer.

### **The Great Drake**

**Abilities – Savagery Made Real:** You can re-roll hit rolls of 1 for **THE GREAT DRAKE** units in your army.

**Command Ability – Tricksss Do Not Work on Ussss:** Use this command ability before a **THE GREAT DRAKE** unit attempts to shoot or is chosen to fight and is wholly within 12" of a **THE GREAT DRAKE HERO**. The targeted unit ignores all negative modifiers to hit or to wound enemy units for that phase.

**Artifact of Power – Azyrite Blade:** Pick 1 melee weapon wielded by the bearer. Improve it's damage characteristic by 1.

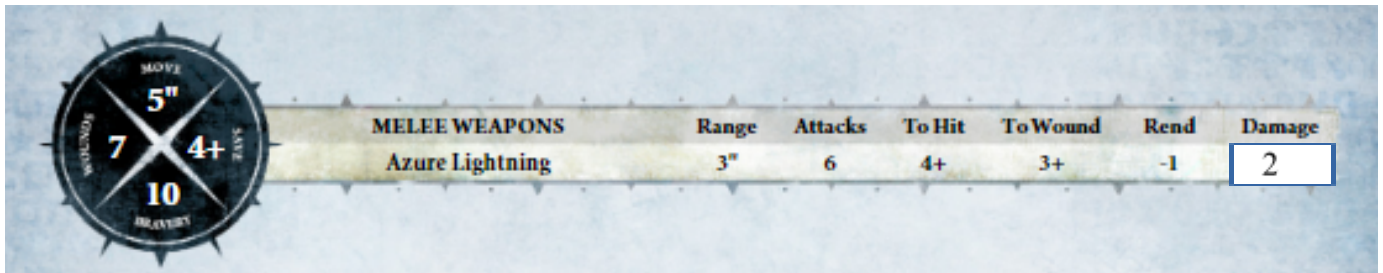
**Notes for the Allegiance Abilities and why I changed them:** Seraphon are one of the oldest armies at this point and their battletome really shows it. The General's Handbook helps but there are some tweaks I feel should be made. For one some rules have just been moved around either to the units warscroll or from a warscroll to an allegiance ability. Armies of the Constellations is essentially a "Chapter Tactic" for our Seraphon but it also will keep the changing nature of it like from our Slann Starmaster warscroll and you will see that on that warscroll. One of the biggest changes is summoning. It is a shame that Slann's at present hardly ever actually spell casting and this new system is meant to allow summoning to continue but also let the Slann spell cast as he should be. By making it so that we need to give up Command Points for our Celestial Conjunction Points instead of Spells it puts our skin in the game for the command point game which has been sorely lacking in our current army. It greatly increases the power of command point gaining powers that our army possesses and it also allows other armies to interact and potentially slow down the summoning whereas before it felt bad for the opponent who could do nothing to stop it.

Also some items just needed to be changed here and there to become more competitive against the other options. Also Slanns should know all of the Seraphon lore, switching powers is cool but let's just cut to the chase and have them know all of them to start with. Our army also has a number of Priest models but no prayers (other than Celestial Rites) to do so I created a Prayer table for all of our priests to use. This will affect the points costs and abilities of our priests later on.

Finally when it comes to Lords of Space and Time and Creatures of Singular Purpose, I felt having a command trait to teleport twice was just too good and would blow out any other choice but it was also too good to just get rid of so I baked it into Lords of Space and Time if you have a Slann General. This allows the Slann command traits to be an actual choice and create more interesting armies. Also to that end since GW seems to really want Slanns to be the center of the army it seemed to completely get rid of the command trait choices for Saurus and Skinks. That's why I made the rule for Creatures of Singular Purpose to allow one more command traits to be picked as well as an interesting opportunity to make command abilities that are special to each of our species of creatures that shows their unique personalities and roles in the army.

## WARSCROLLS

### SLANN STARMASTER – 260 Points



#### DESCRIPTION

A Slann Starmaster is a single model that sits atop a floating palanquin graven with strange symbols and humming with arcane 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 Starmaster can fly.

#### ABILITIES

**Celestial Wizard:** A Slann Starmaster adds 1 to all of its casting, unbinding, and dispelling rolls.

**Arcane Vassal:** Before a Slann Starmaster attempts to cast a spell or endless spell, you can pick a vassal to channel it; this can be a **SKINK HERO** or **TROGLODON** from your army that is within 12". If the spell or endless spell is successfully cast, measure the range, visibility, and placement from the vassal as if it were the caster.

#### Master of Order: SLANN WIZARDS

on the battlefield can attempt to unbind enemy spells that are cast anywhere on the battlefield, and attempt to dispel endless spells anywhere on the battlefield.

#### MAGIC

A Slann Starmaster is a wizard. It can attempt to cast 3 different spells in each of your own hero phases, and attempt to unbind 3 spells in each enemy hero phase. A Slann Starmaster knows the Arcane Bolt, Mystic Shield, Celestial Configuration, and Light of the Heavens Spells.

#### Celestial Configuration

Celestial Configuration has a casting value of 8. If successfully cast, pick one Constellation from the Armies of the Constellations rule that is different to your current Constellation. Everything in your army loses its current Constellation keyword and gains the new one. The army gains the rules for the Constellation and if the Constellation's Artifact of Power is on

the battlefield, it immediately transforms into the Artifact of Power from the new Constellation.

#### Light of the Heavens

Light of the Heavens has a casting value of 4. If successfully cast, then until your next hero phase any battleshock tests for **CELESTIAL** or **CHAOS** units are made by rolling 2 dice rather than 1. For **CELESTIAL** units, discard the highest dice; for **CHAOS** units, discard the lowest.

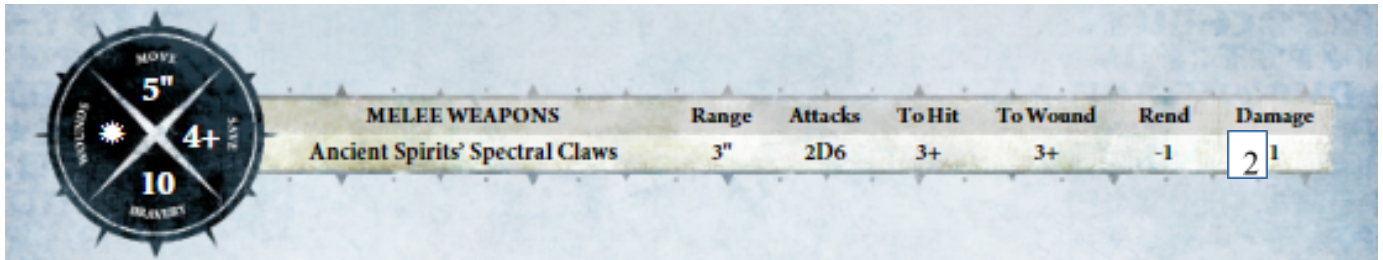
#### COMMAND ABILITY

**Gift from the Heavens:** You can use this command ability during your hero phase. If you do so, until your next hero phase, units wholly within 12" can fly and can re-roll save rolls from missile attacks.

#### KEYWORDS

ORDER, CELESTIAL, SERAPHON, SLANN, HERO, WIZARD, SLANN STARMASTER

## Lord Kroak – 450 Points



### 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 Claw's

### Fly

Lord Kroak can fly.

### Abilities

**Dead for Innumerable Ages:** For any rules purposes other than being slain, Lord Kroak is treated as having a Wounds characteristic of 7. 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 D3 mortal wounds.

**Celestial Wizard:** Lord Kroak adds 1 to all of his casting, unbinding, and dispelling rolls.

**Master of Order:** SLANN WIZARDS on the battlefield can attempt to unbind enemy spells that are cast anywhere on the battlefield, and attempt to dispel endless spells anywhere on the battlefield.

### Magic

Lord Kroak is a wizard. He can attempt to cast 4 spells in each of your hero phases, and attempt to unbind 4 spells in each enemy hero phase. He knows the Arcane Bolt, Mystic Shield, Celestial Deliverance, Comet's Call, and all spells known by **SERAPHON WIZARDS** on the battlefield.

### Celestial Deliverance

The caster can attempt to cast this spell up to 3 times in the same hero phase. Celestial Deliverance has a casting value of 8 the first time it is attempted

in a hero phase, a casting value of 9 the second time, and 10 the third time. Each time the spell is successfully cast, pick up to 3 different units within 12" of the caster and visible to them. Those units suffer D3 mortal wounds. If that Unit is a **CHAOS** unit, roll a dice. On a 4+ it suffers 3 mortal wounds instead of the regular D3.

### Comet's Call

Comet's Call has a casting value of 7. If successfully cast, pick up to D3 enemy units, or 3+D3 units if the result of the casting roll is more than 10. Each of these units is struck by a comet and suffers D3 mortal wounds.

### Command Ability

**Impeccable Foresight:** You can use this command ability at the start of your hero phase. If you do so, roll 3 dice. For each 4+, you receive 1 extra command point. You cannot use this command ability more than once per hero phase.

### KEYWORDS

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



### SAURUS OLDBLOOD – 130 Points

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Suntooth Maul	1"	4	3+	4+	-1	D3
Celestite Warblade	1"	6	3+	3+	-	1
Celestite War-spear	2"	6	4+	3+	-1	1
Celestite Greatblade	1"	4	4+	3+	-1	2
Fearsome Jaws and Stardrake Shield	1"	1	4+	3+	-	1

<b>Description</b> 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. A seasoned predator, an Oldblood also tears at its foes with its Fearsome Jaws and its Stardrake Shield, which is a deadly in offense as it is indomitable in defense.	<b>Abilities</b> <b>Stardrake Shield:</b> When you make save rolls for this model, ignore the enemy's Rend characteristic unless it is -2 or better.  <b>Wrath of the Seraphon:</b> You can re-roll wound rolls of 1 for <b>SAURUS</b> models wholly within 12" of an Oldblood.	<b>Command Ability</b> <b>Paragon of Order:</b> You can use this ability during your movement phase. If you do so, pick 1 friendly <b>SAURUS</b> unit wholly within 12" of a Saurus Oldblood. Add 3" to that unit's movement characteristic. A unit can only be affected by this command ability once per turn.
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#### KEYWORDS

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

### SAURUS SUNBLOOD – 100 Points


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

<b>Description</b> A Saurus Sunblood is a single model. It is a ferocious exemplar of the saurus' martial might, crushing armor with it's Celestite War-Mace and tearing through flesh with its Fearsome Jaws and Aeon Shield. As well as being a deadly weapon, the Sunblood's massive Aeon Shield is almost impervious to damage.	roll for this model, ignore the enemy's Rend characteristic unless it is -3 or better.  <b>Ferocious Rage:</b> If the hit roll for this models attacks is an unmodified 6, make 2 wound rolls rather than 1. If the wound roll for one of this model's attacks is an unmodified 6, it causes 2 damage rather than 1.	<b>Command Ability</b> <b>Scent of Weakness:</b> You can use this command ability at the beginning of a fight phase. If you do so, target 1 <b>SAURUS</b> unit wholly within 12" of a Saurus Sunblood. Until the end of the phase, that unit can re-roll hit rolls.
<b>Abilities</b> <b>Aeon Shield:</b> When you make save		

#### KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, HERO, SAURUS SUNBLOOD

SAURUS OLDBLOOD ON CARNOSAUR – 300 Points

	MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
	Sunbolt Gauntlet		18"	D6	3+	3+	-1	2
	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+	-1	2
	Carnosaur's Massive Jaws		2"	*	4+	3+	-2	3

DAMAGE TABLE			
Wounds Suffered	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

<p><b>Description</b></p> <p>A Saurus Oldblood on Carnosaur is a single model. Flashes of celestial fire leap forth from the Oldblood's Sunbolt Gauntlet while enemies are impaled on the shimmering blade of its Sunstone Spear. Its Carnosaur mount is a terrifying predator that grips enemies in its powerful Clawed Forelimbs before rending them with its Massive Jaws. All the while the Shield of the Old Ones protect the duo from even the most gruesome of attacks.</p> <p><b>Abilities</b></p> <p><b>Shield of the Old Ones:</b> When you make a save roll for this model, ignore the enemy's Rend characteristic unless it is -3 or better.</p>	<p><b>Pinned Down:</b> If an enemy <b>MONSTER</b> is hit twice with the Carnosaur's Clawed Forelimbs, you can add 2 to hit rolls for the Carnosaur's Massive Jaws in the same phase.</p> <p><b>Blood Frenzy:</b> Once this model has slain an enemy model, for the rest of the battle it can run, shoot, and charge in the same turn.</p> <p><b>Bloodroar:</b> If your opponent takes a battleshock test for a unit wholly within 9" of any Carnosaurs, roll a dice. If you result is higher than the result of your opponents dice, D3 models flee from the unit (as well as any that flee because of the test).</p>	<p><b>Blazing Sunbolts:</b> Change the Damage characteristic of the Sunbolt Gauntlet to 3 damage if it targets a <b>CHAOS</b> unit.</p> <p><b>Command Ability</b></p> <p><b>Ancient Warlord:</b> You can use this command ability at the beginning of the combat phase. If you do so, <b>SAURUS HEROs</b> wholly within 24" of the Saurus Oldblood on Carnosaur can pick 1 of its weapons and add 2 to its Attacks characteristic until the end of the phase. This can affect mount attacks.</p>
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<b>KEYWORDS</b>	ORDER, DAEMON, CELESTIAL, SERAPHON, CARNOSAUR, SAURUS, MONSTER, HERO, SAURUS OLDBLOOD
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## SAURUS SCAR-VETERAN ON CARNOSAUR – 220 Points

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+	-1	2
Carnosaur's Massive Jaws	2"	*	3+	3+	-2	D3

DAMAGE TABLE			
Wounds Suffered	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

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

### Pinned Down:

If an enemy **MONSTER** is hit twice with the Carnosaur's Clawed Forelimbs, you can add 2 to hit rolls for the Carnosaur's Massive Jaws in the same phase.

**Blood Frenzy:** Once this model has slain an enemy model, for the rest of the battle it can run and charge in the same turn.

**Bloodroar:** If your opponent takes a battleshock test for a unit wholly within 9" of any Carnosaurs, roll a dice. If you result is higher than the result of your opponents dice, D3 models flee from the unit (as well as any that flee because of the test).

### Command Ability

**Saurian Savagery:** You may use this command ability at the beginning of the combat phase. If you do so, pick one **SAURUS** unit wholly within 12" of this model. Until the end of the phase, unmodified hit rolls of 6 cause 1 additional hit.

### KEYWORDS

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

## SAURUS SCAR-VETERAN ON COLD ONE – 140 Points

	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 Scar-Veteran on Cold One is a single model. The Scar-Veteran 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.

**Stardrake Shield:** When you make a save roll for this model, ignore the

enemy's Rend characteristic unless it is -2 or better.

**Fury of the Seraphon:** Before this model is chosen to fight in the combat phase, roll a dice. On a 3-5 double the Celestite War-pick and Fearsome Jaw and Stardrake Shield attacks characteristic. On a 6, triple them.


### Command Ability

**Savage Charge:** You can use this command ability at the beginning of the combat phase. If you do so, pick one friendly **SAURUS KNIGHT** unit wholly within 12" of this Scar-Veteran. Double the amount of attacks made by the Cold One's Vicious Bite. Also double the attacks made by the Cold One's Vicious Bite for this model.

### KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, HERO, SAURUS SCAR-VETERAN ON COLD ONE

## SAURUS ETERNITY WARDEN – 140 Points

	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

A Saurus Eternity Warden is a single model. It is armed with a Star-stone Mace and tears into enemies with its Fearsome Jaws.

### Abilities

**Selfless Protection:** Roll a dice each time a friendly **SLANN** loses a wound whilst within 3" of this model. On a 2+ the **SLANN** does not lose the wound but this model does suffer a mortal wound.

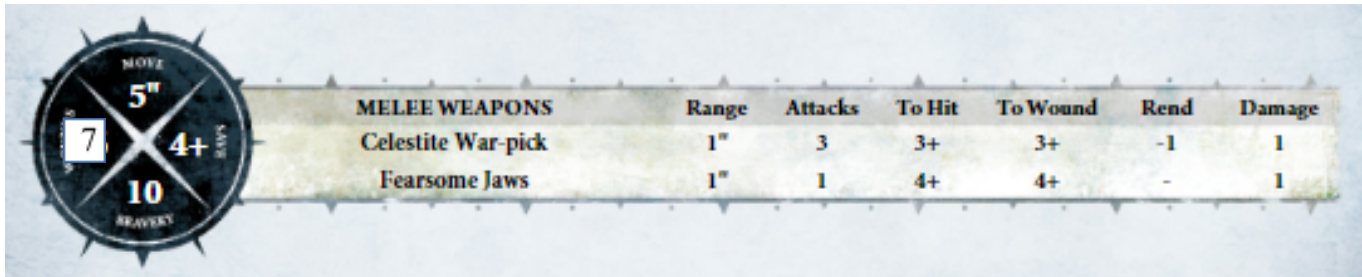
### Alpha Warden: SAURUS GUARD

units that are wholly within 12" of any Saurus Eternity Warden make 1 additional attack with their Celestite Polearms.

### KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, HERO, SAURUS ETERNITY WARDEN

## SAURUS ASTROLITH BEARER – 160 Points

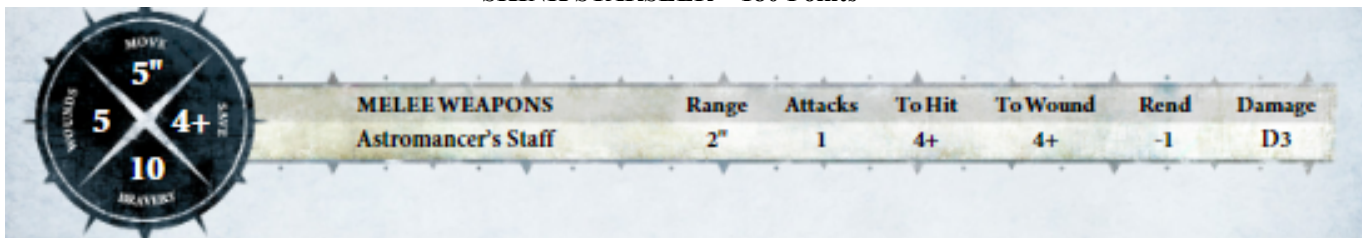


<p><b>Description</b> A Saurus Astrolith Bearer is a single model. It wields a Celestite War-pick and savages the enemy with its Fearsome Jaws. It carries an Astrolith, an ancient device that can increase the flow of celestial magic in the vicinity.</p> <p><b>Abilities</b> <b>Proud Defiance:</b> You can re-roll hit rolls for friendly <b>SERAPHON</b> units</p>	<p>while they are wholly within 12” of this model.</p> <p><b>Celestial Conduit:</b> Add 1 to casting rolls for friendly <b>SERAPHON WIZARDS</b> while they are within 12” of any models with this ability. In addition, add 8” to the range of any spells cast by friendly <b>SERAPHON WIZARDS</b> while they are within 12” of any models with this ability.</p>	<p><b>Command Ability</b> <b>Activate Astrolith:</b> You can use this command ability during the hero phase. If you do so, for that turn subtract 1 from the turn number on the Celestial Conjunction Table (ie 1 becomes 0, 2 becomes 1, etc). You can only activate this command ability once per hero phase.</p>
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### KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, HERO, TOTEM, SAURUS ASTROLITH BEARER

## SKINK STARSEER – 180 Points




<p><b>Description</b> A Skink Starseer 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.</p> <p><b>FLY</b> A Skink Starseer can fly.</p> <p><b>Abilities</b> <b>Cosmic Herald:</b> In your hero phase, a Skink Starseer can attempt to scry the</p>	<p>future. Both you and your opponent secretly place a dice to show a number between 1 and 3, then reveal them. You gain as many insights as the number on your dice – however, if your opponent’s dice shows the same number, your opponent gains the insights instead. Each insight is 1 Command Point for your opponent and 1 Celestial Conjunction Point for you.</p> <p><b>Magic</b> A Skink Starseer is a wizard. It can attempt to cast 2 spells in each hero phase, and unbind 2 spells in each</p>	<p>enemy hero phase. It knows the Arcane Bolt, Mystic Shield, and Curse of Fates spells.</p> <p><b>Curse of Fates:</b> Curse of Fates has a casting value of 8. If successfully cast, pick a unit wholly within 24” of the caster. Once per phase until your next hero phase, you can increase or decrease the result of a single type of dice roll for that unit by 1 (ie hit rolls, wound rolls, etc). You may choose after the dice type are rolled.</p>
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### KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINK, HERO, WIZARD, SKINK STARSEER

## SKINK STARPRIEST – 80 Points

	MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Reid	Damage
	Star-stone Dagger	1"	3	3+	4+	-1	1

### Description

A Skink Starpriest is a single model. It wields a Star-stone Dagger and carries a mystical Serpent Staff

### Abilities

**Serpent Staff:** Add 2+ to any Prayer roll this model makes

### Magic


A Skink Starpriest is a wizard. It can attempt to cast a spell in each of your hero phases, and attempt to unbind a spell in each enemy hero phase. A Skink Starpriest knows the Arcane Bolt, Mystic Shield, and Summon Starlight Spells.

**Summon Starlight:** Summon Starlight has a casting value of 6. If successfully cast, pick a unit wholly within 24". If the unit is **SERAPHON**, subtract 1 from hit rolls of attacks that target it until your next hero phase. Otherwise, subtract 1 from the hit rolls of any attacks that it makes until your next hero phase. Inflict D3 mortal wounds in addition if the target is a **CHAOS** unit.

### KEYWORDS

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

## SKINK PRIEST – 60 Points

	MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Reid	Damage
	Starbolt	18"	D3	3+	3+	-1	1
	MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Reid	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 way in a colorful Cloak of Feathers and cap their staff with an Azyrite gem that loses searing Starbolts, while others prefer to carry a

variety of Priestly Trappings, from small glyph-stones to the bleaches skulls of their foes.

### Abilities

**Priestly Trappings:** A Skink Priest wearing Priestly Trappings affects all **SERAPHON** units wholly within 12"

when it performs a prayer, rather than a single unit.


**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.

### KEYWORDS

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



## ENGINE OF THE GODS -240 Points

	MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
	Meteoric Javelins		8"	4	5+	4+	-	1
	MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
	Sharpened Horns		2"	4	3+	3+	-1	2
	Crushing Stomps		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:** If this model has made a successful charge move this turn, add 1 to the wound rolls for its attacks this phase.

**Steadfast Majesty:** You can re-roll battleshock tests for units of **SKINKS** wholly within 12" of this model.

**Cosmic Engine:** 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 12", roll 1 additional dice, then discard 1 of your choice before adding them together.

### Total Effect

**1-2** This model suffers D3 mortal wounds.

**3-5** The Engine of the Gods and any **SERAPHON** units wholly within 12" each heal D3 wounds.

**6-9** An enemy unit within 24" suffers D6 mortal wounds.

**10-13** Roll a dice for each enemy unit within 12". On a 2+, the unit suffers D3 mortal wounds.

**14-17** You can summon 1 unit from the list below to the battlefield, add it to your army. The summoned unit must be set up wholly within 12" of this model and more than 9" from any enemy units. The summoned unit cannot move in the following movement phase.

20 Skinks  
10 Saurus Warriors  
3 Ripperdactyls  
3 Terradons

**18+** For the rest of the turn, double the Move characteristic of all friendly **SERAPHON** models and double the Attacks characteristic of all weapons used by friendly **SERAPHON** models. (Double before you add any additional modifiers)


### KEYWORDS

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

**Notes on the Changes to the Heroes:** Do to the changes to the constellations I created a spell for the starmaster to know that can transform his army on the fly. Similar to now but you get to choose your constellation at the beginning of the battle and change it if you want to. Kroak was given a buff to match his hefty 450 point cost. Kroak can in a way have the Vast Intellect Command Trait if a Skink Starpriest and Skink Starseer are on the battlefield if you want Kroak to be a general. The Oldblood on Carnosaur should be a huge danger and has been buffed to show it as well as gaining a shield that the lesser Scar-vet had yet the more experienced guy had no protection? That needed fixing. Many of the smaller Saurus heroes needed buffs especially the oldblood on foot which hit like a wet noodle. I gave the Astrolith Bearer a command ability to make summoning happen faster similar to what they are used for now. I missed the minigame that the Skink Starseer had so I brought it back just with the twist that it is command points that you're fighting for and the other skink heroes were shifted due to adding prayers. Finally the Engine of the Gods is unchanged but keep in mind he is a priest and will gain a prayer as well so a slight ninja buff there.



## SAURUS WARRIORS – 140/500 Points (10-40 Models)



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Club	1"	2	4+	3+	-	1
Celestite Spear	2"	2	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 maul the enemy with their Powerful Jaws and Stardrake Shields.

### ALPHA TALON

The leader of this unit is the Alpha Talon. An Alpha Talon makes 3 attacks rather than 2 with its Celestite Club or Spear.

### STARDRAKE ICON

Models in this unit may carry stardrake icons that pulse with terrifying essence of a celestial predator. Subtract 1 from the bravery characteristic of an enemy unit that is within 3" of any stardrake icons.

### WARDRUM

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

### Abilities

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


**Ordered Cohort:** 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.

**Leaping Strike:** During the first combat phase after this unit charges, increase the Rend characteristic of Celestite weapons by 1.

### KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHION, SAURUS, SAURUS WARRIORS

## SAURUS GUARD – 100/350 Points (5-20 Models)



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

### Description

A unit of Saurus Guard has 5 or more models. They wield heavy Celestite Polearms, and savage their foes with their Powerful Jaws and Stardrake Shields.

### ALPHA GUARDIAN

The leader of this unit is the Alpha Guardian. An Alpha Guardian makes 4 attacks rather than 3 with Celestite Polearm.

### STARDRAKE ICON

Models in this unit may carry stardrake icons that pulse with terrifying essence

celestial predator. Subtract 1 from the bravery characteristic of an enemy unit that is within 3" of any stardrake icons.

### WARDRUM

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

### Abilities

**Stardrake Shields:** When you make a save roll for this model, ignore the

enemy's Rend characteristic unless it is -2 or better.

**Sworn Guardians:** If this unit is within 9" of any **SERAPHION HEROES**, add 2 to its bravery and 1 to the result of any save rolls for it.

**Patient Strikes:** During a combat phase that this unit did not move in your previous movement phase or was charged by an enemy unit, change the damage characteristic of its Celestite Polearms from 1 to D3.

### KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHION, SAURUS, SAURUS GUARD

## SAURUS KNIGHTS – 110 Points (5-20 Models)

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Blade	1"	2	3+	3+	-	1
Celestite Lance	1"	2	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 Knights 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 3 attacks rather than 2 with its Celestite Blade or Lance.

### STARDRAKE ICON

Models in this unit may carry stardrake icons that pulse with terrifying essence of a celestial predator. Subtract 1 from the bravery characteristic of an enemy unit that is within 3" of any stardrake icons.

### WARDRUM

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

### Abilities

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

**Blazing Lances:** If the hit roll for a Celestite Lance is an unmodified 6 and the model charged in the same turn, the attack inflicts an additional mortal wound.

**Skirmish Predators:** This unit can charge the same turn it fell back.

### KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, SAURUS KNIGHTS

## SKINKS – 70 Points (10-40 Models)

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:** Add 1 to hit rolls for this unit in the shooting phase if it has 20 models, or add 2 if it has at least 30 models.

**Star-buckler:** 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 to at least 3" from the enemy.

### KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINKS

**Notes for Changes to Battleline:** This can be summed up as, Make Saurus Great Again. Some of the abilities that were previously in our battalions have been moved over to the warscrolls themselves.

## SALAMANDERS – 50/270 Points (1 to 6 models)

	MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
	Stream of Fire	9"	1	3+	3+	-2	D6
	MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
	Corrosive Bite	1"	3	3+	3+	-1	1

### Description

A unit of Salamanders has any number of models. The 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 18" inches while its unit is within 3" of any Skink Handler.

**It Burns!:** Roll a dice at the end of any shooting phase for each unit that suffered any wounds from a Salamander's Stream of Fire in that phase. On a 4+ that unit suffers D3 mortal Wounds.

### KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SALAMANDERS

## RAZORDONS – 50/270 Points (1 to 6 models)

	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 '-'.  
**Instinctive Defense:** Once per turn, if an enemy unit ends a charge move within 3" of this unit, roll a dice. On a 4+, the Razordons immediately attack

the charging unit with their Volleys of Spikes.

**Goaded to Anger:** You can re-roll hit rolls of 1 for a Razordon's Volley of Spikes attacks while its unit is within 3" of any Skink Handlers.

**Thoughts on Artillery:** Really Razordons are fine how they are but salamanders needed the smallest of boosts. Really what was holding Salamanders back was their 8" range which meant that after a teleport the Salamander couldn't attack unless handlers were with them. A limitation that Razordons don't have. Also I increased the max squad size to 6 like in previous General's Handbooks and get similar situations like in the Total War Warhammer 2 game with mass Salamanders bombarding units from afar.

## TROGLODON – 120 Points

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

attempt to unbind a spell or dispell an endless spell in each hero phase in the same manner as a wizard.

**Primeval Roar:** Enemy units wholly with 12" of any Troglodons in the battleshock phase must subtract 1 from their bravery.

unit suffers any wounds from this model's Noxious Spittle in the shooting phase, in the subsequent charge phase, add 3" to its charge distance as long as it ends its charge within 1/2" of that enemy unit.

### Abilities

**Divining Rod:** The Skink Oracle can

**Drawn to the Screams:** If an enemy

### KEYWORDS

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

## BASTILADON – 240 Points

	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 it 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 bear a devastating Solar Engine, capable of emitting a Searing Beam of celestial energy.

save rolls for a Bastiladon, ignore the attacker's Rend characteristic. In addition, roll a dice whenever it suffers a mortal wound. On a 4+, the wound is ignored.

**Light of the Heavens:** If this model's Searing Beam targets a unit of **CHAOS**, 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 9" and mark each one with a dice showing a different number. Then roll 12 dice to see where the snakes go. If there are some numbers on the dice that were not assigned that were rolled you may re-roll those dice as some snakes redirect to closer targets. Each enemy unit suffers 1 mortal wound for each roll that matches the number of its dice. Any dice that do not roll a matching number have no effect as the snakes slither away.

### Abilities

**Impervious Defense:** When you make

### KEYWORDS

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



## STEGADON – 220 Points

MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
	Meteoric Javelins	8"	4	5+	4+	-	1
	Skystreak Bow	25"	3	3+	3+	-1	D3
	Sunfire Throwers	8"	See below		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

DAMAGE TABLE			
Wounds Suffered	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 charges successfully, in the following combat phase add 1 to any wound rolls this model makes. In addition, the Damage characteristic of this model's Massive Horns becomes 3 until the end of that phase.

**Steadfast Majesty:** You can re-roll battleshock tests for units of **SKINKS** wholly within 12" of this model.

**Gout of Sunfire:** When a Stegadon attacks with its Sunfire Throwers, select a target unit and make 1 attack against it for each of its models within range. These attacks automatically hit.

**Skink Alpha:** In your hero phase, the Alpha can give orders to a **SKINK** unit wholly within 12". 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.

### KEYWORDS

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

**Thoughts on Behemoths:** The Dread Saurian needs a TON of work so I'm not even going to tackle it at this point in time. Bastiladons are 90% fine except for the Ark of Sotek weapon choice which I have buffed. It can potentially be very powerful however unless you were targeting 6 units it lost a lot of potency. That's why I put in that if there are less than 6 units targeted you can re-roll the dice that miss once. That weapon is meant for going into the core of the opposing army and it may still pale in comparison to the Solar Engine but I feel that the re-roll can help without putting it way over the top which I worry is easily possible. I had thought about limiting the number of units that could be targeted to 3 and the rolls being D3s but after a few practice dice rolls the amount of mortal wounds can get ridiculous so I am not making that change. Keeping in mind that all of this is on the Bastiladon a model that is notoriously hard to kill under the right circumstances so I think it would be bad game design to design a creature that is just sitting there being unkillable while it slowly mortals your army to death. The Troglodon is getting buffs outside of his warscroll thanks to the increase in spell casting as well as allowing Endless Spells to be cast from it as well from the Slann. But the Trog should be able to at least somewhat function on its own so I gave the creatures attacks a Rend of 1 to make it's 2 damage attacks a little more scary. And finally the Stegadon got some buffs as well to be a competitive taker verses the Carnosaurs and other dinos. People should fear our dinosaurs.



## CHAMELEON SKINKS – 110 Points (5-20 Models)

	MISSILE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
	Dartpipe		16"	2	3+	4+	-	1
	MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
	Envenomed Dart		1"	1	5+	5+	-	1

### Description

A unit of Chameleon Skinks has 5 or more models armed with Dartpipes that lose 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. At the end of any of your movement phases, you can reveal a unit

that is in hiding by setting it up anywhere on the battlefield that is more than 9" from enemy units. Summoned units cannot be set up in Ambush.

**Disappear from Sight:** In your hero phase, this unit can be removed from the battlefield to be placed back on the battlefield following the Chameleon Ambush rules.

**Perfect Mimicry:** If all models in this unit are within or on a terrain feature, their Save characteristic is 3+ rather than 6+.

**Star-venom:** When this unit attacks with its Dartpipe, on an unmodified hit roll of a 6 the targeted enemy unit suffers a mortal wound in addition to the regular damage. If the targeted enemy unit is a **CHAOS** unit it suffers 2 mortal wounds on an unmodified hit roll of a 6 and the attack sequence ends. An enemy unit that suffers any damage from this unit's Dartpipe that are not ignored half their movement and charge with only 1 D6.

### KEYWORDS

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

## SKINK HANDLERS – 40 Points (3 Models)

	MELEE WEAPONS		Range	Attacks	To Hit	To Wound	Rend	Damage
	Goad-spears		2"	1	5+	5+	-	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 an unmodified hit roll of a 6, the targeted enemy unit suffers 1 mortal wound and the attack sequence ends.

**Beast Masters:** This unit cannot be

targeted for missile or melee attacks as long as it is within 3" of a friendly **SERAPHON SALAMANDER, RAZORDON, or KROXIGOR** unit.

### KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SKINK, SKINK HANDLERS

## KROXIGOR – 120 Points (3-9 Models)

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Drakebite Maul	2"	4	4+	3+	-1	2
Moon Hammer	2"	See below	4+	3+	-2	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:** You can re-roll hit rolls and wound rolls of 1 for Kroxigor units that are within 3" of a **SKINK HANDLER** unit.

**Sweeping Blows:** When a Kroxigor attacks with its Moon Hammer, select a

target unit and make 1 attack against it for each of its models within range.

**Jaws like a Steel Trap:** If you roll an unmodified hit roll of a 6 for this units Vice-like Jaws attack, the targeted enemy unit suffers 1 mortal wound in addition to the regular damage.

## Terradon Riders – 120 Points (3-9 Models)

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
Terradon's Razor-sharp Beak	1"	4	4+	4+	-	1
Skyblade	1"	3	3+	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 missile weapon has a To Hit characteristic of 3+ rather than 4+, while a Master of the Skies is armed with Skyblade instead of its ranged weapon.

### Fly

Terradon Riders can fly.

### Abilities

**Deadly Cargo:** 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. Add 1 to the roll if the enemy unit has 5 or more models. On a 4+, the enemy unit suffers D3 mortal wounds.

**Sunleech Bolas:** If an attack made with a Sunleech Bolas scores a hit, roll a D6 and make that many wound rolls.

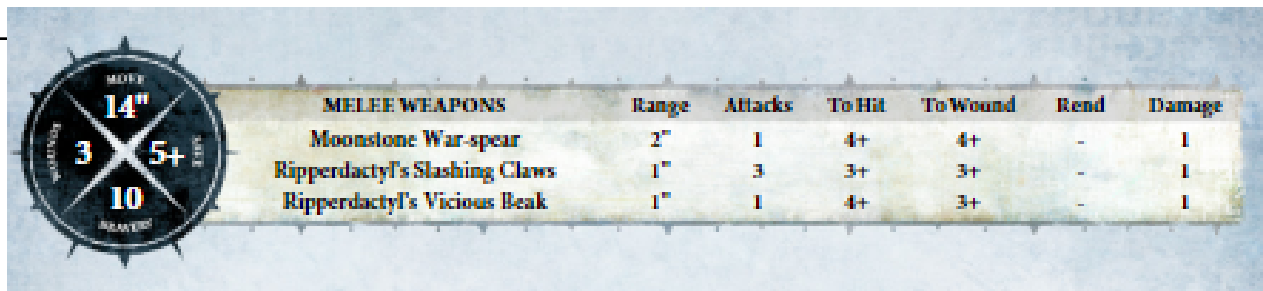
**Swooping Dive:** At the end of your movement phase, you can declare that this unit will swoop down to attack at close quarters. If you do so, then in the following combat phase you can re-roll hit and wound rolls for this unit. Enemy units can re-roll hit rolls against this unit during that combat phase.

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

### KEYWORDS

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

## RIPPERDACTYL RIDERS – 140 Points (3-9 Models)



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 Moonstone War-spear.

### FLY

Ripperdactyl Riders can fly.

### Abilities

**Swooping Dive:** At the end of your movement phase, you can declare that this unit will swoop down to attack at close quarters. If you do so, then in the following combat phase you can re-roll hit and wound rolls for this unit. Enemy units can re-roll hit rolls against this unit during that combat phase.

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

**Voracious Appetite:** If the hit roll for an attack made with a Ripperdactyl's

Vicious Beak scores a hit, that attack inflicts D3 hits on the target instead of 1. Make a wound and save roll for each hit.

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

### KEYWORDS

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

**Thoughts on our Other Units:** What a collection of units that have cool ideas but just executed poorly or units that are really good but have rather broken rules for the current rules set (and not necessarily broken good just broken as in the downside no longer exists, looking at you Swooping Dive). To start off Chameleon skinks have been doing good but the 9" no go zone had to be added and to compensate the damage has been increased when an unmodified 6 is rolled. Skink Handlers are such a weird unit and without adding them directly to the Razordon and Salamander units as 1 unit they needed a little to not be a free kill. I added that they cannot be targeted if they are with their beast pets for that purpose but also adding some synergy with Kroxigors to let Kroxigors be thematically tied to the beasts of the Seraphon. Because right now they are kind of in this middle no man's land so I decided to tie them into the handlers to make them similar to the Razordon and Salamander. Also Kroxigors need a rend because they are GIANT CROCODILE PEOPLE SWINGING GIANT SPIKY CLUBS. Also their bite has been changed to be simple as well as give satisfaction for getting that hit without the chance of actually doing nothing.

And FINALLY our pterodactyls. Both Terradons and Ripperdactyls have swooping dive which is a rule meant for when our book was first written when range was measured from our models weapons themselves. This rule has been reworked for both of them to provide the same benefit but it actually has a significant downside. Otherwise some wording was changed here and there with the biggest change being Terradon boulders hitting bigger units easier which I think should just be a thing.

### **SUNCLAW STARHOST – 80 Points**

**Organization:** 1 Saurus Sunblood, 3 units of Saurus Warriors

**Abilities: Predatory Fighters:** Models in this Battalion make 1 additional attack with its Powerful Jaws and Stardrake Shields. In addition add 1 to hit rolls for Powerful Jaw attacks for models from this battalion.

### **ETERNAL STARHOST – 130 Points**

**Organization:** 1 Saurus Eternity Warden, 3 units of Saurus Guard

**Abilities: Drakescale Shieldwall:** As long as this battalion's Saurus Guard are wholly within 12" of this battalion's Eternity Warden, when a wound or mortal wound is allocated to that unit, roll a dice. On a 5+, that wound is negated.

### **FIRELANCE STARHOST – 150 Points**

**Organization:** 1 Scar-Veteran on Cold One or Scar-Veteran on Carnosaur, 3 units of Saurus Knights

**Abilities: Blazing Cohort:** After setup but before the first battle round, every unit in this battalion can move 7". In addition, Saurus Knights' Blazing Lances ability from this battalion activate on an unmodified hit roll of a 5 and 6 instead of just an unmodified hit roll of a 6.

### **SHADOWSTRIKE STARHOST – 180 Points**

**Organization:** 1 Skink Starpriest or Skink Priest, 2 units of Skinks or Chameleon Skinks, in any combination, and 1 unit of Terradon Riders or Ripperdactyl Riders.

**Abilities: Strike from the Skies:** Instead of setting up the Terradon or Ripperdactyl unit from this battalion on the battlefield, you can place it to one side and say it is hidden in the clouds. At the end of any of your movement phases, that unit can be setup anywhere on the battlefield 9" away from an enemy unit. If the unit being setup is a Terradon unit it can use its Deadly Cargo ability on a unit on the battlefield even though it has not moved over it (the riders get a chance to drop them as they are flying in). If the unit being setup is a Ripperdactyl unit, in the subsequent charge phase, add 3" to its charge distance as long as it ends its charge within 1/2" of that enemy unit.. Add 1 to wound rolls for all attacks made by either the Terradon or Ripperdactyl unit the turn they are set up this way.

### **THUNDERQUAKE STARHOST – 120 Points**

**Organization:** 1 Engine of the Gods or Troglodon, 2 units chosen in any combination from the following list: Stegadon or Bastiladon, Either of the following: 1 Unit of Kroxigor, 1 unit of Skink Handlers and 1 unit of Razordons or Salamanders.

**Abilities: Celestial Surge:** At the beginning of your hero phase, each model in this battalion heals 1 wound. If models in this battalion are wholly within 12" of a SLANN heal D3 instead. In addition, for as long as either the Troglodon or Engine of the Gods is on the battlefield, during your hero phase you can declare that units that are in this battalion will re-roll their charge, hit, wound, or save rolls for that turn. You can only ever declare 1 type of dice roll per turn.

### **DRACOTHIAN'S TAIL STARHOST– 100 Points**

**Organization:** 1 Slann Starmaster or Lord Kroak, 1 Skink Starseer, 1 Saurus Astrolith Bearer, 1 unit of Saurus Guard

**Abilities: Appear at my Command:** The Saurus Guard from this battalion gain the Selfless Protector rule from the Saurus Eternity Warden warscroll. In addition during your first hero phase, you may pick 2 friendly **SERAPHON** units from your army and remove them from the battlefield and then set them up anywhere on the battlefield that is more than 9" away from the enemy.

**Thoughts on our Battalions:** Our battalions are going to take a hit in our new battletome there is no getting around that. All battalions are going down to about 1 rule each with that rule sometimes having multiple effects but often just 1. I did my best to keep the themes and abilities of these battalions the same but had to trim a lot of fat. Shadowstrike Starhost is the hardest to think about what its future is as allowing a unit to not only deploy THREE inches away but move afterwards is NOT going to stick around so I tried writing it giving you similar offensive ability but following current rules. The thunderquake is in a similar position as being Savage or Swift is incredibly powerful (but to be honest its only being Savage). But taking cues from the Ossiarch Bonereaper Necropolis Stalkers I think picking 1 dice type of 4 to re-roll is a powerful choice without it being too crazy.

And finally the Dracothian Tail. It is currently a battalion of battalions which will probably go away with our book but also new books come with 6 battalions and other than the massive one from our old book we were short 1 so I reworked Dracothion's tail. For one I have always thought it strange that Slanns have no battalions so I made this one have a battalion with a lot of the leadership positions in our army meant to protect him. Finally I retained the mass teleport that the original

Dracothian tail was able to do however toned down as it is more flexible in some ways. Thank you for looking at this Wishtome, please give me feedback.