WARHAMMER AGE OF SIGMAR

ORDER BATTLETOME

SERAPHON

WARHAMMER AGE OF SIGMAR

From the maelstrom of a sundered world, the Eight Realms were born. The formless and the divine exploded into life. Strange, new worlds appeared in the firmament, each one gilded with spirits, gods and men. Noblest of the gods was Sigmar. For years beyond reckoning he illuminated the realms, wreathed in light and majesty as he carved out his reign. His strength was the power of thunder. His wisdom was infinite. Mortal and immortal alike kneeled before his lofty throne. Great empires rose and, for a while, treachery was banished. Sigmar claimed the land and sky as his own and ruled over a glorious age of myth.

But cruelty is tenacious. As had been foreseen, the great alliance of gods and men tore itself apart. Myth and legend crumbled into Chaos. Darkness flooded the realms. Torture, slavery and fear replaced the glory that came before. Sigmar turned his back on the mortal kingdoms, disgusted by their fate. He fixed his gaze instead on the remains of the world he had lost long ago, brooding over its charred core, searching endlessly for a sign of hope. And then, in the dark heat of his rage, he caught a glimpse of something magnificent. He pictured a weapon born of the heavens. A beacon powerful enough to pierce the endless night. An army hewn from everything he had lost. Sigmar set his artisans to work and for long ages they toiled, striving to harness the power of the stars. As Sigmar's great work neared completion, he turned back to the realms and saw that the dominion of Chaos was almost complete. The hour for vengeance had come. Finally, with lightning blazing across his brow, he stepped forth to unleash his creation.

The Age of Sigmar had begun.

THE SERAPHON

For aeons unrecorded, the seraphon have waged a savage war against the forces of Chaos. As the Age of Sigmar dawns, their armies descend from the heavens to strike a vengeful blow against the Dark Gods and bring order to the Mortal Realms once more.

Summoned to the battlefield from high Azyr by the vast intellects of the Slann Starmasters, nimble skinks, predatory saurus and hulking kroxigor materialise from searing coronae of celestial energy – the very stuff of the stars themselves.

Long ago, the slann and their seraphon armies ruled a vast and mighty empire connected by glimmering temple-cities. Their sacred duty was to protect the world from the Chaos Gods, whose very existence is anathema to the profoundly rational slann. In that duty they failed.

Impossibly ancient, only the slann have survived through force of will alone. Beings of immense magical power, they have restored their armies, remembering them into existence. Creatures of flesh and blood no more, the seraphon are wrought of star-magic, true beings of Azyr.

As Sigmar's Storm breaks across the Mortal Realms, the slann heed the call to arms. Like arrows of light falling from the heavens, the Starmasters arrive upon the battlefields of the realms, summoning their seraphon armies from distant memory through sheer magical might. The roars of martial saurus echo across the battlefield as they tear apart the enemies of order. Skinks beyond number illuminate the skies with blazing projectiles. Ripperdactyls swarm the enemy, plucking them screaming from the battlefield. Monstrous Bastiladons lay waste to entire armies. Then, as swiftly as they arrived, the seraphon vanish once more into the stars. Legends are born in the wake of their attacks, but the true purpose of these mysterious, reptilian warriors is known only to the slann.

From high Azyr the seraphon hail, their realm hidden amongst the stars themselves, where no mortal may ever tread. Only the slann have the power to call down the seraphon. And by the will of these ancient seers are the seraphon guided to war, taking magical form as they appear upon the battlefields of the Mortal Realms.

At a command from the slann, the seraphon surge into battle, mortal flesh and daemonic bodies hacked and torn apart under their furious onslaught. With focussed rage do the seraphon vanquish the forces of Chaos, and any that stand in the service of darkness, willingly or otherwise.

After the death cries of their enemies fade into silence, the seraphon depart, leaving eerily quiet battlefields behind, littered with the broken remains of those that presumed to stand against them. They care for neither gold nor glory, and they fight for neither realm nor king. They are the wrath of the slann given form, and theirs is a war without mercy or end. As long as the Chaos Gods exist, the seraphon will seek their destruction.

WARRIORS OF THE STARS

Around tribal fire pits and in the ruins of great cities, stories are told of a race of saurian warriors that lives among the stars. The origins of the seraphon are shrouded in the mists of time, but it is said that their race had already sailed across the heavens for an epoch when the Age of Myth began.

Legends tell of an empire within the stars, far above even the highest towers of Sigmaron or the light of Sigendil that burns above it. Beyond the reach of all but the slann themselves, this is the place where the seraphon dwell, waiting for the call of the Starmasters.

There are many myths of how the seraphon came to live within the stars, and why they manifest upon the Mortal Realms. The venerable Moon Monks of Hysh speak of the seraphon as the children of Dracothion, spawned from its breath during the Age of Myth. They believe it is the Great Drake's hatred of Chaos that burns within the hearts of the seraphon, and that this is why the slann loathe the Dark Gods so.

The Woad Lords of the Forest of Claws tell stories of vessels that can sail between worlds. They believe that the seraphon are on an endless crusade, and that the Mortal Realms are but one battlefield they fight upon.

The prophets of the Whispering Tower claim the seraphon are fashioned of daemon-stuff, but all that is known for sure is that they do not appear without the presence of the slann. From the gestalt memory of these ancient seers are the seraphon given shape.

Heralded by the blazing light of Azyr, the seraphon manifest. No mortal or daemon can bear to look upon their coming as the army solidifies, materialising from the falling starlight like embers cast forth from flame.

'Let the star devils come! I will tear the scaled flesh from their bones and feast upon their souls!'

- Urgael Manflayer, Blood Warrior of the Goretide

Murglurk Runnelsore thrust his rusting blade into the tribesman's back, delighting in how the blood gushed, dark and putrid, from the wound. Praise be to Nurgle, he thought, pleased at the spectacle of his Rotbringers bringing their master's pestilence to the tangle-briar village.

A grunt from one of his warriors drew Murglurk's attention, and the rotting muscles in his neck strained as he followed the warrior's outstretched tentacle to see the azure Ghyran sky. There – beyond the swaying branches of the tinder trees – the stars were moving. For long seconds Murglurk's pus-addled mind tried to make sense of what he was seeing. Then, in a blaze of flame and light, a strange amphibian being materialised amid the Rotbringers.

Scores of Nurgle warriors were incinerated in an instant – but hundreds more rushed forward to face the creature. Murglurk abandoned the last of the fleeing tribesmen, eager to see what manner of enemy dared interrupt his plague-make.

Like the birth of a new sun, the radiance from the creature grew stronger, and Murglurk let out a hissing curse as its light touched his rancid skin; his flesh steamed and burned as if touched by fire. Emerging from the glowing nimbus of light, reptilian warriors surged into the Rotbringers, and the air trembled to the sound of bestial hisses and roars. Murglurk bulled his way forward, eager for battle, until a hulking lizard-thing reared up before him.

With unnatural strength and speed, Murglurk drove his blade into the saurian warrior, but no blood spilled forth. Instead, only light shone from the wound. The creature lunged, its primitive club smashing into Murglurk's face. Pitching backwards, Murglurk collapsed to the ground, his necrotic flesh ruptured and bleeding. His final sight before the creature's razor teeth closed around his neck was of gigantic, scaled beasts smashing their way through the tangle-briar as the last of the Rotbringers were savagely torn apart by raking talons and snapping jaws.

MASTERS OF ORDER

Amongst the greatest wizards in existence, the ancient slann shape the very stars with their magic. These mighty beings would see the Mortal Realms remade into an empire of order and light, and the servants of the Dark Gods eradicated for all time.

It is the purpose of the Slann Starmasters to bring about order and an era of perfect structure to the universe. Such an undertaking can be brought about in myriad ways, but there is one inescapable truth – the Chaos Gods seek to undo this plan.

As the will of the slann made manifest, it is little wonder that the seraphon are the bitter enemies of Chaos. Ever since the gaze of the Dark Gods first fell upon the Mortal Realms, these celestial being have fought them. Yet the slann are few when compared to the teeming armies of darkness. Chaos has grown powerful during an age of blood, and the seraphon must choose their battles wisely. But with the rising storm, the seraphon now have allies to their cause. At last, there is a chance to turn back the tide.

Swift and merciless is the seraphon way of war, their resolution to banish Chaos absolute. Through arcane might and primal savagery, their armies slay damned tyrants, cast down skull-studded fortresses and seal corrupted Realmgates, all in the name of preserving order.

The true power of the seraphon, however, lies not in their magic or strength of arms, but in the unfathomable plan that guides their every deed. The Dark Gods have learnt little during their long war with the seraphon, as they still bicker and fight among themselves. The slann, however, have pondered long and carefully upon how best to destroy their foe.

To the slann, the Mortal Realms are a great game board upon which the armies of Chaos will be fought and defeated. Placing each piece with precision, they are able to look many moves ahead of their enemy, engaging them in battle when and where they choose. Step by step, they manipulate fate to bring about the final defeat of Chaos.

TEARS OF THE STAR DRAGON

Tales tell of how during the Age of Myth the Great Drake, Dracothion, came to guide the seraphon to the Mortal Realms. From across the gulf of eternity, Dracothion beheld the glittering vessels of the seraphon as they drifted like motes of dust through the darkness. Overcome with curiosity for these strange alien objects, he sought them out. When the star drake drew closer, he sensed the minds of the slann, and within their thoughts a heady mixture of loss and rage.

Communing with the ancient seers, Dracothion had a vision of the death of the world-that-was. Weeping in anger, the Great Drake let out a piercing cry that echoed through the void. Drawn to this godly lament, the slann turned the course of their vessels towards its source, following the blazing silver stars that were Dracothion's tears. Thus did the seraphon reach the Realm of Azyr and take their place within the heavens.

Despite this unity of purpose, the seraphon are also a divided race. Each slann, and the cohorts of warriors they summon, is but a fragment of a long dead civilisation, and each has their own view of how the war for the Mortal Realms should be waged. The slann will often endure millennia of solitude, only rarely connecting with their kin. In this time, each individual slann pursues their own campaign against the servants of Chaos or those that would stand in the way of perfect order for the realms.

When many slann gather for war it heralds a truly momentous battle – the stars themselves move into alignment, promising the destruction of empires.

The image of the Star Dragon has great significance for the seraphon.

In such instances the seraphon are at their strongest, their celestial might almost unrivalled.

Though the slann seem to care nothing for the stories of mortals, the myth of the seraphon spreads across the Mortal Realms with each battle. Tales like that of Toc-choa the Bringer of the Celestial Dawn, who vanquished a horde of Khornate chariot riders with the cosmic light of a hundred Engines of the Gods; Qulaqal the Master of the Seven Falling Stars, who laid siege to the bubonic Dreadhold of Scaramath; and Kurkori the Dreaming Seer of the Nightmare War, who slew the great daemon Balagrex on the shores of the ever-burning sea.

Mortal concerns of time or space hold little meaning for the slann. Such is their power that they are able to bridge the vast distances between the stars and the realms in an instant. They appear at will, their warriors never more than a thought away.

Unlike a mortal army, or even Sigmar's Stormcast Eternals, the seraphon need not muster before great bastions or stand in ranks awaiting the order to march. They are in a permanent state of battle-readiness, materialising within the Mortal Realms as the first horns of battle blare and then vanishing once more when the object of their wrath is utterly destroyed.

The arrival of a seraphon force can take many forms, such is the power and scope of the magic the slann use to summon them. Some ride down from the heavens upon falling stars, while others appear in beams of sunlight striking down through dark, roiling clouds. Their arrival is invariably swift, and usually unexpected.

As long as the slann lives, fresh warriors can be called from Azyr to tip the balance of a battle. Those few who have fought against the seraphon and survived speak of cohorts of troops suddenly appearing on their flanks, or great saurian beasts manifesting deep within their ranks, at the merest gesture from their slann master.

The seraphon strike at places of the darkest power, seeking them out for their connection to the Chaos Gods rather than for any tactical reason a mortal general might understand. Over centuries of war, countless sites where the followers of the Dark Gods have tainted the ground with their profane worship have felt the seraphon's wrath. The Pillars of Nightmares, hung with the gilded skulls of a thousand offerings, the thrice-forged Wheel of Bones, crafted from the screaming corpses of the peoples of the Shadowloom Vale, or the Blood Gallows, formed from a thousand beating hearts – all were terrifying monuments to the Dark Gods cast into ruin by the seraphon. Where once could be heard the frenzied exultations of Chaos zealots, there is only the sound of the wind howling over fields of fang-scored bones.

Krok-Tak felt the deathrattler's skull crunch between his jaws in a shower of bone fragments. Headless, the undead warrior staggered on for a few moments, before the Saurus Guard smashed its remains into dust.

From a dread forest filled with the hanging corpses of men, hundreds of skeletons shambled toward Krok-Tak and his saurus kin, their stardrake shields forming a bastion of scales that protected their slann while he wove his powerful magic.

Out of the press of undead a pale apparition appeared, her skin waxen and fangs bared. With terrifying speed the creature plunged into the Saurus Guard, and in a matter of moments Krok-Tak saw his brothers fall, their bodies vanishing in blurs of light.

With preternatural speed the vampire dodged under Krok-Tak's blade, sinking her fangs into his flesh. But as the fiend tried to drink, she realised too late that it was celestial energy which flowed beneath the saurus' hide, not the blood she sought. With a roar Krok-Tak bit back, his razor-sharp teeth ripping off the creature's head in a spray of foul gore.

Through the parted clouds of Sigmar's Tempest did the light of high Azyr shine down upon the Mortal Realms, and from its lambent glow emerged the seraphon.

Into the Gorevale marched the slann and their cohorts, to the place where Sigmar's Stormcast Eternals were locked in furious battle with the Khornate hordes of the Bloodbound.

For the first time, Stormcast and seraphon laid eyes upon one another, and in that moment knew they shared a common foe. As one they loosed their fury, the howling warriors of Khorne slain by sigmarite hammers and celestite clubs.

In the battle to purge the Gorevale of the Bloodbound, the seraphon attacked with untamed savagery. Though never a word passed between the enigmatic saurian warriors and Sigmar's chosen, both knew when and where to strike.

When the last idols of the Gorevale were cast down and the wild-eyed priests of the Bloodbound put to the sword, the Stormcast Eternals watched as their seeming allies returned to the stars. Sigmarite hammers were held high in salute as the seraphon vanished in beams of starlight. Neither were to know that many more foes would soon face the combined might of Stormcast and seraphon.

THE WAR OF AEONS

Like the march of the stars across the night sky, so too are plans of the slann always in motion. With each heavenly revolution the Mortal Realms echo to the sounds of saurian roars and bellowing warriors, as the seraphon fight their war unending against the Dark Gods and their allies.

THE DARK GODS TRIUMPHANT

The seraphon's empire perishes in a storm of Chaos at the hands of the Dark Gods. Their homelands destroyed, the seraphon escape into the stars. The slann – greatest of wizards – guide the race beyond the reach of the Ruinous Powers, though they are forced to watch their world die as they sail into the void.

A RAIN OF STARS

Across Aqshy, stars fall from the sky and strange lights glow on the horizon. In the wake of these celestial phenomena, a dozen Chaos fortresses are mysteriously reduced to rubble.

THE WORLD ORRERY AWAKENS

High above the ruined City of Forges, the vast World Orrery begins to move. Upon its colossal spars and wheels, a war is fought between reptilian warriors and screaming Chaos worshippers, sending broken bodies raining down into the city below.

THE BLOOD MOONS RISE

After butchering the tribes of the Glass Isle, Vergore Hooktongue gives praise to Khorne as three crimson moons rise above the battlefield. However, as the isle is bathed in ruddy light, the moons suddenly blaze a brilliant azure and a Sunclaw Starhost explodes into being. Screaming to his wrathful god, Vergore leads his army against the tide of saurian warriors, pleased to finally face a worthy foe. Soon, his body lies broken among the torn and bloody remains of his victims.

THE FORGOTTEN ARMY

The slann Yuqal-tak is slain upon the Basalt Shores by a Greater Daemon of Nurgle, yet his saurian army is nonetheless victorious. The seraphon continue to fight the broken Chaos forces before finally fading into starlight.

AN IDOL OF DOOM

The orruk warboss, Rurgort Bonecracker, builds a towering idol to Gorkamorka atop the Screaming Hills. As the final piece is jammed into place, a Shadowstrike Starhost takes shape in the orruk camp. A bloody battle ensues which sees Rurgort crushed by the falling effigy, and the seraphon vanish as abruptly as they arrived.

THE BRIDGE OF SORROWS
An ancient Realmgate between Shyish and Ulgu is reopened, causing the corrupting energies of Chaos to seep into both realms. Even as daemons and undead do battle, an army of Firelance Starhosts intervenes, smashing their way through both sides in order to seal the flickering gateway.

A CONCLAVE OF SEERS
As the Age of Chaos rages, a dozen slann gather beneath the slowly moving stars of Azyr. In a telepathic council that spans centuries, they perfect their plans to destroy the Dark Gods and the dominion of Chaos. When at last they depart, it is to gather their armies within the Mortal Realms, for a new phase of their great war is about to begin.

THE TEMPLE OF DEAD GODS
The Slaaneshi Herald Clepsyrian seeks signs of her master in the Temple of Dead Gods. From shafts of starlight spearing down from the edifice's cracked dome, seraphon coalesce into being. The hosts of Azyr succeed in driving Clepsyrian's daemons back, and visit upon her a fate far worse than mere banishment.

THE STARS ALIGN

For the first time in an age, the stars of Azyr fall into perfect alignment. The power of the seraphon waxes full, and scores of slann turn their attention to the Mortal Realms. Azyr blazes bright in the night sky across the realms as a vital part of the slann's plan begins. For reasons known only to the ancient wizards, a dozen champions of Chaos and their followers are brought to battle and utterly destroyed.

SPLINTERED SHADOWS
The Copper King of the Forge Vales pledges his people to Tzeentch in a ritual that lasts for ninety-nine lunar cycles. Yet as the ritual ends it is not the Changer of Ways who appears, but the seraphon, who show them no mercy.

THE SLANN RETURN

Seraphon armies appear across the realms in ever greater numbers, their arrival heralded by falling stars and strange constellations. In their fear and awe, primitive cultures begin to worship these mighty reptilian star gods, but the forces of Chaos recognise the seraphon for the threat they pose to the plans of the Dark Gods. Soon the might of the slann is felt far and wide.

THE CITY OF COGS
The Seers of Nizt craft a device that predicts the movements of the stars. As it starts spinning, it reveals a strange celestial motion – moments before the seraphon attack.

THE PITS OF FILTH

In the Runnel Pits of Ghur, the skaven breed festering horrors. Descending from the heavens, the slann Zectoka looses the fury of the seraphon upon that foul place. Though a daemonic tide of filth rises up from the pits to consume his army, Zectoka summons the light of Azyr to burn away the rot and the skaven alike.

THE FLAMES QUENCHED

The eternal flames of the Balefane are corrupted by Tzeentchian Arcanites, burning with insane rainbow hues. Though the cyclopean temple has stood for thousands of years, the seraphon care not – their great beasts cast down its stones, and the slann extinguish its 'eternal' flames as a scribe would a tallow-candle.

THE GATE KEEPERS

As the Age of Chaos wracks the Mortal Realms, gateways between worlds are corrupted by followers of the Dark Gods. Though the slann have no need of the gates to pass between realms, they understand their worth to the Ruinous Powers. With spells that set the stars to trembling, the slann change the alignment of many gateways, altering forever where they lead.

A HOLE IN CHAMON

The frozen city of Aslandas vanishes into a giant sinkhole ringed with teeth. The maw grows until a meteor crashes into its depths, and sounds of battle carry up from the dark.

WRATH OF THE SUNLORD

When the slann Toc-choa's foes conceal themselves in the shadows of the Gloomspire, he shifts the very heavens to illuminate their hiding place and blast them into oblivion.

THE TEMPLE OF BLOOD

Fuelled by rivers of blood, Etoch Temple floats upon a sea of murdered souls. In a long and brutal war, the seraphon destroy the great gore-locks that feed the temple. Starved of Khorne's favour, the horrific structure's towers and walls sink beneath the crimson waves.

UNEXPECTED REDEMPTION

Harried to the Pits of Gargantua by the festering hordes of Clan Pestilens, orruk warlord Gitslinger faces certain destruction until the stars unleash the celestial war host of Ku-Quar.

ALLIES OF AZYR

Long in the making, Sigmar's Tempest booms out across the Mortal Realms. From the heavens, the slann observe the Stormcast Eternals as they launch their first devastating assaults on the armies of the Dark Gods. Though the seraphon make no pacts with Sigmar, the two share the same foes, and their armies proceed to scour the realms of Chaos in a storm of lightning and starlight.

THE STELLAR CAGE

The Arcanite Zagul plots to capture the slann Tetolok in a maze of Tzeentchian sorcery, but the Starmaster turns the trap upon its maker, sealing Zagul in a prison made from a constellation of stars.

FANGS OF AZYR

The slann Ockatla ends the Battle of Splintered Bones by conjuring a stampede of giant horned beasts. After the seraphon depart, the creatures are left to roam free, forming vast earth-shaking herds.

THE GEOMETRIC TOWER

The seraphon raise the Geometric Tower upon the Dreaming Plains of Hysh. Its impossible angles are strange and terrible to behold.

THE FORTRESS OF EMBERS

In the form of a giant comet, Starmaster Zectoka descends upon Obsidia Isle. The comet falls amid a battle between Khorne's Bloodbound and the Stormcast Eternals, crashing down before the Fortress of Embers atop the island's highest peak. Zectoka slays the Khornate lord Kaelgor with magic, heralding the Bloodbound's defeat. The Stormcasts offer their mysterious allies a warrior-salute, even as the seraphon vanish and the isle falls to ruin around them.

STORM AMONG THE STARS

Sigmar's Tempest fills the skies of the Mortal Realms, and its fury is felt among even the stars of Azyr. Energized by the celestial gales generated by the storm, the seraphon appear in great numbers to intensify their ancient war against the servants of the Ruinous Powers.

THE PLAGUE GOD'S LARDER

Foreseeing the rise of the Suppurating Lord from the corpse-womb of the Festering Gulch, the slann Qulaqu brings the Seven Stars of Azyrandia into alignment, their celestial glow bathing the gulch in the light of the heavens. The Suppurating Lord's army emerges from the corpse-strewn ground only to find a seraphon host waiting for them. As the stars wheel overhead and the sounds of battle rage, the might of the servants of Nurgle cut a swathe through the seraphon. And yet this is as Qulaqu has foreseen, and even as his army is butchered by the Chaos army, they soak the ground with their star 'blood', forever cleansing the Festering Gulch of its dark magic.

FORCES OF THE SERAPHON

STRENGTH FROM THE STARS

Glittering constellations in the sky mark out the armies of the seraphon. Each sparkling point is a celestial cohort or hero waiting to be unleashed upon the Mortal Realms. As these shimmering lights rise above the horizon the slann calls out to them, summoning the seraphon to war.

When the seraphon march to war, cohorts of reptilian warriors are called down from the stars of Azyr. None but the slann know for sure whence they hail, only that they appear as if from nowhere. Under golden icons they form up in disciplined ranks, even great saurian beasts awaiting the command of the slann to attack.

The pieces of a seraphon army are carefully arranged for the wars they fight within the Mortal Realms. The fundamental battle-formation of the seraphon is the cohort – a gathering of warriors under a single leader. Skink and saurus cohorts are the most common groups to be called upon by the slann, but those formed from monstrous beasts also have a crucial place within the seraphon's armies.

When cohorts are gathered together by a slann, they form a starhost. Just as the stars form patterns in the sky, so too does the starhost embody a specific battlefield role. When a slann goes to war, he will summon those cohorts that, working in conjunction, are best equipped to defeat his foe. Should a stoic defence be required, thick ranks of Saurus Guard and Saurus Warriors might be called upon, mustered beneath a reptilian champion. If formidable enemy defences bar the slann's way a monstrous cohort of Stegadons, Bastiladons or other terrifying war-beasts will take shape from the slann's distant memories.

Greatest of all the seraphon war formations is the constellation, formed from the brightest starhosts and cohorts. When constellations march upon the realms, the heavens themselves blaze with the magic of the slann. The arcane power wielded by such a mighty gathering causes the very ground to glow with celestial energy as seraphon charge forth in their tens of thousands.

Scrabbling up the side of his master's palanquin, Starpriest Iki'qual held up the seer stone for the slann to see. Within the gem's swirling centre could be seen a city in flames under skies that wept blood. Beneath the downpour, men heaped skulls before a great brass idol and cried out to the heavens.

'Behold the Blood God's followers, my master,' Iki'qual whispered in the slann's ear, sensing the ancient creature stirring on his throne.

Without uttering a word the slann began to glow, and their immediate surroundings slowly faded to be replaced by the city of blood and death. The slann's aura blazed ever brighter, and under its light an army materialised, summoned by their master's call.

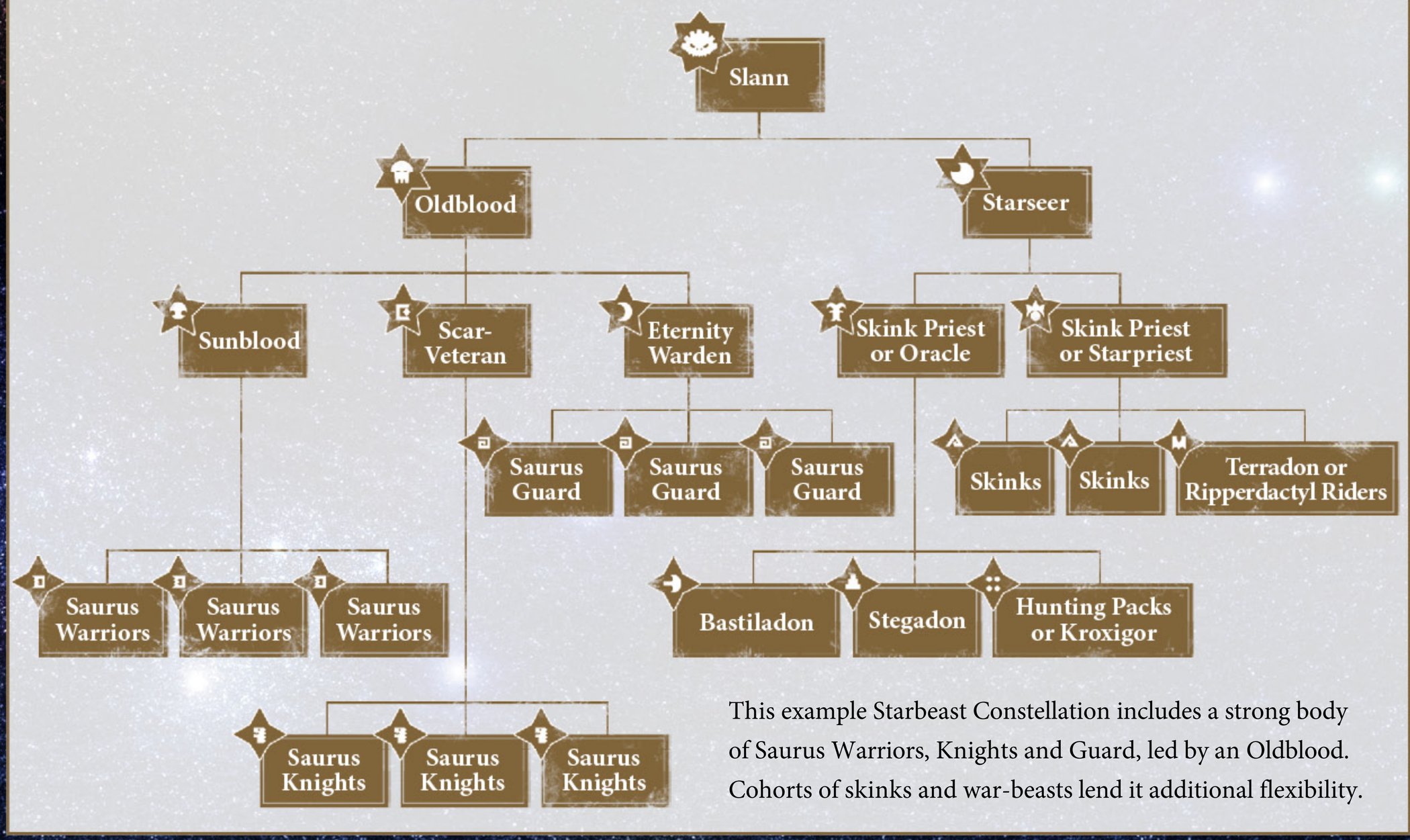
Iki'qual watched the seraphon forces muster before the slann's throne – predatory saurus lined up ten deep, their gold-bound shields and celestite clubs glimmering with Azyrite sorcery. Many men would die this day under their onslaught, thought the skink.

Next came lumbering Stegadons and Bastiladons, their thick hides heavy with armour-like scales. Each of those mighty creatures could shatter entire enemy formations under their stomping feet. Iki'qual was pleased – they would be needed in the carnage to come.

With a roar that shook the ground, the seraphon charged. From the edge of his master's palanquin Iki'qual readied his celestial magic, eager to bring death to the servants of the Dark Gods.

SERAPHON CONSTELLATIONS

Seraphon constellations revolve around their core stars. Blazing brightest is the slann, to which all other stars are connected. Only slightly smaller are those of the Oldbloods and Starseers. Beyond them the cohorts of each starhost form a scattered carpet of jewels upon the sky. When linked together, these stars take a portentous shape; some seraphon constellations are great beasts of myth, while others are elements of a greater constellation, such as the Fangs of Sotek.



This example Starbeast Constellation includes a strong body of Saurus Warriors, Knights and Guard, led by an Oldblood. Cohorts of skinks and war-beasts lend it additional flexibility.

FANGS OF SOTEK

The constellation of Sotek's Fangs rises above the Mortal Realms on nights when the winds of Azyr blow strong. Like a glimmering maw it appears from beneath the horizon, each shimmering star a seraphon cohort waiting for the call of the Slann Starmaster Zectoka.

Blazing upon the tip of the longest curving fang is the Scar-Veteran Ku-Quar, and when Zectoka summons the constellation to battle this saurus is often the first to step into the Mortal Realms. From the back of his bellowing Carnosaur, Ku-Quar leads a host of warriors and lumbering reptilian beasts into battle against the armies of Chaos.

From his place at the centre of the constellation Zectoka weaves the magic of the stars around Ku-Quar and the seraphon. Against this mighty host of Azyr foes are swiftly crushed, swept aside by thunderous charges, torn apart with snapping fangs or seared away under the potent sorceries of the Slann Starmaster and his Starpriests.

DRACOTHION'S TAIL

Whipping across the heavens, the tail of the great star drake Dracothion is said to mirror the mood of Azyr itself. Within the stars of this vast constellation dwell the armies of the Scar-Veteran Quar-Toc, known as the Fury of Azyr.

Swift and true the warriors of Quar-Toc strike. They appear at the call of the Slann Starmaster Kuoteq, riding and flying forth from the stars and into the Mortal Realms. Heeding the will of the slann, they cut down the twisted tendrils of Chaos wherever they might arise.

As befits the constellation from which they come, the seraphon of Dracothion's Tail are quick and unpredictable upon the battlefield. Their ranks are filled with Saurus Knights, Ripperdactyls and Terradon Riders, all led by the ferocious might of Quar-Toc atop his bellowing Carnosaur. From their heart, Kuoteq guides the army, his spells turning enemies to ash or calling down fresh warriors from the heavens.

SLANN STARMASTERS

In order to obliterate their foes, the slann manipulate the very heavens. Through their arcane might and vast intellects are the seraphon summoned to the realms to crush the servants of Chaos.

Few creatures have mastered the secrets of magic like the slann. Long aeons spent traversing the stars have saturated their minds with the power of Azyr. As they glide into battle atop their graven thrones, sorcerous energies arc around their fingertips with the promise of fearsome spells waiting to be unleashed. Mortal mages are as mere children before the slann's enchantments – with a casual gesture the ground erupts in fire, blazing light scours the battlefield of all taint and roaring comets hurtle down from the sky.

The slann are survivors of a bygone age who bore witness to the birth of the Eight Realms. To their labyrinthine minds the past, present and future blur together, though in rare moments of lucidity they bend all their sorcerous might towards the downfall of Chaos.

However, the slann still rely upon the creatures of Azyr to fight their wars and further their great plans, for despite their immense magical power they almost always stand alone. Truly these beings are motes of pure celestial light among an infinite sea of darkness.

Thus many of a slann's spells will focus upon strengthening his warriors, invigorating their forms with Azyrite magic or transporting them across the battlefield in the blink of an eye. A seraphon army with a slann at its heart is also never truly defeated, the ancient wizard able to summon fresh warriors to his side at a thought.

The stars overhead also play a vital role in the slann's plans, and as a glittering constellation rises over the horizon the mighty seer can call upon its magic to change the course of battle.

Time and their long journey across the void have taken their toll upon the slann. Many have been slain in the relentless war with the Dark Gods, while others have simply vanished, lost to the slow march of ages and the endless battles that wrack the Mortal Realms. However, some live on despite the death of their bodies as spirits trapped within desiccated mortal forms – creatures of celestial magic more than flesh and blood. Greatest among these is Lord Kroak, believed by the slann to be the oldest of their kind. Filled with the light of Azyr, Kroak is a vessel of immense arcane power, and though his body may be withered and useless, battlefields still tremble before his mighty incantations.

SAURUS OLDBLOODS

The Saurus Oldbloods are the mighty war leaders of the seraphon, and as they stride into battle like proud reptilian gods their enemies cower in fear before their cold rage. Swathed in a latticework of ancient scars, an Oldblood is a looming mass of bulging muscle and thickly scaled hide.

Amid the hissing, scaled ranks of the saurus stand the Oldbloods, the imposing generals of the slann's armies. They are veterans of wars beyond counting, and the battlefields of the Mortal Realms are strewn with the bones of their foes.

Peerless warriors with an innate understanding of warfare, Oldbloods are master tacticians. Armed with weapons of star-forged celestite, they are amongst the deadliest of the seraphon. In battle the full savagery of their nature is unleashed, tearing and rending with tooth and claw.

Through the military might of the Oldbloods is the will of the slann enacted. For although the Starmasters are powerful wizards, they are ill-suited to the rigours of war.

Such is the aura of command that clings to an Oldblood that other seraphon need not guess his intent, for their instincts react to the predatory will of their general. This is especially true of saurus and any seraphon close to an Oldblood, whose instincts attune to those of their alpha leader, driving them into a state of focussed aggression. Thus does the beast's disciplined fury spread out among his troops, eventually becoming a wave of unbound savagery.

The favoured mount of an Oldblood is a Carnosaur – a mighty beast with crushing jaws and a hide as thick as plate armour. When riding such a monster, an Oldblood is virtually unstoppable. Even the deafening roar of a Carnosaur is enough to cause most enemies to turn tail and flee, for there are few sounds so terrifying as the deep-throated bellow of these saurian beasts as they stomp across the battlefield.

'Anger, rage, aggression – these are born from blood that is hot. But patience, hatred, vengeance – these are cold things. As are we...'

- Starseer Ket'pok, Scryer of the Seventh Star

SAURUS SUNBLOODS

Brutal fighters, the Saurus Sunbloods are considered by the seraphon to be avatars of an ancient reptilian god, now saturated with the power of Azyr. Their scales glowing with the light of the stars, their eyes blaze as they tear apart the servants of Chaos.

Burning with the azure light of the Celestial Realm, Saurus Sunbloods are steps away from being pure manifestations of the power of Azyr. Stronger than even the war-scarred Oldbloods, they wade through the ranks of their enemies, smashing them apart with weapons wreathed in halos of starlight whilst roaring their dominance to the heavens.

Sunbloods are saurus that have grown in strength and power over long centuries of war, many of them heroes whose deeds date back to the Age of Myth. It is not just their skill in combat that has become legendary; their celestial forms have been exposed to the flames of war so many times that they now perceive an enemy's weakness as other creatures might scent the blood of a wounded animal.

In battle, should a Sunblood single out a foe for destruction he will issue a blood-chilling roar. On instinct, nearby seraphon warriors fall upon this weak link in the enemy line, tearing it to bloody ribbons.

Sunbloods are rare among the seraphon. Some scholars believe they were the first saurus to be called forth from the stars, and have existed almost as long as the Mortal Realms themselves, growing strong off the magic of Azyr. Others claim that the Sunbloods are an evolution of the seraphon themselves, perhaps even the first step in a transformation into something new and as yet undreamt of.

The saurus have a different understanding of the Sunbloods. They believe the Sunbloods are a fragment from their past, and a piece of the lost war deity of the seraphon remade in celestial form. To them, the Sunbloods are nothing less than avatars of battle, champions that walk upon the Mortal Realms with a single deadly purpose – the destruction of Chaos and its followers. Whatever the truth, none can doubt the Sunbloods' terrible potency when they take to the battlefield, nor their depthless hatred of the Dark Gods.

SAURUS ETERNITY WARDENS

Saurus Eternity Wardens are the sworn protectors of the slann and the leaders of the Saurus Guard. The Eternity Warden is a living shield that stands between his master and the foe, his massive star-stone weapon sweeping in devastating arcs to pulverise anything that threatens his charge.

Blades ringing from his heavy scaled hide and bone helm, the Eternity Warden smashes his way through the enemy. At his back the Saurus Guard form up around the slann, an impenetrable wall of snarling maws and celestite polearms. In the presence of the Eternity Warden they stand taller and fight harder, determined that none lay blades upon their master. The Saurus Guard gain strength from the Eternity Warden, their celestial forms growing denser and more powerful merely by fighting at the side of the slann's chosen protector. When they stand as one, their shields locked together and weapons held high, the Eternity Warden and Saurus Guard shimmer with the light of Azyr.

Eternity Wardens are among the greatest of the Saurus Guard, favoured custodians summoned from the stars by the magic of the slann. Eternity Wardens have lived the equivalent of many mortal lifetimes in the service of the slann, suffering repeated destruction within the Mortal Realms so their lord might live, and returning from the stars to do so again and again.

Should an Eternity Warden fall a slann can conjure his protector back to the Mortal Realms regardless of the manner of his demise, or the presence of barriers either mundane or magical. None but the slann to whom he is pledged, however, may call upon a particular Eternity Warden.

Countless are the heroic acts of self-sacrifice performed by the Eternity Wardens, but a hallowed few are worthy of legend. Xoat'ar, Shield of the Azure City, choked a Lord of Change with his own broken body to save his master, while Atlor-ke the Unbowed stood sentinel for a hundred mortal lifetimes over the remains of his master Nohekal, until the slann's magic finally faded. The magical bond between an Eternity Warden and his master is so strong that it endures for as long as the slann lives – a span which is often measured in ages of creation.

SAURUS GUARD

Bone-helmed guardians of the slann, the Saurus Guard are chosen from the largest and strongest of the saurus. They are the scaled shield that protects the seraphon's ancient masters, and the snapping jaws that crush any who would dare raise weapons against them.

Utterly loyal to their master, the Saurus Guard are the personal custodians of the slann. Wearing thick skull-helms and wielding heavy celestite polearms, they close ranks around their lord in battle, forming a living wall of armoured hides and snapping fangs.

Foes bold or mad enough to try and land a blow upon a slann must first face the wrath of the Saurus Guard, and the long lives of the Starmasters are testament to the fact that few succeed. Even other seraphon approach the slann with care, as the Saurus Guard are remorseless in their protection of the ancient wizards.

The Saurus Guard are unique among the seraphon in that their celestial forms are inextricably linked to a particular slann, ensuring that they may only be summoned by a single Starmaster for as long as he endures. Often, during the long periods in which a slann remains deep in contemplation, the Saurus Guard deal with his more mundane enemies, allowing their master to continue his meditations undisturbed.

For ages untold there have been many legends told of the Saurus Guard and their deeds, such as the Sundering of the Vale of Statues. During the battle the slann Lumqu was spared only when his Saurus Guard formed a dome of shields overhead, their locked arms saving him from the descending foot of the Brazen Gargant.

The Obsidian War tells a similar tale. As Yanquala duelled the Twin-souled Sorcerer of Nizt, the slann's bodyguard defended his inert form. Five hundred seasons passed on the Splintered Plains as they fought off attacks, and generations of tribesmen were born and killed during that battle. When at last Yanquala emerged from his trance triumphant, he beheld a plain of bones around his guardians.

SAURUS SCAR-VETERANS

Saurus Scar-Veterans are great champions of the seraphon, found leading earth-shattering charges into the heart of the foe. Survivors of innumerable conflicts, their battle-worn hides are a testament to their prowess, and their ferocity is an inspiration to the seraphon that follow them.

In battle the Scar-Veterans are always where the fighting is thickest, their razor-sharp teeth rending the flesh of their enemies even as they smash open skulls and break bones with heavy blows from their weapons.

Despite their ferocity, Scar-Veterans are not mindless killers or reckless berserkers. Their strength is tempered by the discipline and order that permeates all seraphon. Indeed, a Scar-Veteran may eventually become an Oldblood as their battle-lust cools into a focussed rage.

As befits their blood-hungry temperament, Scar-Veterans ride mighty beasts of war to battle. On the backs of cold ones they are swift, sure-footed and deadly, but it is when riding a Carnosaur that their ferocity is truly realised. With an ear-spitting roar, the great beasts inspire the saurus around them to even greater acts of savagery.

Whether mounted on the back of a monstrous Carnosaur or leading a spearhead of Saurus Knights, there is no aspect of battle in which a Scar-Veteran does not excel.

Carnosaurs are among the largest of the seraphon's celestial beasts. Their massive jaws are lined with teeth the size of swords and they can tear apart even the largest foes – their brutal strength is a match for almost any monster in the Mortal Realms.

The Carnosaur's favoured tactic is to pin its enemies under its taloned feet, holding them in place as it shreds them apart in a shower of gore. Once the mighty beast has tasted blood it becomes even more deadly. A blooded Carnosaur is a rampaging saurian horror, and its deafening roar alone is enough to send enemies fleeing for their lives.

SAURUS WARRIORS

Saurus Warriors are reptilian brutes that tear at their foes with fangs and claws even as they bludgeon them with gleaming celestite maces. Their primal savagery is focussed by an unquestioning loyalty, and it is this combination of ferocity and discipline which makes them so deadly.

The ground shudders under the march of Saurus Warriors, their reverberating growls rolling across the battlefield heralding violence yet to be unleashed. They advance shoulder to shoulder, a wall of scarred, scaly hide, wickedly toothed clubs and bristling spears. Ferocious in the attack, Saurus Warriors are a brutal instrument in the arsenal of the slann that tears out the throat of the enemy.

The predatory patience of the saurus hides a keen intelligence. Though they seldom speak, saurus understand well the language of war, responding to the tactics of their foes with fearsome and purposeful might. Unlike the baying barbarian hordes of the Dark Gods, the saurus' rage is tempered by an instinctive adherence to order.

Saurus obey the will of their leaders with a single-mindedness that goes beyond loyalty, and they strike without hesitation or mercy when the unspoken command to attack is given.

Massed ranks of Saurus Warriors are devastating. With their stardrake icon held aloft above a line of scaled and bladed shields, they smash apart enemy formations and are nigh-on unstoppable.

Seraphon weapons are forged from the glimmering star-metals and sun-stone of Azyr. Fashioned into the shape of spears, clubs and blades by skink weapon-crafters, they are as fragments of the heavens given potent form upon the Mortal Realms. In the hands of the seraphon the weapons' celestial magic grows, drawing strength from the star warriors, who in turn wield them with deadly skill.

SAURUS ASTROLITH BEARER

Crackling with cosmic energies, the sacred Astrolith is hefted into battle by a mighty saurus warrior. The artefact's discs rotate around the hewn sphere at its centre until ancient symbols suddenly lock into alignment, unleashing the devastating power of the heavens upon the enemy.

When battle calls, the seraphon may march to war under the light of an ancient relic known as an Astrolith. Glowing with celestial energy, the artefact's graven discs turn to follow the movement of heavenly bodies, the strange symbols on its surface flickering as they move into conjunction with the mysterious globe at its heart.

With a single word of power the bearer can halt the Astrolith's movement, a carefully devised combination of symbols calling down earth-searing energies. By tapping into this power, the slann and his priests can reduce enemies to ash, invigorate the ranks of the seraphon, or even summon more warriors to the battle. Those seraphon who stand close to the Astrolith are also saturated with the power of Azyr, and fight all the harder because of the celestial energies flowing through them.

The saurus that carries the Astrolith would rather die than let it fall from his unyielding grip. Whether the bearer is invigorated by the shimmering celestial energy that pours from the relic, or simply inspired by the honour of bearing it to war, he savages any foe who dares stand before him, ensuring that the Astrolith's power flows ceaselessly.

Many are the battles in which an Astrolith has turned the tide in the slann's favour. During the Nightmare War it was only by the celestial light of the icon that the seraphon were able to ascend the steps of the Midnight Bastion, the Astrolith sustaining them even as the necromantic stone sapped their strength. It is little wonder then that an army of seraphon that marches with one of these relics at its fore is a force rumoured to carry with them the blessing of the star gods.

SAURUS KNIGHTS

Saurus Knights ride vicious cold ones into battle – dread reptilian creatures that are almost immune to pain. The charge of a Saurus Knight cohort is terrible to behold, for both rider and mount are savage predators, each driven to ever greater acts of violence by the bestial ferocity of the other.

As the spear-tip of the constellations, Saurus Knights often lead the vanguard of seraphon assaults within the realms. Charging across the battlefield following the scent of their prey, both mount and warrior make a gore-soaked ruin of any who dare stand in their way, until their scaly hides are slick with the blood of their victims.

Swift and devastating in combat, Saurus Knights are summoned by the slann as shock troops, smashing through wavering shieldwalls before circling round to tear at the foe's flanks, or running enemy leaders to ground and ripping them limb from limb.

Cold ones are beasts akin to the saurus themselves, though seemingly less evolved and more animalistic. Foul-tempered and vicious, they embody the brute strength of the seraphon as well as their predatory nature. However, without the wit of the skinks or the discipline of the saurus, cold ones summoned by a slann would swiftly revert to their baser instincts. Thus it falls to the saurus to control the beasts and ride them to war, guiding them in the press of combat.

As creatures of Azyr, cold ones have an instinctual hatred for Chaos, and they eagerly rip apart daemonic flesh with their wickedly curved dewclaws and huge fangs. Even though the cold ones have no need for sustenance, they will still tear apart the bodies of their foes, chewing off chunks of meat whilst splattering those nearby with steaming gore and ichor.

For all the ferocity of the cold ones, however, it is their riders that the enemies of the seraphon fear the most. Thundering into battle, the power of Azyr ignites their lances with celestial flame, and in the face of these bone-shattering charges enemy lines are left as nothing more than tangled masses of burning corpses.

SKINK PRIESTS AND SEERS

Alone amongst the seraphon, the Skink Priests and Starseers can harness the magical might of Azyr. They act as extensions of their master's will, directing the warriors and beasts of the seraphon host so that the Starmaster might be free from terrestrial distractions.

Within the ranks of the seraphon there are skinks who possess an aptitude for sorcery – the Skink Priests, Starpriests, Starseers and Oracles.

Skink Priests are gifted with intellects far beyond those of most mortals. By performing Azyrite star-rituals, these priests can subtly alter the outcome of a battle, just as the slann themselves can manipulate the fate of civilisations.

Skink Starpriests are more akin to the wizards of other races, for they act as sorcerous conduits for the slann. Theirs is the power to call upon the destructive energies of Azyr, burning away foes in beams of searing light.

Greatest among the skink spellcasters, and most capable of all the slann's servants in matters arcane, are the Starseers. No seraphon are as attuned to their ancient masters as the Starseers, for they are able to understand a measure of the plan that the slann follow, and the great war they wage against the Dark Gods. Starseers are often more aware of the present than the slann, as the skinks' minds are unclouded by the fragmented memories of aeons. Thus do the Starseers act as guides, finding patterns in the missing pieces of the seraphon's past and unveiling forgotten truths. Especially potent Starseers are able to travel far from their master's side whilst retaining a measure of his power. Seraphon armies may even be led by such beings, and they can exert great influence within the Mortal Realms.

Starseers are also adept at shaping celestite and star-stone, the materials out of which many seraphon weapons are created. Bending these celestial minerals to their will, they can craft palanquins to carry them into battle. These floating war thrones are covered in celestial symbols, enhancing the Starseers' already powerful astromagical abilities.

Skink Oracles ride to battle upon huge blind beasts known as Troglodons. These creatures scent their prey with venom-flecked tongues, while their riders wield divining rods that unravel the magic of the foe. Oracles are gifted with a measure of the slann's foresight, allowing them to see magic as others might perceive shadows on the sky or feel the breeze upon their face. Thus blessed, they can protect the seraphon force from hostile sorcery.

'The stars change.
The skies burn.
The war remains the same.'

- Takatakk, Skink Starpriest

SKINKS AND CHAMELEON SKINKS

Skinks bombard their foes from all directions with crackling volleys of celestial energy and meteor-like projectiles. Even as their opponents try to bring them to battle, the diminutive seraphon slip away into the shadows, ready to appear without warning once more and bring death to their enemies.

Nimble and clever, skinks are the skirmishers of the seraphon armies. In battle they form swarms of warriors that move quickly around the enemy's flanks, ducking in and out of terrain whilst peppering the foe with meteoric javelins and arcane darts. In greater numbers they grow deadlier still, the light of their weapons burning brighter as they are fuelled by the collective celestial essence of the skinks.

Standing but chest-high to most men, skinks are nonetheless dangerous fighters, and are easily a match for their mortal counterparts. Chirping and clicking in their alien language, these intelligent creatures excel at coordinated attacks – by working in perfect unison with one another, their cohorts strike at the enemy's weak spots or overwhelm unprepared targets.

Skinks temper the saurus' battle-fury with a hunter's patience, for where their larger cousins might try and smash their way through an obstacle or foe the skinks will often seek a more cunning path to victory. In battle, this makes skinks tricky foes, as they seek out hidden pitfalls and aspects of the battlefield they can turn to their advantage, striking at their enemies from an unexpected quarter.

Some skinks, such as the Chameleon Skinks, possess curious abilities that allow them to fulfil specialised roles in battle. Superlative hunters and assassins, these seraphon mimic their surroundings as they stalk their prey. Even keen-eyed enemies see only slowly moving shadows as they search for their mysterious attackers. Too late they realise they are being watched, as dozens of glinting eyes appear in the darkness and the air is filled with the whispers of celestite blowpipes.

Chameleon Skinks exist within the shadows where the burning light of Azyr does not always reach. Here, they relentlessly hunt the followers of the Dark Gods as invisible instruments of the slann's will. The enchanted star-venom these skinks use to coat their darts is particularly lethal to the daemons of Chaos, whose unnatural flesh bursts into celestial flames upon contact with the strange substance.

HUNTING PACKS

The seraphon's strange and deadly hunting beasts are terrible to behold. Goaded in battle by skink handlers, flame-spewing Salamanders set their victims alight with gobs of incendiary bile, while bristling Razordons impale the enemy with volleys of wicked spines.

The skinks of the Hunting Packs share an unusual empathy with their unpredictable beasts, for they can read a creature's mood in the flicker of nictating membranes and the swish of tails. Even so, more than one skink has been devoured when such a beast has turned on its handlers. The danger is one most skinks readily accept, so that they might direct the lethality of their charges against the hated forces of Chaos – indeed, sheets of flaming bile and rains of spines provide the seraphon with potent ranged support in battle.

As creatures of celestial magic, even Salamanders and Razordons recognise the enemies – or prey – of the slann, and the scent of the enemy drives their primitive minds into a bestial rage. Once a battle descends into the fury of melee combat, the handlers need only drive their beasts into the midst of the foe, where the creatures' predatory instincts take over.

Salamanders belch forth great gouts of extremely volatile fluid, which they produce in their fleshy craws. The highly reactive substance ignites in mid-air, forming a stream of liquid fire that clings to those it comes into contact with, swiftly burning them to cinders.

The thick hides of the Razordons are covered in veritable forests of spines, which they can hurl at those they perceive as a threat – or when they are sufficiently goaded by their skink handlers. Such is the profusion of lethal barbs these beasts can hurl that clumps of their victims often fall screaming to the ground with hollow spines lodged in eye-sockets, throats or weak-points in their armour.

'It is not magic that keeps the Wheel of Aeons turning, not the hosts celestial that fly like sparks from its rim, but blood – red, thick, and spilt in great measure.'

- Dothrec, the Red Seer of Azyrheim

KROXIGOR

Huge in stature, the Kroxigor send enemies flying with each swing of their massive weapons. Summoned by the slann to crush stubborn enemy resistance, these lumbering giants possess strength enough to smash enemy fortifications to rubble and break the backs of terrifying monsters.

Easily twice the height of a saurus, Kroxigor are ill-tempered mountains of raw strength. Man-sized foes are reduced to mangled sacks of shattered bone by their massive clubs, and even gargants or looming Chaos beasts can be brought down with a well-placed organ-rupturing blow. Even mighty strongholds are vulnerable to the Kroxigor's unstoppable assault, their walls and foundations crumbling under the pounding blows of the gigantic seraphon.

In their role as line-breakers, Kroxigor have proven their worth innumerable times, wading into the heart of the foe and scattering them like terrified prey animals. Often the slann will call forth Kroxigor cohorts to clear a path for the rest of their army, the huge warriors paving a road of broken bodies from one end of the battlefield to the other.

The longest-lived of the Kroxigor are calloused brutes, their thick-scaled backs growing heavy with bony spikes and ridges. These so-called Ancients often carry weapons imbued with solar energy – great clubs and hammers whose heads are infused with shifting motes of light, each one the reflection of a star in high Azyr. In battle, it is often the Kroxigor Ancients that guide their kin, alphas who lead by ploughing head-first into combat and shrugging off blows that would lay low an ogor.

Even Oldbloods and Scar-Veterans instinctively respect the strength of the Kroxigor, treating them as honoured warriors rather than simple beasts of burden to be goaded into battle. The saurus recognize the warrior-spirits that dwell within the hulking forms of the Kroxigor, and the deep hatred of Chaos that surrounds them like an aura of barely contained violence.

'Caution, my lord. No dull creatures are these seraphon, but the light of the stars themselves come to burn away our blessed darkness.'

- Archite Thesl'zek to Lord Bruldrax before the battle of the Zephyrift

TERRADON RIDERS

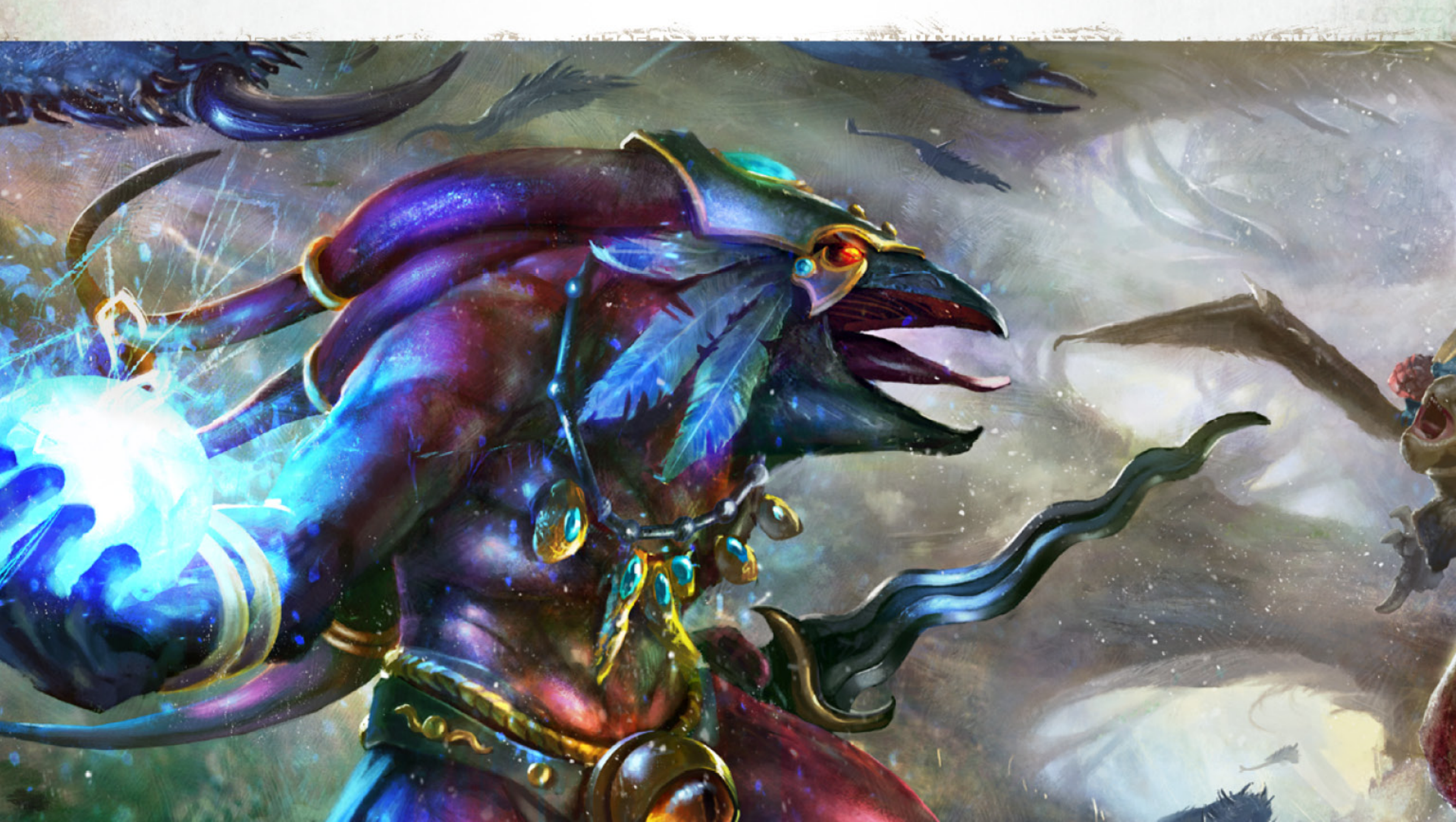
Swooping down from star-filled skies, Terradon Riders single out their prey with a hunter's instincts. From the backs of their leathery-winged mounts, skinks hurl blazing javelins and flaming sunleech bolas, causing havoc among the ranks of the foe.

Terradon Riders circle and glide above the seraphon armies, summoned by the slann to bring death from above. These skilled aerial combatants make for peerless scouts, often relaying information to the cohorts who march beneath their all-seeing gaze.

Clutched in the claws of each Terradon are great chunks of meteoric rock, snatched from the heavens and carved with arcane sigils of destruction. These deadly missiles are cast earthward as the Terradons swoop past, detonating in crackling blasts of celestial magic and reducing knots of enemies to charred ruin.

Some Terradon Riders wield bolas made from sunleeches – curious creatures burning with celestial energies that are harvested from the comets of Azyr. Whirling these weapons around their heads, the skinks can fling the flaming worms across short distances. Those unfortunate enough to be entangled by a sunleech bolas are swiftly transformed into pillars of fire as the squealing creatures burst, spreading the hungry flames to those nearby.

Few warriors of the Mortal Realms are as fast as the Terradons Riders. Racing across the skies on shimmering trails of celestial energy, they protect the slann from aerial attack, and strike at those foes who remain beyond the reach of their terrestrial kin. Because of their prodigious speed, Terradon Riders often act as the heralds of the seraphon armies when the call of the slann is heard, breaking away from sailing comets like embers shed by a fire, then plummeting into battle with blood-chilling screeches. Enemies gazing up at the sky barely have time to react before crackling projectiles begin to detonate with their ranks – a sure sign that the gaze of the slann has fallen upon them and the wrath of the seraphon is imminent.



RIPPERDACTYL RIDERS

Ripperdactyl Riders wield their spears with deadly skill, but it is their mounts that enemies quickly learn to fear. The Ripperdactyls themselves are vicious in the extreme – feral winged beasts possessed of voracious appetites, which tear their prey to shreds with razor-sharp beaks and talons.

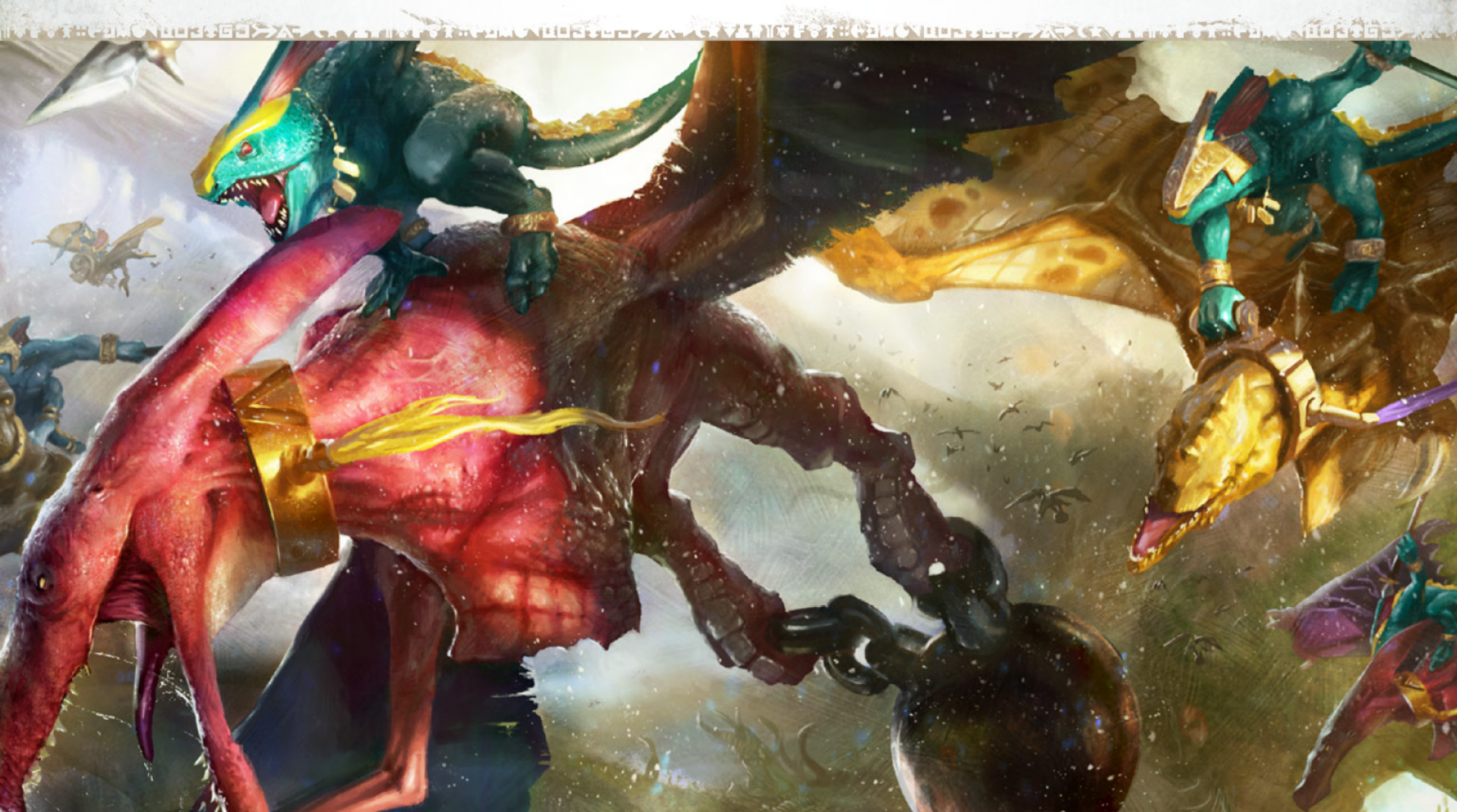
Ripperdactyls descend upon the battlefield in a flock of skyborne death. In their instinctive urge to feed, they snatch up enemy warriors, piercing their flesh with wickedly sharp beaks and ripping out their steaming innards in bloody strands.

Perched upon their backs, brave skinks thrust moonstone spears as their speeding mounts swoop over the heads of the foe, each well-placed stab punching a hapless victim from its feet in a spray of gore. However, it is the Ripperdactyls that inflict the most damage on the enemy – the ragged and bloody evidence of their predatory fury is sent tumbling to the ground amid a storm of beating wings and flashing claws.

Whereas the Terradon Riders usually rely upon their speed to carry them past the foe while they loose their arcane payloads, Ripperdactyl Riders plunge directly into the heart of combat. Here, amid the screams of the dying and the stench of freshly spilled blood, are the beasts in their element, snapping and clawing at anything within reach. While the enemy quail in the face of the Ripperdactyls' frenzy, the skink riders thrust their spears, piercing hearts and throats.

Such is the savage ferocity of the Ripperdactyls that they can quickly become difficult to direct in battle. To focus the beasts' wrath, the slann will sometimes conjure blot toads – noisome amphibians whose pungent scent is a powerful lure to the Ripperdactyls.

At the command of the slann the diminutive creatures crawl forth among the ranks of the enemy, often moving unnoticed between armoured boots and locked shields. The seraphon's foes seldom realise that the toads' presence heralds a storm of savagery that will spell their doom.



STEGADONS

Mighty Stegadons loom above the cohorts, their earth-shaking tread keeping time with the beat of war-drums. Tethered to their armoured hides are mystical engines of destruction crewed by cunning skinks, which devastate masses of the foe with torrents of crackling missiles and solar flame.

Herds of Stegadons are nigh unstoppable as they crash through the midst of battle, for each one is a living, bellowing war-engine. Enemy swords and spears merely glance from armoured hides, shrugged off as a man might wade through a cloud of blood-flies. Only the most powerful weapons have a chance of stopping a Stegadon's momentum, and often even these are repelled by its bone-crested head – sorcerous flame and solid shot alike scattering harmlessly on impact.

Such is the size and strength of the Stegadon that it easily carries a howdah filled with skinks upon its broad back. These agile hunters operate enormous skystreak bows that send arrows of celestial light roaring across the battlefield, or great sunfire throwers which bathe the enemy in a torrent of raging flames. As these mighty weapons of destruction take their toll upon the foe, other skinks hurl down meteoric javalins, each crackling missile exploding among the ranks of the enemy below.

Stegadons are also well known for their monstrous stubbornness, and once one of the mighty beasts lowers its head and bulls into the enemy it will rarely if ever retreat, no matter the odds. To those seraphon fighting nearby this is an inspiring sight, the warriors drawing strength from the mighty beast's example and fighting all the harder.

When the need is great, a slann may summon a Stegadon carrying a mysterious Engine of the Gods. Though often unpredictable in its effects, this wondrous device can summon raging celestial infernos and even restore the magical forms of the seraphon.

The Engine of the Gods' most powerful attribute is stranger still: this arcane device has the ability to slow the passage of time itself. To the enemy, it appears as though the entire seraphon host moves and attacks at lightning speed – even the gigantic Stegadons seem to run roughshod over their foes as though the beasts weighed no more than the darting skinks upon their backs.

BASTILADONS

Thundering Bastiladons lumber into battle, their impregnable shells scarred by the enemy's futile attempts to slay them. Upon the beasts' backs are mounted ancient relics, crewed by brave skinks, that carve blazing furrows through the enemy army, or spill forth endless tides of venomous serpents.

An inviolable monster of flesh and carapace, the Bastiladon wades through the chaos of battle, blades and bolts sparking off its natural armour. Protected by its thick shell, the beast stomps and mauls anything foolish enough to stand in its way, moving with the irresistible force of an avalanche.

Shielded by their plate-like scales, Bastiladons are able to carry weaponry powered by the fearsome heat of the stars. The Solar Engine blazes with the light of a sun, its crystal core casting forth beams of incinerating light that reduce flesh, stone and steel alike to glowing embers. Daemons are especially vulnerable to this Azyrite light, and its merest touch is often enough to obliterate their physical forms, sending them howling back into the Realm of Chaos. In addition, the backwash of concentrated celestial energy produced by the thrumming weapon energises nearby seraphon, strengthening their presence in the Mortal Realms and infusing them with renewed vigour.

The Ark of Sotek spews a never-ending tangle of serpents from its heart, which slither outwards from the Bastiladon like a carpet of venomous death. Their fangs dripping with star-venom, these ophidian terrors wriggle between gaps in armour and bite into soft, exposed flesh, setting their victims' blood afire with the flames of Azyr.

The Bastiladon is also a mighty foe in its own right. The same strength that enables it to bear the seraphon's heavy engines of destruction into battle allows it to crush a warrior in full plate with its clamping jaws and pounding feet, mashing their broken bodies into the ground without breaking its ponderous stride.

Against particularly tough enemies, the Bastiladon can bring its brutal club-like tail to bear. A massive, boney protrusion attached to a bundle of thickly corded muscle, the Bastiladon's tail can lash out with blinding speed to shatter fortress gates, smash down reinforced walls or reduce even the sturdiest warriors to pulp.

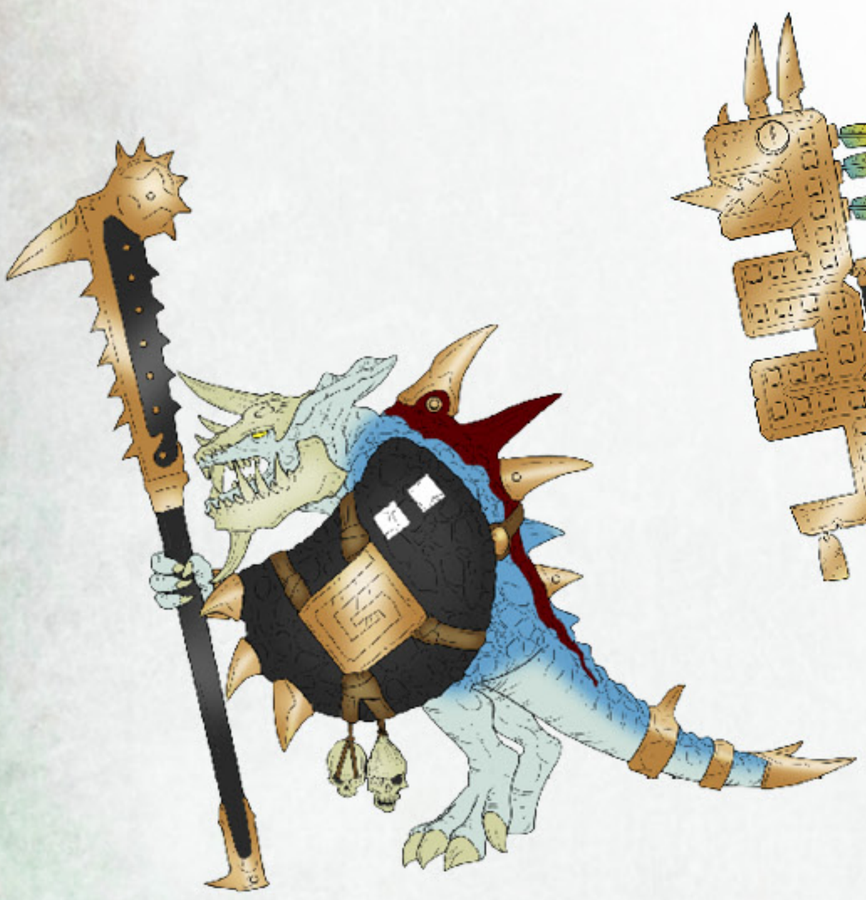
COLOURS OF THE STARS

The skies above the Mortal Realms blaze with stars beyond counting, and hidden in their radiance are the armies of the seraphon. When the light of Azyr grows strong the slann weave their magic, and from these myriad constellations they call forth armies to do battle with the Dark Gods.

Saurus Warrior belonging to the constellation of Chotec's Feather

Saurus Warrior of Tlazcotl's Gaze carrying a Stardrake Icon

The scales of this honoured Saurus Guard are embellished with celestite.



Many Saurus Guard sport paler scales than other saurus.

Saurus icon bearer of the Yutlpoc's Quill

Saurus Warrior of Yutoa's Wings – the mythical ever-hungry predator

Skinks of the Reptiladon's Spine are masters of the ambush.

This skink is adorned with feathers in honour of the Blessed Coatl.

The vermilion band on this skink's crest is the mark of Poctli's Bolt.

The warriors of Sotek's Maw are marked by distinctive crimson jaws.

This spear-wielding saurus bears the colours of the Breath of Dracothion.

Saurus Guard, a veteran warrior of Tzunki's Claw

Saurus Warrior of Tlixa's Shield, the great scale that guards the sky

Saurus of the Talon of Quelec, whose tip pierces the heavens

Saurus Warrior of Omek's Tears, each one a comet of azure flame

SYMBOLS OF THE SERAPHON

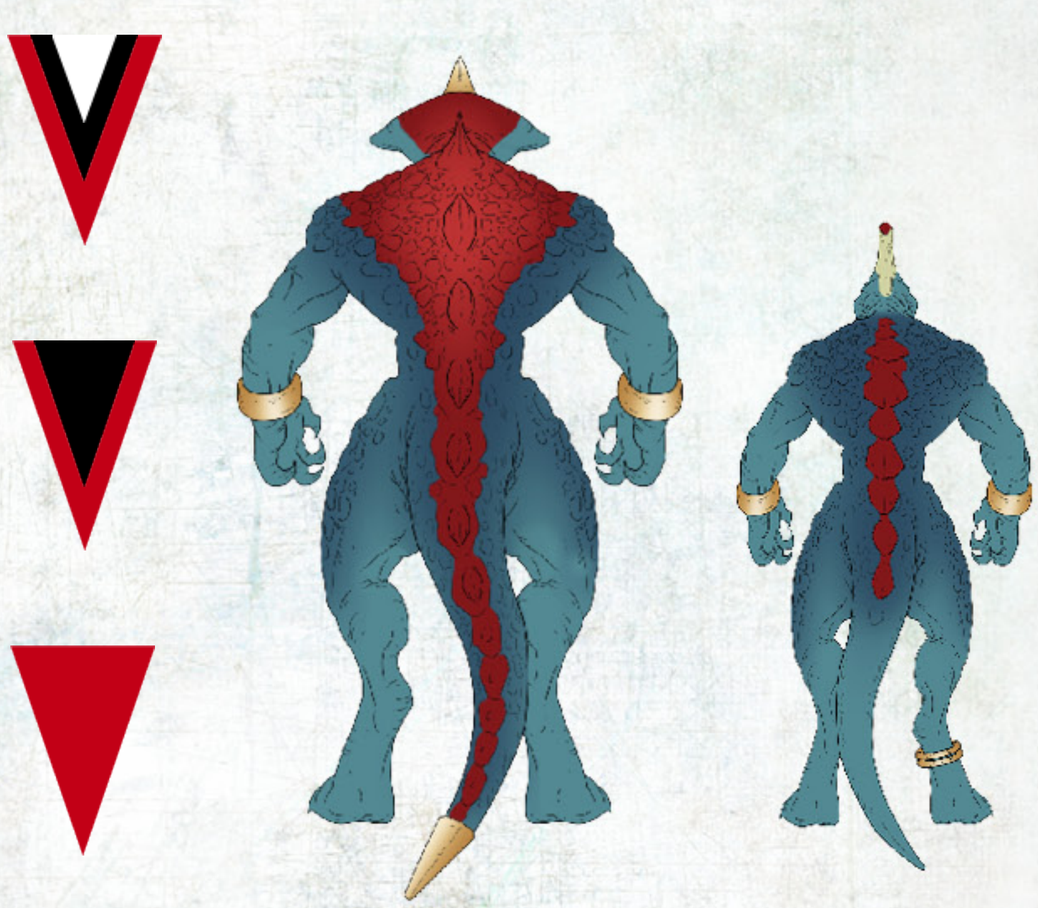
Although the seraphon are beings of magic, it is not the wild, unpredictable energy of Chaos but the eternal power of order and logic, which can be traced in all things by any who gaze deep enough into the night sky. As such, the markings they bear reflect the celestial rhythms of the universe itself.

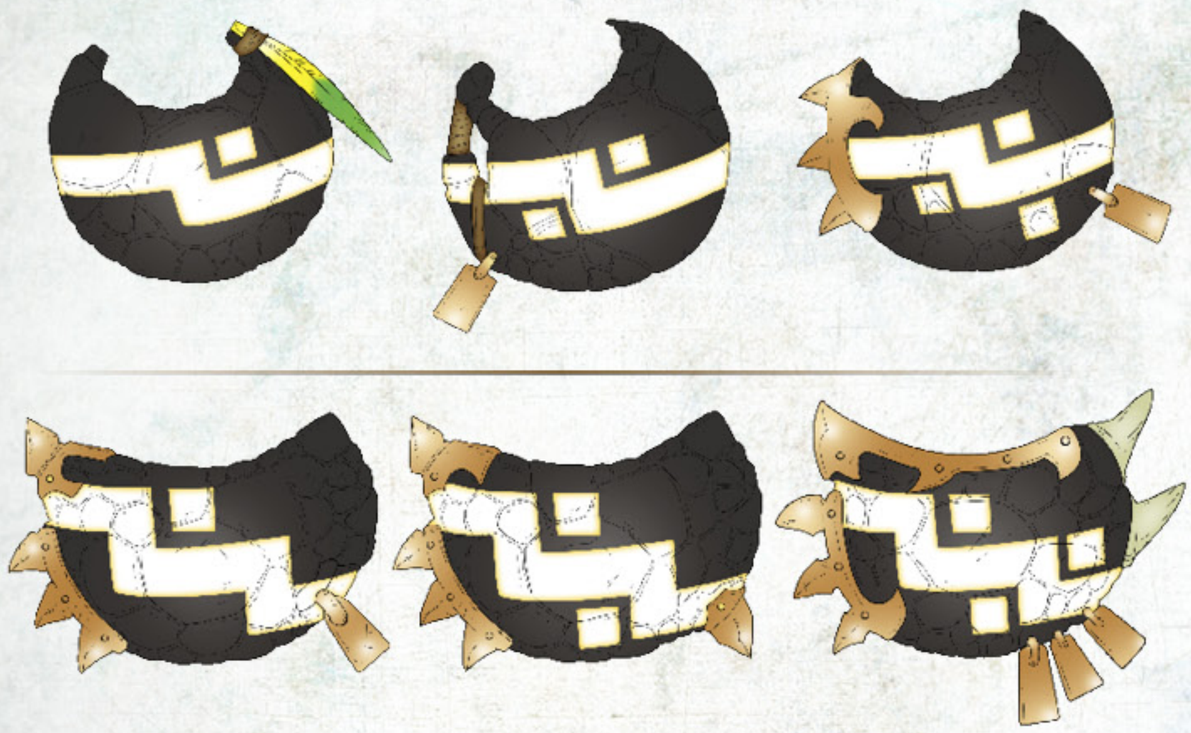
Red stripes mark the backs of the Fangs of Sotek. This colouration is shared by each of the constellation's seraphon, from the mighty Eternity Warden to the stealthy skinks, though the exact markings vary considerably.

SCALE COLOURATION

The warriors of each constellation display a distinct marking reflecting their place within the host. Some of the patterns affect only the protruding spinal scales, while others cover a large portion of the head and run down the length of the tail. Some even fork like the twin tails of a comet, framing the flanks of the seraphon.

The colouration of a constellation's warriors also serves as a signifier of rank. Scar-Veterans and Starpriests bear a line of black within the red, while Oldbloods and Starseers are marked with a sliver of white to display their wisdom and authority.





COHORT MARKINGS

Seraphon armour and weaponry is marked with geometric lines and glyphs – designs that reflect both their ordered nature and an infinitesimal fragment of the great constellations from whence they descend to the Mortal Realms. The warriors within a cohort all share the same marking, and each of the cohorts that make up a starhost bear variations of the same design.

Each of the seraphon warriors of Dracothion's Tail bears a yellow stripe down their back, making a host from this fearsome constellation instantly recognisable. The cohort markings displayed on their shields are also a golden yellow.

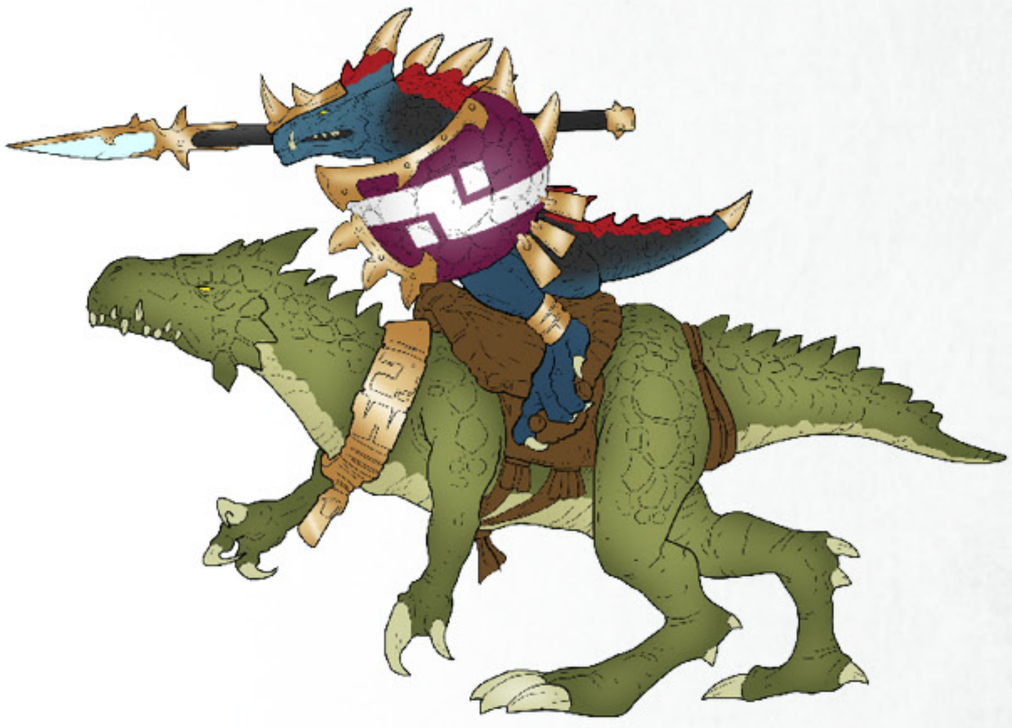
In contrast to the designs of their fellow seraphon, Saurus Guard bear combinations of glyphic stars upon their scaly shields, as shown above.

SAURIAN VENGEANCE

Just as the seraphon themselves sport the diverse colours of the constellations, so the beasts they ride to war are richly patterned and coloured. Some reflexively bear the colours of the Starmaster who summoned them, while others display their own vivid scale patterns.

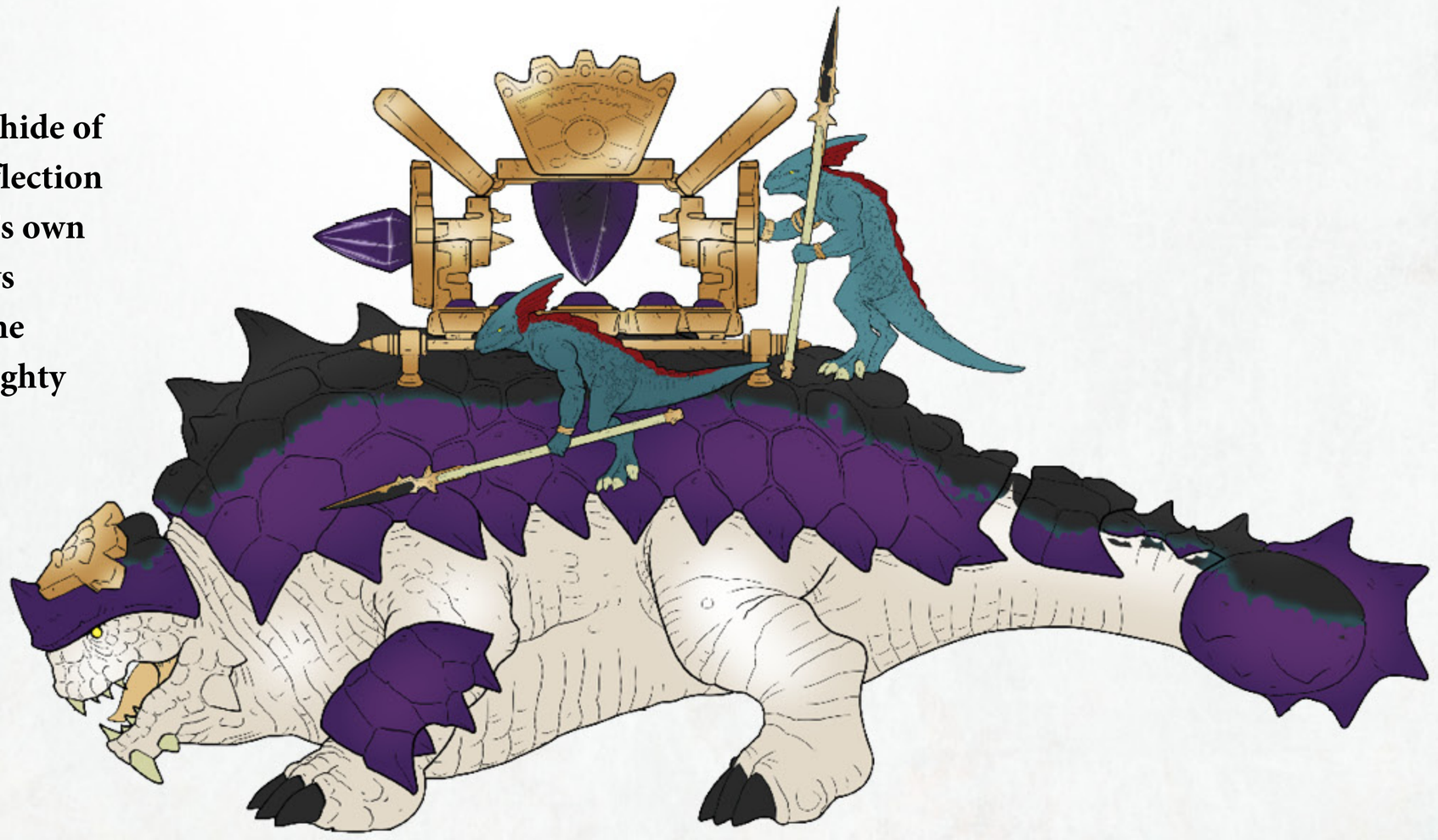
Quar-Toc atop his mighty Carnosaur. The toothed pattern on his mount's hide is said to reflect the fangs of the Great Drake Dracothion closing around the throat of his prey.

These Saurus Knights display the colouration of the Dracothion's Tail and Tlixa's Shield constellations respectively.



These cold ones – and their saurus riders – reflect the diverse colours of the seraphon and their wargear.

The purple armoured hide of this Bastiladon is a reflection of Starmaster Zectoka's own colouration, and shows his magic at work in the summoning of this mighty seraphon war-beast.



CALL OF THE STARS

Powerful wizards and ferocious warriors, the heroes of the seraphon are rightly feared by the enemies of order.

Thrumming with celestial energies, the Engine of the Gods empowers nearby seraphon even as it brings ruin to their foes.

Mighty war-beasts stomp into battle alongside the seraphon armies, crushing scores of the enemy in their bestial fury.

Led by a fearsome Scar-Veteran riding a towering Carnosaur, a cohort of Saurus Knights thunders into the fray.

'EAVY METAL

Engine of the Gods

Lord Kroak

Saurus Knight

Ripperdactyl Rider Alpha

'EAVY METAL

Saurus Oldblood on Carnosaur

Skink with Boltspitter

Skink with Meteoric Javelin

Skink

Skink

'EAVY METAL

Bastiladon with Solar Engine

Bastiladon with Ark of Sotek

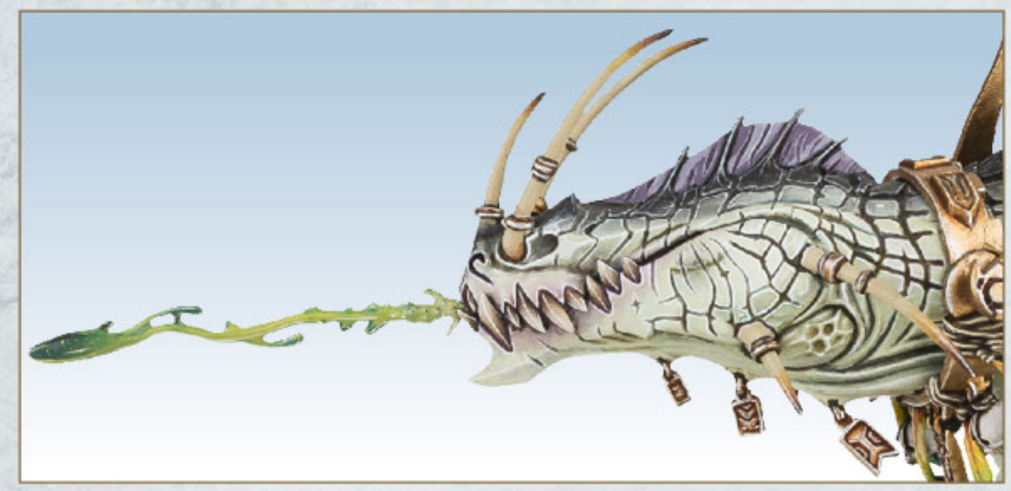
'EAVY METAL

Alpha Guardian

Saurus Guard

Stardrake Icon Bearer

Saurus Warrior



Skink Oracle on Troglodon

Wrath of Azyr

THE TEMPLE OF DEAD GODS

Slaanesh's followers scour the realms for their lost god, delving deep into forbidden kingdoms and forgotten lands. In the broken Temple of Dead Gods their armies sought out the resting place of the Dracothic Prophet, whose restless soul was said to hold the secret of the Pleasure God's prison.

The great graven doors of the temple crashed open. Through clouds of dust the Herald of Slaanesh Clepsyrian rode her Seeker Chariot, a daemonic host upon her heels. The shadow-choked Temple of Dead Gods stretched out before the Slaaneshi daemons, a landscape of crumbling mosaics and dust-covered statues. Here, somewhere in the vast ruined interior of the temple, was hidden the husk of the Dracothic Prophet, and perhaps the secret to Slaanesh's disappearance.

As the Herald and her army moved among the fallen idols of forgotten gods, Clepsyrian could sense the spirits trapped within their stones writhing and rebelling at her presence. The daemon shivered with pleasure at the sensation.

At the centre of the ruined temple lay a wide pool. Rising from its centre was a Dragonfate Dais, upon which the prophet's husk lay between glowering dragon statues. With a smile, Clepsyrian motioned lithe-limbed daemons forwards to claim her prize.

High overhead, through the shattered roof of the temple, a sliver of Azyr hung glittering in the sky. As the first daemons stepped into the pool, they looked down into the black waters at their feet to see the stars moving among the ripples.

In a flare of magical light the slann Kuoteq materialised upon the dais, his ancient gaze momentarily stopping the invaders in their tracks. Then, bursting from the water like monsters rising from the deep, scores of Saurus Knights, Terradons and Ripperdactyls swept into the temple. Daemonic screams answered the arrival of the seraphon as the once-serene pool was transformed into a scene of carnage.

Clepsyrian cursed the arrival of the seraphon as the bestial warriors smashed the Slaaneshi vanguard back from the pool, clawed feet driving the broken bodies of daemons into the ground. At the Herald's cry, fresh hosts of Daemonettes poured forward, cavorting across the temple floor in a clash of pale flesh and lurid daemonic chitin. Again came the seraphon, the air filled with the sound of snapping leathery wings and the ground trembling before the cold ones' charge.

In the centre of the advancing seraphon line, Scar-Veteran Quar-Toc rode the massive muscled form of his Carnosaur. Towering over the daemons, saurus and war-beast crashed into the Slaaneshi host, pungent ichor squelching between the Carnosaur's claws as it crushed Daemonettes to pulp under its massive tread.

Daemonettes bear icons that writhe with the alluring power of Slaanesh.

Lashing her chariot's bizarre steeds into action, Clepsyrian joined battle. The Herald spat vindictive curses in the dark tongue, swearing that she would not be denied her prize. Now the greater bulk of her army came into play – Seeker cavalry and chariots followed their mistress' charge as they swept out to surround the seraphon force that had driven deep into her army.

From the back of his Carnosaur, Quar-Toc watched the Herald charge, and the mounted Daemonettes race to outflank his warriors. Predatory instincts stirred within Quar-Toc's mind and he yearned to turn his beast to face the Slaaneshi general. But such was not the plan – not what Kuoteq desired. So it was that Quar-Toc focussed his wrath upon the Daemonettes, turning his attention back to the grim task of tearing the Children of Chaos to pieces.

Racing through a vast chamber of tumbled walls and statues, Clepsyrian's forces encircled Quar-Toc's Saurus Knights, now embroiled among a sea of Daemonettes. Running her tongue over needle-like fangs until dark ichor dribbled down her chin, the Herald could taste sweet victory at hand.

From the shadows overhead, a flaming bolas suddenly flashed before Clepsyrian's face, and another splatted on the side of her chariot in a burst of flame. At that same moment, half a dozen daemons crashed into the ground in a tangled mass before erupting into flames, riders and mounts ensnared by spinning sunleech bolas. From the crumbling ceiling of the temple chamber winged shapes dived down from shadows. The nearest daemons spurred their mounts toward the Terradon Riders, but the seraphon deftly glided off into the ruins.

Yet the ambush had been a distraction. Even as the Terradon Riders drew the daemons' ire, Saurus Knights thundered out of the darkness to crash into Clepsyrian's flanking force.

Snarling reptilian mounts bore the saurus into battle, both riders and steeds ripping into the ranks of the daemons. Clepsyrian responded with dark laughter, her chariot surging forward to grind a half dozen seraphon under its threshing blades. Leaping and balancing upon the spars of her war machine as it smashed through her foes, the Herald crippled her foes with lashes of her cruelly barbed whips, the saurus no match for her unholy agility. Scores of Seekers vanished under the snapping jaws and celestite weapons of the seraphon, but the Slaaneshi daemons were driven on by their desperate search for their god, and so hurled themselves into the fray.

Near the dais, Quar-Toc savaged another Daemonette as the creature tried to sink its claws into his hide. The dwindling ranks of the Saurus Knights were surrounded now with purple flames – the waters of the pool were all but gone and the stars in its surface were fading. Upon the dais, Kuoteq sat silent upon his palanquin, apparently unmoved by the carnage.

To make matters worse, the caged spirits of the temple were hammering at the stone walls of their prison – souls trapped within broken statues and shattered walls, howling to be freed as the battle raged around them. Their cacophony shook the ground and loosened what remained of the vast temple roof, causing chunks of masonry to crash down upon daemon and seraphon alike. Yet Quar-Toc held his ground, his faith in the slann absolute and his duty clear.

Clepsyrian laughed as she killed, her barbed whips snatching saurus from their mounts and dragging them into the path of her chariot's blades. The Saurus Knights fought with a savage ferocity, spitting scores of Daemonettes upon their blazing lances. Where the weapons struck daemonic flesh, Clepsyrian saw white flames flare and felt the actinic charge of Azyrite magic prickle her skin.

'Pluck out their eyes sisters!' Clepsyrian screamed, driving a wedge into the centre of the seraphon charge as her Seekers fell in behind her.

From the press of saurus a hulking champion emerged, the golden crest upon his head glimmering in the wan temple light. Clepsyrian sneered, flashing her needle teeth as the chariot's steeds tore up the distance between them. The sinuous creatures tried to run the saurus down, but Clepsyrian yanked the reins to one side in anger. This brute would not feed her chariot's blades; no, it would feel the glorious caress of her lash.

The pounding charge of the seraphon's cold one mount brought it barrelling into the side of chariot. The Herald dodged the creature's club and snapping jaws with ease, before vaulting into the air. Mid-leap, her whips flickered out, the barbs of each lash lodging into her opponent's ribcage. Turning as she descended, the Herald tore the barbs free, but to her disappointment the saurus' demise was not marked by a torrent of arterial blood, but merely a burst of brilliant light that quickly dissipated in the gloomy interior of the temple.

Clepsyrian was the first to break free of the Saurus Knights, her chariot thundering out of the melee. Wheeling the war machine around, the Herald charged towards Quar-Toc and his monstrous mount. Sections of the temple's roof crashed down as Clepsyrian's chariot wove a path towards the saurus general. Spirits freed by the temple's death-throes lashed out at the Herald. So close now, Clepsyrian could feel tendrils of the prophet's magic tugging at her form.

Faced with foes on two sides, the seraphon spread out around the dais, a thin line of warriors against a rising sea of daemonflesh. Quar-Toc at last rode out to meet the Slaaneshi Herald, his coldly glistening eyes locked firmly upon the Slaaneshi leader.

The fearsome weapons of the saurus are forged with the magic of Azyr.

Chaos-forged steel collided with Azyrite scale in a mighty crash as Clepsyrian's chariot ploughed into Quar-Toc's Carnosaur. A lesser creature would have been pulverised by the impact, but the great beast merely swayed on its massive haunches before lunging forward with a deafening roar. Clepsyrian's whips sought Quar-Toc's throat, but the saurus caught them on his shield, a spray of azure sparks illuminating the saurus' snarl.

Clepsyrian desperately evaded Quar-Toc's blade and the cavernous maw of the Carnosaur time and again. However, the Slaaneshi leader could not stop her chariot and crew being messily torn apart. The loss of her war platform hardly concerned Clepsyrian. The seraphon stood between her and her prize, and nothing else mattered.

At Quar-Toc's side a handful of Saurus Knights fought on, but the daemons had driven them back to the steps of the dais and the surrounding pool had all but disappeared in the rising flames. With a rumbling growl the Carnosaur bit out at Clepsyrian, but the Herald dodged its huge, dripping fangs before taking out the beast's eye with a crack of her whip. However, with a speed that belied his massive size, Quar-Toc landed a punishing retaliatory blow upon Clepsyrian's shoulder, driving the Herald of Slaanesh to her knees.

Until that moment Clepsyrian might still have claimed the prophet's husk, so tantalisingly close was she to the Dragonfate Dais. But even as the Herald struggled back to her feet, her black eyes promising murder, she saw stars falling like silver rain. Revealed by a great crack in the temple roof, the Realm of Azyr blazed bright in the infinite darkness of the night sky, shining above the combatants in all its celestial glory.

Like a nightmarish mirage taking shape from the starlight spearing down from the fractured ceiling, a hissing Troglodon materialised, followed seconds later by hundreds of towering saurian war-beasts. Quar-Toc's Carnosaur added its own terrifying roar to that of its gathering kin, even as Kuoteq's magic healed its wounds. Then, at a languid gesture from the slann, the monsters attacked.

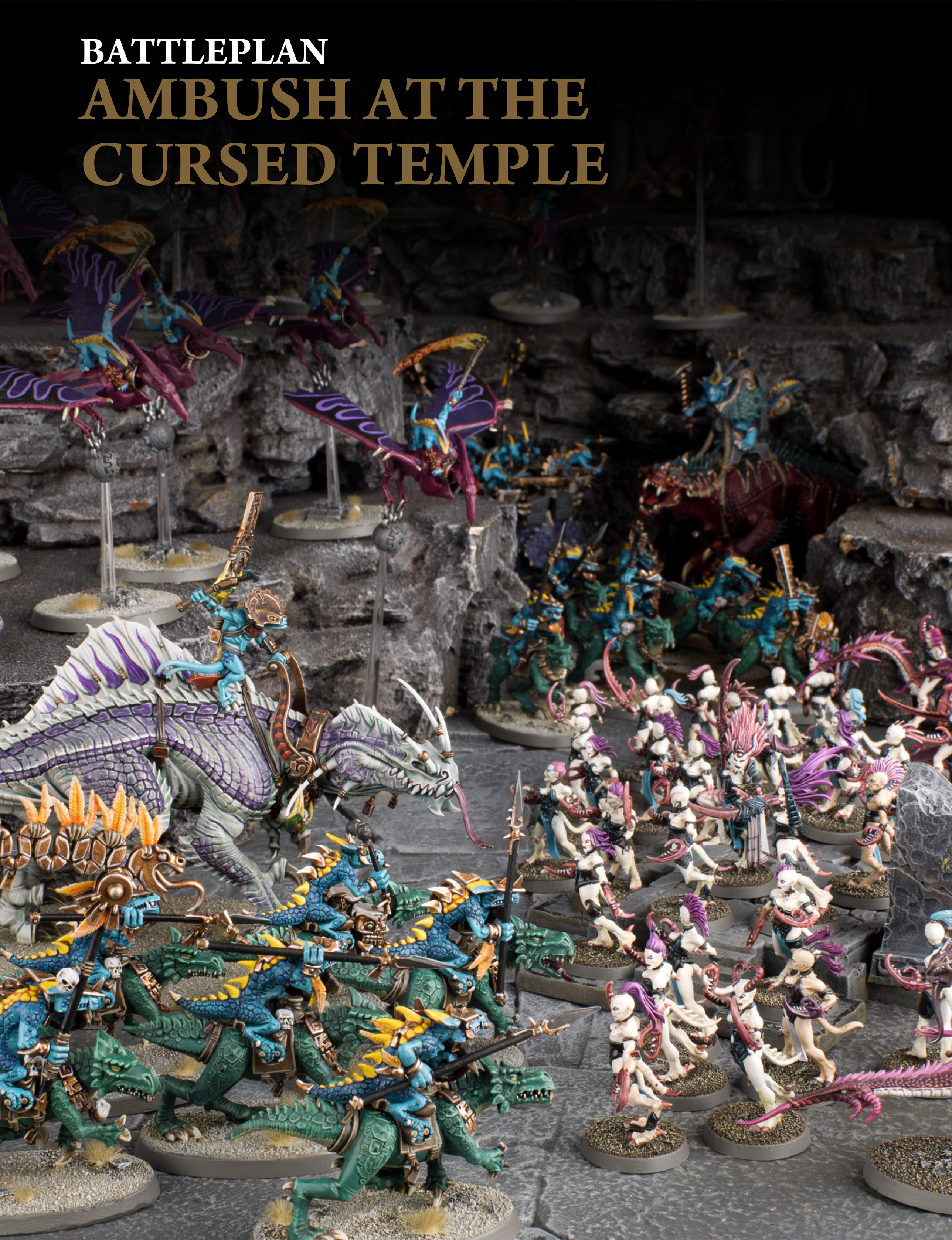
The remaining daemons were mercilessly hacked down by fresh ranks of saurus. Nimble skinks, their numbers swollen by celestial sorcery, filled the temple chamber with clouds of blazing javelins. Now the daemons were surrounded. Everywhere, snapping jaws and crackling celestite weapons sent daemons screaming back to the Realm of Chaos.

Clepsyrian made no attempt to flee, revelling instead in the storm of emotions that heralded her imminent destruction with a sigh of pleasure. A dozen times Quar-Toc could have laid a killing blow upon the Herald, yet he did not. Only when Kuoteq descended from the dais to face the defeated daemon did Clepsyrian realise another, far darker fate awaited her. The last sounds to echo across the Temple of Dead Gods were Clepsyrian's hysterical screams of denial.

TEMPLE OF DEAD GODS
RESTLESS SPIRITS
DRAGONFATE DAIS
SLAANESH DAEMONS
SERAPHON
SERAPHON
SLAANESH DAEMONS
SLAANESH DAEMONS
SERAPHON
SERAPHON
SERAPHON
SLAANESH DAEMONS

BATTLEPLAN

AMBUSH AT THE CURSED TEMPLE



HOW TO USE BATTLEPLANS

This book contains three battleplans, each of which enables you to fight a battle based upon the exciting narrative that leads up to it. These battles should be fought using all of the rules on the *Warhammer Age of Sigmar* rules sheet unless the battleplan specifically indicates otherwise. Each of the battleplans includes a map reflecting the landscape on which the battle was fought; these maps usually show a battlefield that is 6 feet by 4 feet in size, but you can use a smaller or larger area if you wish.

The seraphon are sworn to thwart Chaos in all its guises, and this often leads them to intervene when a glory-seeking champion seeks to defile an ancient place of power. You can use this battleplan to recreate their clash with a Slaaneshi force at the Temple of Dead Gods, but it could just as easily be used to pit them against a group of Fyreslayers ransacking a sacred necropolis in search of precious Ur-gold, or a force of necromancers seeking forbidden knowledge amid ancient ruins...

THE ARMIES

One player commands the seraphon army, and the other represents the invading acolytes.

The acolyte's general has a unique command ability, in addition to any others they have. All of the seraphon player's units have a unique ability in addition to those on their warscroll. Both of these abilities are shown below.

ACOLYTE'S OBJECTIVES

In your ongoing quest for knowledge you have done things that many would view as unwholesome, but to you they were simply steps towards greater glory. Now, at the head of an army that would follow you into the darkest underworld, you stand ready to invade an ancient temple and seek a treasure greater than any riches. Of course, there are tales that the temple is guarded by ancient sentinels, but what is one more obstacle when you are this close to your goal?

SERAPHON OBJECTIVES

An enemy of the seraphon seeks to intrude upon an ancient temple that guards forbidden knowledge, and has long been concealed from the eyes of mortals. They will not be the first that have tried. Ancient spirits bound into the temple's very stonework have held back would-be invaders in the past, but you sense that, this time, direct intervention will be needed. Knowing full well that the spirits will see you as a threat as much as your enemy, you muster a force for battle.

ACOLYTE'S COMMAND ABILITY

The Better Part of Valour: If your general uses this ability, then until your next hero phase you can pick a friendly unit within 3" each time he suffers a wound or mortal wound. Roll a dice; if the result is 2 or higher, the friendly unit suffers the wound instead.

SERAPHON ARMY ABILITY

Driving Force: Your warriors are willing to drive the enemy back at any cost. In your hero phase, you can choose to roll a dice for any enemy units that are within 3" of one of your units. Your opponent must move each model in the unit that many inches away from the centre of the battlefield.

THE BATTLEFIELD

The battle takes place in a vast chamber deep within a cursed temple strewn with crumbling structures. The high ceiling is shrouded in darkness, with only thin shafts of moonlight illuminating the arrayed forces.

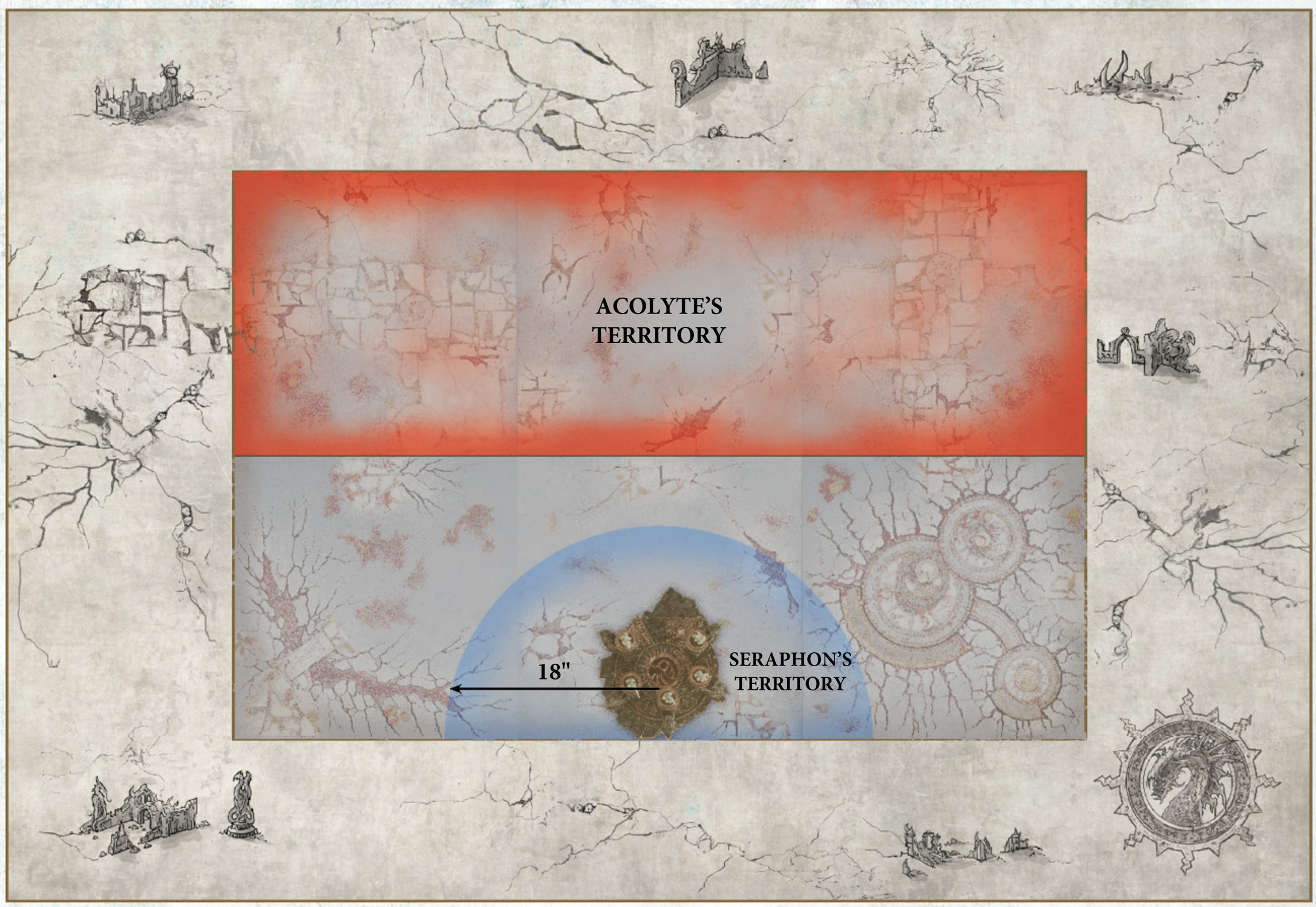
You can either set up the scenery as described on the *Warhammer Age of Sigmar* rules sheet, ensuring that one terrain feature is touching the centre of the southern edge of the battlefield, or follow the example scenery shown on the map below.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, the southern edge of the battlefield is the seraphon player's edge, while the opposite edge is the acolyte's. The seraphon player's territory is everything within 18" of the centre of their edge of the battlefield, while the acolyte's territory is their half of the battlefield, as shown on the map below.

The seraphon player picks up to two units from their army that are not **HEROES** or **MONSTERS** to be hidden sentries, setting up 3 models from each anywhere on the battlefield. The models represent places where their unit might be, so they are set up individually.

The acolyte sets up all of their units within their territory. The seraphon player then picks one of the models they set up for each unit of hidden sentries and sets up all the other models from that unit, including those that were set up elsewhere, within 5" of that model. Finally, the seraphon player picks up to three other units from their



army and sets them up within their territory. Their remaining units will arrive during the battle.

FIRST TURN

In the first battle round the acolyte takes the first turn.

FROM THE SHADOWS

In their first hero phase, the seraphon player sets up all of their remaining units so that all of their models are within 6" of any of the edges of the battlefield and not within 9" of the enemy.

SPIRIT SENTINELS

Vengeful spirits are bound into the temple's walls to ward against intruders. If the total of the dice rolled to see who will take the first turn in a battle round is 8 or more, each player can pick up to three units in the enemy army and roll a dice for each. If the result is lower than the number of models in the unit, it suffers D3 mortal wounds as it is struck by falling masonry.

THE ACOLYTE'S PRIZE

The terrain feature touching the centre of the southern edge marks the resting place of the ancient knowledge sought by the acolyte. If the acolyte has any **HEROES** within 1" of the terrain feature in their hero phase, they can attempt to recover this lost knowledge. Roll a dice, adding 1 to the result for each hero the acolyte has within 1" of the terrain feature. If the result is 7 or higher, one of those heroes (chosen by the acolyte) is successful, and claims their prize! If the hero does so, it cannot move in the following movement phase. If the hero that claimed the prize is not within 6" of any enemy models at the end of any of the acolyte's turns, they slip away into the darkness.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, if a **HERO** from the acolyte's army claims the prize and slips away into the darkness, the acolyte wins a **major victory**.

If the prize has not been claimed by the end of the fifth battle round, the seraphon player wins a **major victory**. If the **HERO** that claimed the prize is slain, or is still on the battlefield at the end of the fifth battle round, the seraphon player wins a **minor victory**.

THE PITS OF FILTH

Deep within the Scar Citadel lay the Runnel Pits, cursed altars to the Horned Rat, in which Clan Pestilens made their unholy offerings of disease. The seraphon struck the foul skaven citadel like a blazing metor, the slann's vengeance set to burn it clean, lest the skaven's ritual reach its completion.

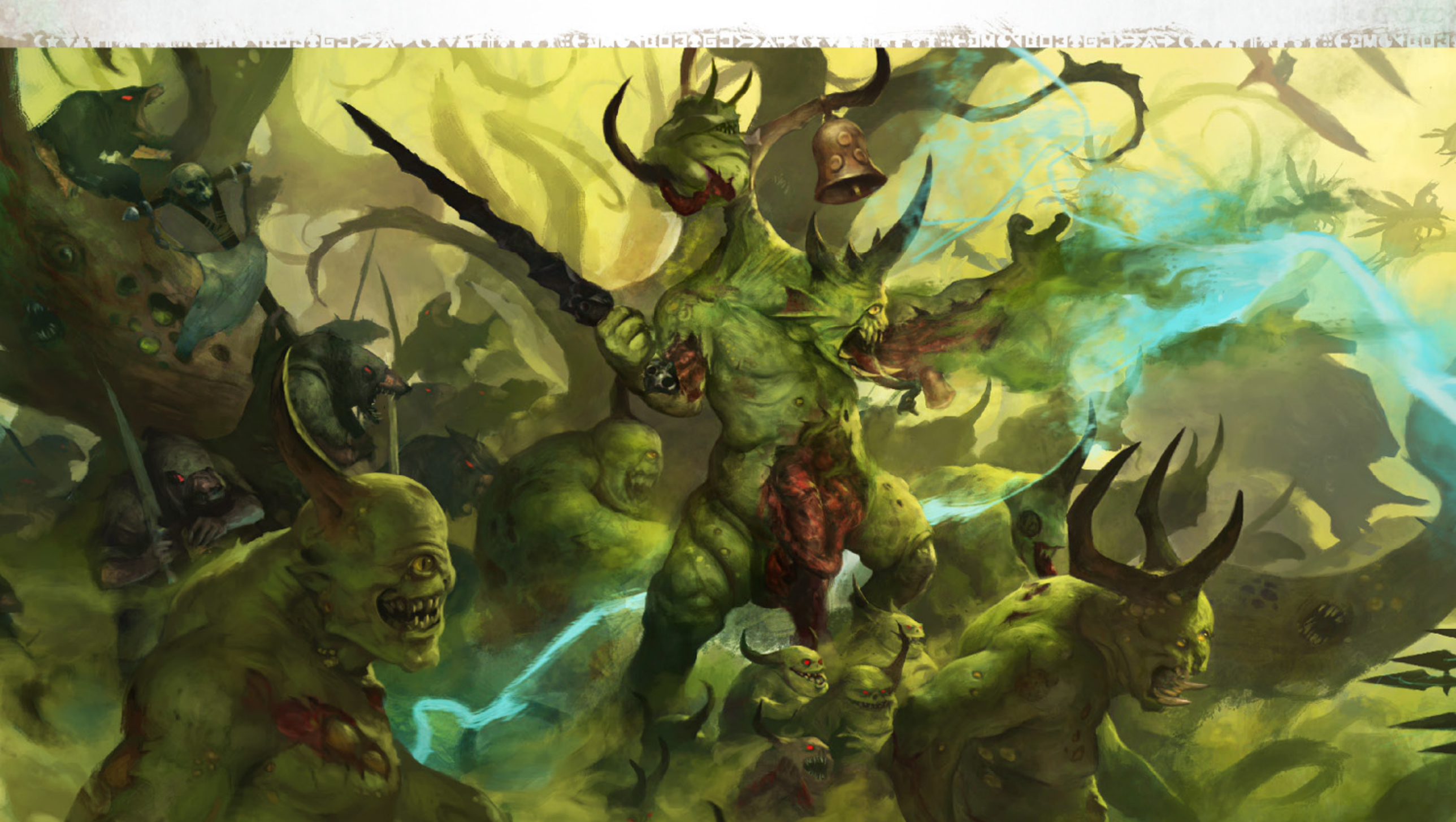
On the edges of the Forest of Claws, beneath the broken walls of Scar Citadel, an azure glow spread across the land. From its light emerged the slann Zectoka, the ancient wizard's gaze fixed upon the crumbling citadel. A heartbeat later, radiant ghosts took shape within the glow, and hundreds of seraphon materialised.

Atop his massive Carnosaur, Ku-Quar led the seraphon vanguard into the ruins of the Scar Citadel, tightly packed ranks of Saurus Guard flanked by scuttling skinks and lumbering war-beasts. As they advanced into the citadel they beheld the foul work of Clan Pestilens, the air reverberating to the sound of screaming, braying beasts as they were herded into carcass-filled pits brimming with disease. With a booming roar the seraphon charged.

The first plague creatures were quickly overwhelmed, their fetid blood spattering on the citadel's cobbles as celestite blades and razor fangs tore open their throats. It was not long, however, before the skaven reacted in force, and throngs of Plague Monks surged out of filth-streaked ruins.

There was an almighty crash as the Saurus Guard surrounding the slann locked shields and a wave of rancid fur and scrabbling claws broke upon their line. Ku-Quar himself led the charge toward the Runnel Pits and the broken tower that stood in their centre, for the ancient orrery at the tower's peak was a reservoir of celestial energy that would allow Zectoka to sweep the taint of Chaos from the citadel.

As if sensing the slann's intent, Plague Monks hurled themselves in the path of the seraphon until the ground was thick with broken skaven bodies. Yet these casualties were less than nothing to the skaven, and ever more ratmen charged screeching into battle.



As Zectoka's army forced its way toward the centre of the citadel, great plague engines added to the carnage. Toxic missiles rained down around the seraphon and scores of their warriors vanished in billowing poisonous clouds. From the ranks of the Plague Monks came wild-eyed Censer Bearers, who charged into seraphon shieldwalls only to be blasted to pieces by the magic of the Starpriests. Soon, the battlefield around the tower was covered in a thick pall of noxious gas flickering with blasts of celestial energy.

From atop his lumbering horned mount Skink Priest Ik'tak manipulated the Engine of the Gods, restoring the afflicted forms of the seraphon. Ku-Quar and his saurus guarded the priest's advance until his Stegadon barged into the foundations of the orrery tower, the Engine of the Gods thrumming as it grew in power.

Ik'tak chanted out the names of sacred solar glyphs, each hiss and chirp accompanied by another movement of the mighty Engine of the Gods. High above, the skink saw the ancient orrery begin to spin, its gears awoken by the magic of the slann. Like a vast glittering waterfall, celestial energy poured down from Azyr, through the whirring orrery and into the Engine of the Gods – at its centre Ik'tak felt his body swell with the untapped power of the heavens.

On the edges of his consciousness Ik'tak sensed the maelstrom of war raging all around – the shrieks of the dying, the thunderous roar of his Stegadon as it stomped enemies to red ruin, and the crash of celestite weapons on rusted steel. The part of his mind not attempting to control the Engine of the Gods watched as the slann called Ripperdactyls down from the skies to pluck skaven screeching from the ground as they carved a path toward the priest's Stegadon. Then, with a final word of power, Ik'tak released the pent-up energy of the engine, and a wave of purifying light rolling out to consume hundreds of skaven and burn clean the Runnel Pits.

But Ik'tak was too late. With a thousand wet pops the festering carcasses in the pits burst open. Nurgle's daemons shambled from the reeking depths of the pits, or spread fly-like wings before buzzing into the sky.

Plague Drones and Ripperdactyls tore at each other in polluted skies as Plague Bearers rose up from the depths like detritus from a bursting sewer. Saurus bit off chucks of mangy hide and sliced open bulging guts, but they in turn were cut down, their forms guttering like failing lights before fading away into nothing.

Mucafex, Herald of Nurgle, hauled his expansive necrotic form from the pit, flaps of weeping blubber dangling from his warty hide. The sheer presence of the seraphon struck the daemon immediately, and he hocked a long, ropey strand of phlegm in disapproval. Mucafex had faced the seraphon before, and knew well the hindrance they posed to Nurgle's tally – and also the secret of their power.

Leaving the teeming swarms of skaven to mire the seraphon's advance, Mucafex gathered his Plague Bearers and lurched towards the slann.

Ku-Quar led his saurus once more into battle, leaving the slann's side to bear down upon the skaven war machines. The catapults continued to hurl arcing missiles into the ranks of the seraphon, each one impacting in a great splatter of putrescence. The Scar-Veteran hacked and slashed, while his mount scooped up a mouthful of squealing skaven in its maw before biting down with a wet crunch, broken limbs and twitching tails protruding from between its fangs.

Roars echoed across the city as the Scar-Veteran and his kin closed with the skaven artillery. Hundreds of ratmen swarmed around the flanks of the Saurus Guard and Carnosaur, their pitted blades scrabbling to find weak-points in scaly hides. Most were hacked to pieces by the polearms of the saurus, but a few managed to drive their weapons home. With pained bellows a dozen seraphon vanished under a tide of filthy claws and chisel teeth, but Ku-Quar's charge did not falter.

With Ku-Quar bearing down on the Plagueclaw Catapults, one of the war machines' crews tried to bring their creaking weapon to bear upon the Scar-Veteran. Leaning in his saddle, Ku-Quar didn't flinch as the first missile sailed past his head, well wide of its mark. Even when the second crashed into the Carnosaur's side, the beast merely shook the filth off like a great hound before thundering onwards.

The skaven tried to abandon their war machines, but it was too late. With the crack of splintering wood and groan of twisting metal the monster smashed the engines apart and crushed their crews under its massive clawed feet.

Even as the skaven lines fragmented Nurgle daemons took their place, hacking their way through friend and foe to reach the seraphon. Now within sight of the slann, Mucafex called upon the festering magic of his god to bring the gifts of Nurgle to his foes.

KU-QUAR, HERALD OF ZECTOKA

Ku-Quar is the favoured general of Starmaster Zectoka, and often leads the slann's army within the Mortal Realms. Mounted upon a vicious Carnosaur, the Scar-Veteran ploughs through battle amid the terrified screams of the enemy, smashing down foes with his celestite warblade. Zectoka often summons Ku-Quar ahead of the bulk of his army, for the slann knows well that the saurus' ferocity reaches new heights when they witness the greatest of their number spilling the blood of their prey. Ku-Quar has earned a fearsome reputation among the realms, and tales of the Scar-Veteran are told from the Soothsaying Conclaves of Hysh to the Gore Caves of Nirge. It is said that when the Gallowspire fell it was Ku-Quar who cast down its first stones, and when the Mighty Lord of Khorne Rygoranx was slain, it was the Scar-Veteran who took the warlord's head and hung it upon his saddle. Ku-Quar's hatred of Chaos is such that it is said Rygoranx's spirit still bellows in fury behind the stitched-shut eyelids of his shrunken skull.

As Mucafex coughed the last syllables of his spell, scores of seraphon collapsed under the weight of their withering forms before dissipating into nothing. Reaching into the strands of magic spilling down from the orrery, the slann began his own spell, heedless of the corpulent daemon hacking a path towards him.

Like pus from a septic wound the daemons oozed between the warriors of Zectoka's army, smothering the ferocity of the seraphon. Ku-Quar had already returned to his master's side, while his Eternal Starhost herded the daemons toward the tower. Mucafex continued to spread Nurgle's gifts among the saurus, breathing a maudlin sigh at the realisation that his own efforts were adding to his own monumental task of counting the diseases of the realms.

Skink Priests call upon the power of the stars to aid the seraphon.

When at last the Herald of Nurgle came to stand before Zectoka, a dozen stars began to move in the heavens.

The celestial bodies fell upon blazing trails of azure light, gaining speed as they did so. Mucafex's host was massed around the slann, and did not think to look up until the stars' roar drowned out the buzzing of the daemon-flies ringing constantly in their ears. Before the herald could drive his blade into the slann's belly, Zectoka and his army faded to nothing, returning from whence they came. Then the meteors struck. Searing starlight filled the citadel, before transforming it into a raging caldera of celestial energy. Mucafex did not see the demise of the Runnel Pits. His bloated form had already been scorched away with all the other foulness of the Scar Citadel.

BATTLEPLAN

PURGE THE CORRUPTION

In the dark places of the Mortal Realms there can be found methods for raising an army at great speed, especially if the would-be general is flexible in their approach to morality. From pacts with the daemonic servants of Chaos to ill-fated agreements with cannibalistic mercenaries, there are always options for those willing to pay a price more damning than Ur-gold.

When a foul Pestilens clawpack sought the services of the daemonic herald Mucafex, they summoned his forces by constructing the Runnel Pits and making great sacrifices to his putrid god. Were it not for the intervention of the seraphon, who knows what havoc could have been wrought? Using this battleplan you can recreate this clash, or anything similar – perhaps a Sunclaw Starhost disrupting a necromancer's attempts to raise an army from the dead of Boneheap Cairn, or a force of great reptilian monsters bent on halting a daemonic rite?

THE ARMIES

One player commands the seraphon army, and the other represents the foul, scheming progenitor.

The general of each army has a unique command ability, shown below, in addition to any others they have.

PROGENITOR'S OBJECTIVES

While some generals lead through brute strength or charisma, you have always found cunning to be your strongest ally. While your past schemes have led to bitter defeat as often as they have led to glorious victory, you know that your latest cannot fail. Through secret means you have raised a clutch of spawning pits that will draw on the power of an ancient, arcane ruin, swelling with power until they disgorge a host of warriors to reinforce your ranks. How could such a glorious scheme fail to end in triumph?

SERAPHON OBJECTIVES

The depths to which your foes will sink in the name of power are truly unfathomable to your ancient mind. This latest travesty, a plot to raise an army through means so unwholesome that they fill you with cold rage, must be stopped without delay. This would be a monumental task, but fate has smiled upon you; your foe has chosen to base its operation in the ruins of an ancient place of power, no doubt hoping to channel it, but they have missed the significance of the orrery in the vicinity. If you can get within reach of this powerful edifice and turn it to your purpose, you can scour the enemy from the land with the very power they were hoping to siphon.

PROGENITOR'S COMMAND ABILITY

Pit-master: None know the spawning pits as well as your general. If your general uses this ability, pick a spawning pit within 9". When rolling to see whether a unit emerges from that spawning pit in this phase, you can choose either to roll twice instead of once (potentially resulting in two units emerging) or to add 2 to the result of the dice.

SERAPHON COMMAND ABILITY

Force of Will: Your general knows the secrets of the ancient orrery better than any other. Your general can use this ability when he is within 3" of the Numinous Occulum and uses the Ancient Power rule (page 81). If he does so, he can pick up to D3 units and/or spawning pits rather than one.

THE BATTLEFIELD

The battle takes place amid the ruins of an ancient place of power, now turned to a new, darker purpose.

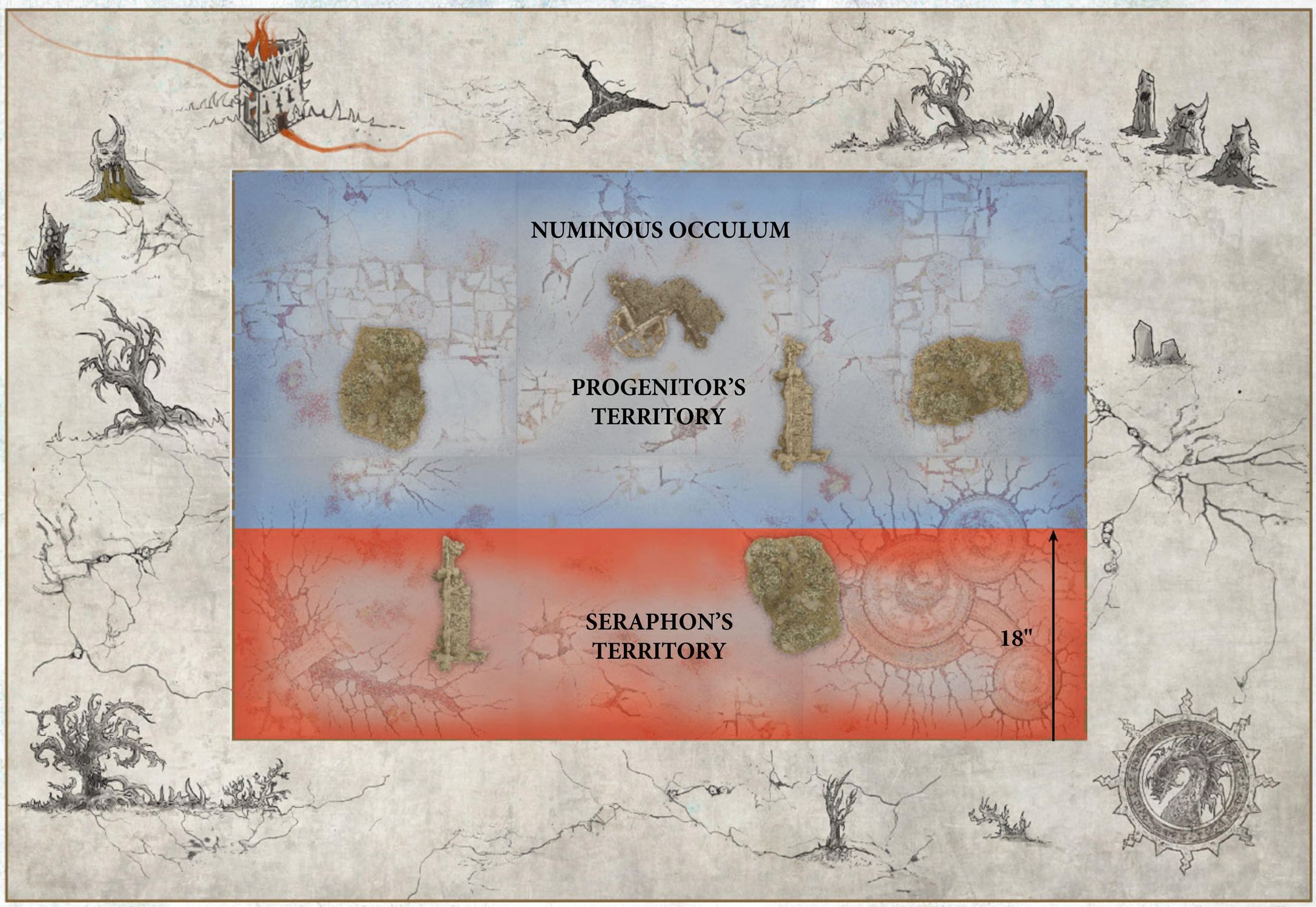
Do not use the rules for setting up the battlefield on the *Warhammer Age of Sigmar* rules sheet. Instead, set up a Numinous Occulum as shown on the map below. If you do not have a Numinous Occulum in your collection, use another terrain feature in its place and give it the Arcane scenery rule instead of rolling on the scenery table. Starting with the progenitor, the players then take it in turns to set up a terrain feature within 30" of the Numinous Occulum to represent a spawning pit, until five spawning pits have been set up. Each spawning pit must be at least 9" away from a spawning pit that is already on the battlefield. The Numinous Occulum and the spawning pits should be the only terrain features on the battlefield.

SET-UP

Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, the players' territories are divided as shown on the map below. The players alternate setting up units, one at a time, starting with the progenitor. Models must be set up in their own territory, more than 9" from any enemy units, and models from the seraphon army cannot be set up within 3" of a spawning pit. Players continue to set up units until they have set up all the units they want to use in the battle, or have run out of space.

FIRST TURN

In the first battle round the progenitor decides who will take the first turn.



BIRTHED ANEW

From the second battle round onwards, roll a dice in each of the progenitor's hero phases for each spawning pit that has not been ruptured (see below). If the result is 5 or more, a unit emerges from the pit. This could be a new unit, or one that was slain earlier in the battle. The progenitor sets it up so that all of its models are within 3" of the pit it emerged from, and not within 3" of any enemy models. Any models that cannot be set up are slain as they emerge from the pit. Units that emerge from the spawning pits cannot move in the movement phase of the same turn.

RUPTURING THE PITS

Models can charge and attack the spawning pits as though they were enemy models with a Save characteristic of 2+. If a spawning pit suffers 10 wounds then it is ruptured.

ANCIENT POWER

The ruins surrounding the spawning pits were once a nexus of great power that has mostly remained hidden from the progenitor's forces. **HEROES** from the seraphon army can attempt to summon this power in the hero phase if they are within 3" of the Numinous Occulum. Pick a unit within 30" of the Numinous Occulum and roll a dice. If the result is no higher than the number of models in the unit, it suffers D6 mortal wounds as it is struck by a searing beam. Instead of picking a unit, the seraphon player can pick a spawning pit; if they do so, the spawning pit suffers D6 mortal wounds.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, if a player has no models on the battlefield at the end of a battle round, the battle ends and their opponent wins a **major victory**. Otherwise, the battle continues until the end of the sixth battle round.

When the battle ends, the seraphon win a **major victory** if all of the spawning pits have been ruptured, or a **minor victory** if at least three of them have been ruptured. The progenitor wins a **minor victory** if only one or two of the spawning pits have been ruptured, or a **major victory** if none have been ruptured.

THE FORTRESS OF EMBERS

Obsidia Isle, home of the Fortress of Embers, floated upon a molten sea. For an age, Kaelgor – Mighty Lord of Khorne – had ruled the isle with a brazen fist, until the stars spun into alignment and the armies of Azyr moved against him. Undaunted, the Butcher of Obsidia marched out to meet his foe.

Sigmarite weapons rang off Chaos armour as the Hammers of Sigmar fought their way up the skull-paved steps of the Fortress of Embers. On all sides the Bloodbound of Kaelgor's host hurled themselves at the Stormcast Eternals, and blood flowed down the slopes beneath the smouldering keep like a crimson river.

Lord-Celestant Aurgos Trueforged smashed another of the corrupted mortals to the ground, the crunch of bone lost among the Bloodbound's harsh battle cries. His force was but three hundred against thousands, yet on they fought, streaking down from the heavens in bolts of lightning to bring down the hated Fortress of Embers and free Obsidia Isle from the tyranny of its lord. Beyond the press of foes, the Lord-Celestant could see the Mighty Lord of Khorne striding purposefully from the castle gates, intent on slaughter. Yet Aurgos feared he would not live to cross blades with the tyrant. Another wave of Khornate warriors crashed into the flank of his formation, a dozen Stormcasts carried back to Azyr in flashes of actinic light.

Neither Stormcast nor Bloodbound noticed the star until it had almost eclipsed the sky, so swiftly did it fall – a roaring comet of magic hurled from far Azyr. It fell at the foot of the fortress, exploding with ground-shattering force, hurling bodies and shards of black glass into the air. Out of the fading halo around the impact site came the slann Zectoka, and as the light ebbed away hundreds of reptilian warriors appeared as if from nowhere.

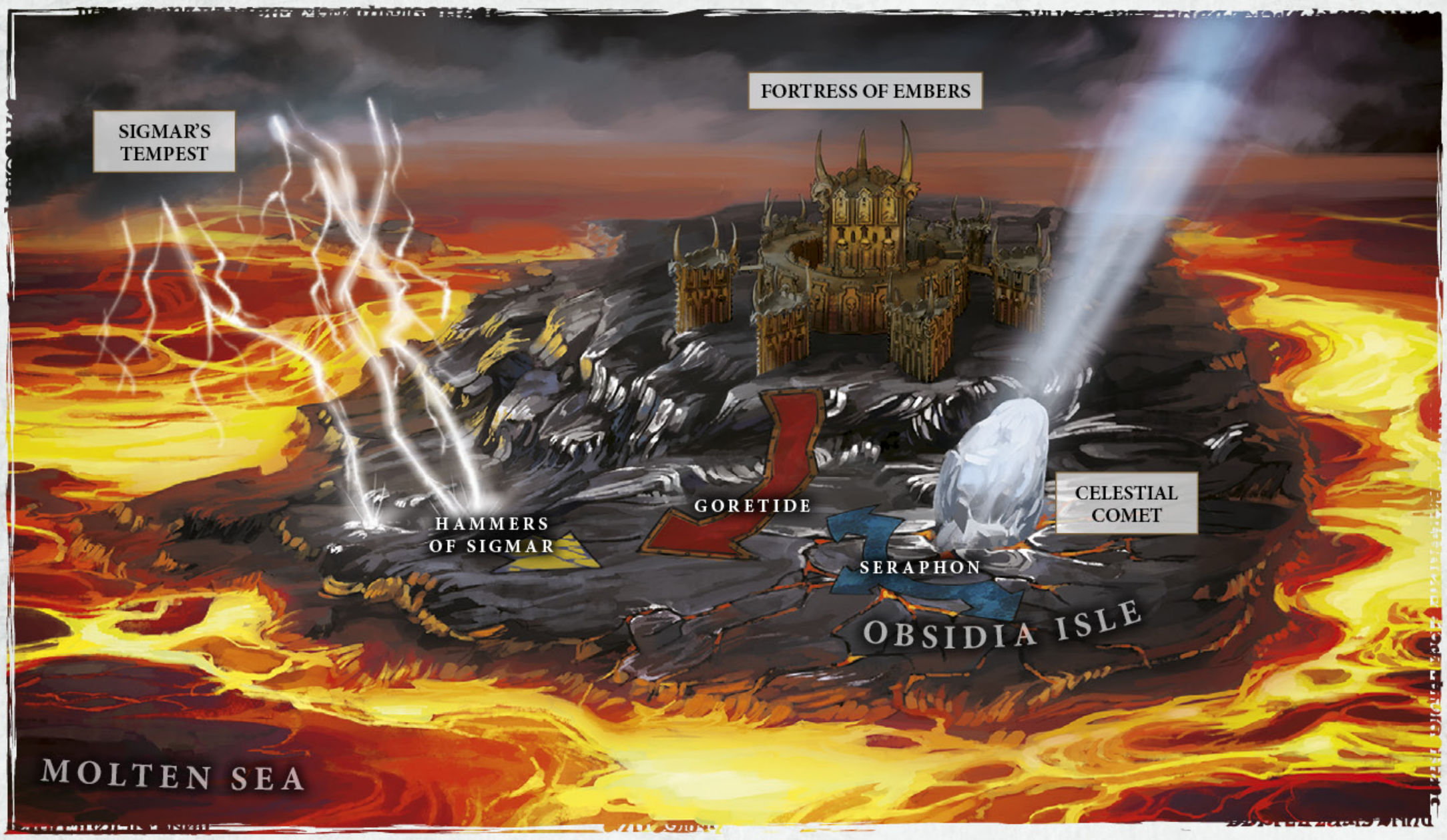
Aurgos had never seen such creatures before, but he had heard tell of the race that lived among the stars. Even separated from them by a sea of foes, the Lord-Celestant could sense the celestial energy radiating from the newcomers. With a cry he plunged into the fray, the Stormcasts following him as he fought his way towards Kaelgor.

Meanwhile ominous cracks spread out from the comet's crater – Obsidia Isle had been shaken to its foundations.

STARMASTER ZECTOKA

Each slann remembers indistinct fragments of the seraphon's long war against the Dark Gods, the past and future often mingling in their complex minds. One memory, however, is as clear to Zectoka as the stars that blaze in the night sky. He recalls the Dreaming City and the beginning of the Days of Blood, when he stood witness to eight thousand murders and his temple became a place of death.

Since his long journey to the Realm of Azyr, Zectoka has dreamed of the crimson path trodden by the Khorne's crazed followers. This is the road which led towards the Days of Blood, or – as Zectoka believes – that which leads away from them. Choosing his battles with care, the slann descends from the heavens as a great falling star, searing away Khorne's servants in waves of purifying celestial light. Only when all of the Blood God's soldiers are destroyed will Zectoka finally know if he himself has sealed the crimson path at its source – or followed it to its conclusion.



Bloodbound crashed against scaled shields and bristling spears as snarling ranks of saurus led the seraphon assault. From the comet's glowing crater, the slann conjured bellowing Stegadons that thundered into foe and sent warriors flying with each sweep of their massive horns. In the sky, Terradon Riders wheeled and banked upon the thermals rising from the molten sea, hurling meteoric rocks and crackling javelins down into the Khornate host.

From his place at the head of the Stormcast Eternals, Aurgos could see Kaelgor hewing apart Saurus Warriors with broad sweeps of his axe as he barged his way towards the slann. Aurgos doubted the sedentary sorcerer would live long should the Khornate lord reach him.

Suddenly the ground shuddered, and one of the cracks formed by the meteor's impact opened into a yawning chasm in front of Aurgos. Stormcasts and Bloodbound alike tumbled to their deaths but, undaunted, Aurgos leapt the gap, landing alone among the foes on the other side.

Everywhere the isle was breaking apart. The Fortress of Embers shuddered on its foundations as the edges of the ancient landmass fell away into the molten sea. The seraphon seemed not to notice, for their warriors hurled themselves at the Bloodbound with renewed ferocity.

Swinging his hammer around his head in a wide, crackling arc, Aurgos cleared a path. Any Khornate warrior foolish enough to come within reach met a brutal fate, and though he suffered a dozen wounds from curved axes and saw-toothed blades, the Lord-Celestant reached the crater's edge just as Kaelgor and his Gorechosen charged down toward the slann.

Horn-helmed saurus closed ranks around the ancient seer, their polearms glittering with the magic of Azyr and maws opening in anticipation of bloodshed. The first warriors to throw themselves into the Saurus Guard were put down like rabid beasts, but then Kaelgor joined battle. Saurus Guard were in turn hacked apart, their forms vanishing in blurs of celestial light as the Khornate champion hacked and hewed them apart. Motionless, the slann sat upon his floating palanquin, seemingly oblivious to the Bloodbound's presence.

Elsewhere, the Hammers of Sigmar fought back-to-back, knots of gold and azure amidst a sea of black iron and ruddy flesh. Despite their valour, they endured by virtue of the seraphon, who were pushing the Bloodbound back towards their shuddering fortress, its walls even now crumbling into the widening chasms as the isle came apart.

Aurgos charged down the side of the crater and into the Gorechosen. Smashing down a hulking warrior, he pounded towards where Kaelgor had finally reached the slann. A split second before the Khornate lord could strike, Aurgos' sigmarite hammer parried the blow. Roaring in rage, Kaelgor turned on Aurgos, a thunderous strike from his fist sending the Lord-Celestant crashing to the ground. Aurgos struggled to his feet, even as the Khorne lord loomed over him, axe held high.

Zectoka beheld the battlefield through a veil of celestial light. Where the seraphon fought he saw flickering haloes, while their foes were dark shadows shot through with veins of red – the servants of the God of Murder.

Two warriors duelled before his throne, a lord of blood and a warrior of blessed magic – his form crackling with azure lightning. Reflecting upon the creatures' struggle reminded Zectoka of why he had descended from the stars. It was the lord of blood he sought, the monster's life a thread woven into the tapestry of a grim future.

Reaching into the beams of light that fell from far Azyr, Zectoka conjured a spell of undoing, unravelling the very fabric of the blood lord's mortal essence. To the slann it was if the light from Azyr had extinguished the shadowy form before him – blown away like fog before a gale.

Zectoka's task was done. With a thought, his army returned to the stars as the slann rose into the sky. Watching the fractured remains of the island fall into a sea of molten rock, he thought he could see a single figure gazing upwards – the warrior of blessed magic. Curiously, it held its weapon to the sky even as it expired, though Zectoka did not dwell upon the gesture as his mind wandered once more to the turning of the stars.

BATTLEPLAN

THE TABLES TURNED

Although many battles in the Mortal Realms are fought by two opposing forces, this is far from always the case. Alliances between armies make for exciting conflicts, and this battleplan allows three players to wreak carnage on a single battlefield.

When Starmaster Zectoka led a force to the fortress of Lord Kaelgor on Obsidia Isle, the Hammers of Sigmar were already embroiled in combat against his Khornate army. Had it not been for the timely intervention of the seraphon the Stormcasts would surely have been beaten by their numerically superior enemy. You could use this battleplan to re-enact that clash or a similar last-minute arrival by the seraphon; perhaps they could assist an aelven patrol outmatched by fierce Bonechewer orruks along the Ambertide Causeway, or they could arrive moments before a force of Fyreslayers is overwhelmed by daemons on the volatile slopes of Scorched Crag.

THE ARMIES

This battleplan is designed for three players, two on one side and one on the other. The lone player represents the tyrant, while the other two command the underdog force and the seraphon who come to their aid. We recommend that the tyrant has the most models of the three players.

MONSTERS and models that can fly have additional abilities during this battle, as shown below, in addition to any that are on their warscrolls.

TYRANT'S OBJECTIVES

The fools! A force has made its way to your island fortress in open defiance of your rule, and called you out in challenge. You answered as any proud warrior would, and now they are reeling from a vicious charge. It is only a matter of time before they learn the error of their ways and their heads litter the coastline as a warning to any who would follow in their foolishness.

UNDERDOG'S OBJECTIVES

Seeking to slay the tyrant that claims rulership over this land, you mustered a force for war and embarked on the long voyage towards his seat of power. Little did you realise how your foe's strength had grown since last you had met in battle. Now you stand on the precipice of defeat, your army outmatched and your hopes of justice dashed. Or are they? Feeling the sudden thrum of magical power, you pray that unexpected aid might well be at hand.

SERAPHON OBJECTIVES

The enemy has been busy, razing lands and enslaving their peoples. When you foresee a force marching upon them, bringing censure for their crimes, you realise that your foe outnumbers them significantly. You prepare a force for war and set out towards the impending battle in a blaze of starlight, hoping that you can arrive before your newfound allies are slain wholesale.

MONSTER ABILITIES

Steady Footing: When rolling for **MONSTERS** that cross a chasm (page 89), a result of 1 will inflict D3 mortal wounds on the monster instead of slaying it outright.

Stampede: If a **MONSTER** ends a charge move within ½" of an enemy unit that is within 3" of a chasm, roll a dice. If the result is 4 or more the unit suffers D3 mortal wounds as warriors are hurled to their doom.

FLYING MODEL ABILITIES

The Benefit of Flight: Models that can fly are unaffected by chasms, and never count as being within 3" of them.

Deadly Swoop: When a flying unit moves, you can pick a unit it moves over that is within 3" of a chasm and roll a dice. If the result is 1, 2 or 3 the unit suffers that many mortal wounds as warriors make an ill-fated dodge and are pitched over the edge.

THE BATTLEFIELD

The battle takes place on the edge of the tyrant's island fortress in the middle of a churning sea. You can either set up the scenery as described on the *Warhammer Age of Sigmar* rules sheet, or follow the example shown below.

SET-UP

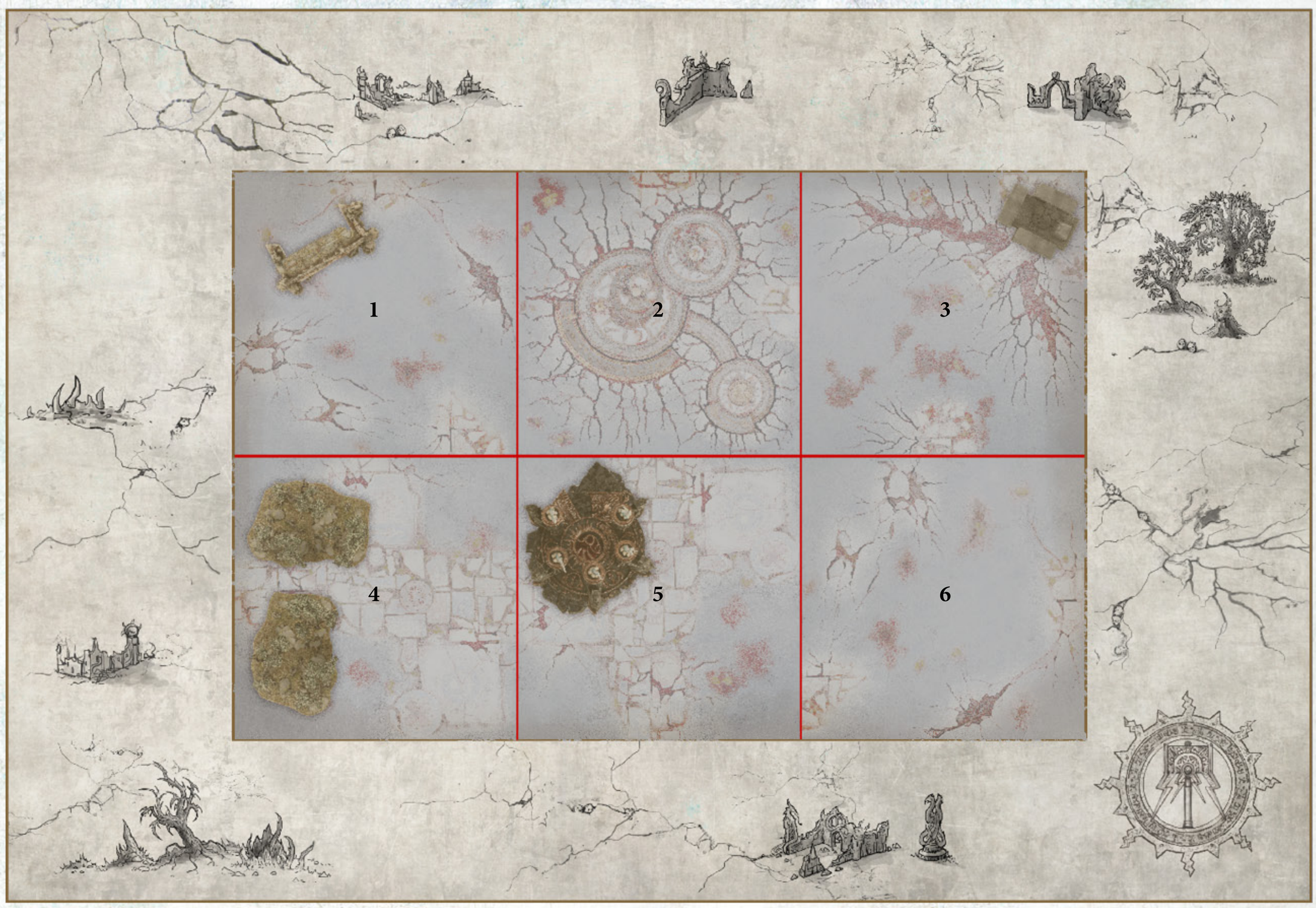
Do not use the set-up instructions on the *Warhammer Age of Sigmar* rules sheet. Instead, divide the battlefield into six equal sections, as shown below. The tyrant picks five of those sections to be their territory; the last is the underdog's territory. The seraphon player has no territory, but uses the underdog's for the purposes of any rules that require it.

The underdog then sets up all of their units within their territory. If there is no space to set up a unit then it cannot be used in this battle.

The tyrant then sets up their army within their territory, more than 9" from any units in the underdog's army. No seraphon units are set up; they will arrive during the battle.

THREE PLAYERS, TWO SIDES

The underdog and seraphon count as a single force for the purposes of determining whose turn it is. Each player decides what the forces in his army will do during the combined turn, and must agree with their ally in what order any actions are carried out in each phase. Abilities, command abilities or spells that apply to 'friendly units' or units from 'the same army' do not apply to allied units.



FIRST TURN

In the first battle round the tyrant takes the first turn.

HOPELESSLY OUTMATCHED

Until the end of the first battle round, the tyrant can re-roll failed hit and wound rolls for their models.

EXPLOSIVE ARRIVAL

In the underdog and seraphon players' first hero phase, the seraphon force arrives in an explosion of magic.
The seraphon player picks one of the sections of the battlefield as shown on the map, then rolls a dice for each unit in that section. On a roll of 2 or more, the unit is caught in the explosion and suffers D3 mortal wounds. Then, the seraphon player sets up all their units in that section of the battlefield or within 6" of it. If there is no space to set up a unit it cannot be used in this battle.

YAWNING CHASMS

Great chasms open up across the battlefield as the island is rent asunder in the aftermath of the seraphon's arrival. From the start of the second battle round, the borders of each of the battlefield sections marked on the map (including the edges of the battlefield) are chasms. Roll a dice for each model that moves across a chasm in any way; if the result is 1, the model is slain! You can re-roll the dice for **HEROES**.
In addition, at the end of the combat phase, roll a dice for each unit that fought during the phase and is now within 3" of a chasm. If the result is a 1, 2 or 3, the unit suffers that many mortal wounds as warriors are pushed to their doom amid the melee.

VICTORY

Do not use any of the victory conditions on the *Warhammer Age of Sigmar* rules sheet. Instead, the underdog and seraphon players must completely wipe out the tyrant's army. If there are no models from the tyrant's army on the battlefield at the end of any battle round, the game ends and the underdog and seraphon player win a **major victory**.

If there is at least one model from the tyrant's army on the battlefield at the end of the sixth battle round, the tyrant has survived the ambush and wins a **major victory**.

CELESTIAL VENGEANCE

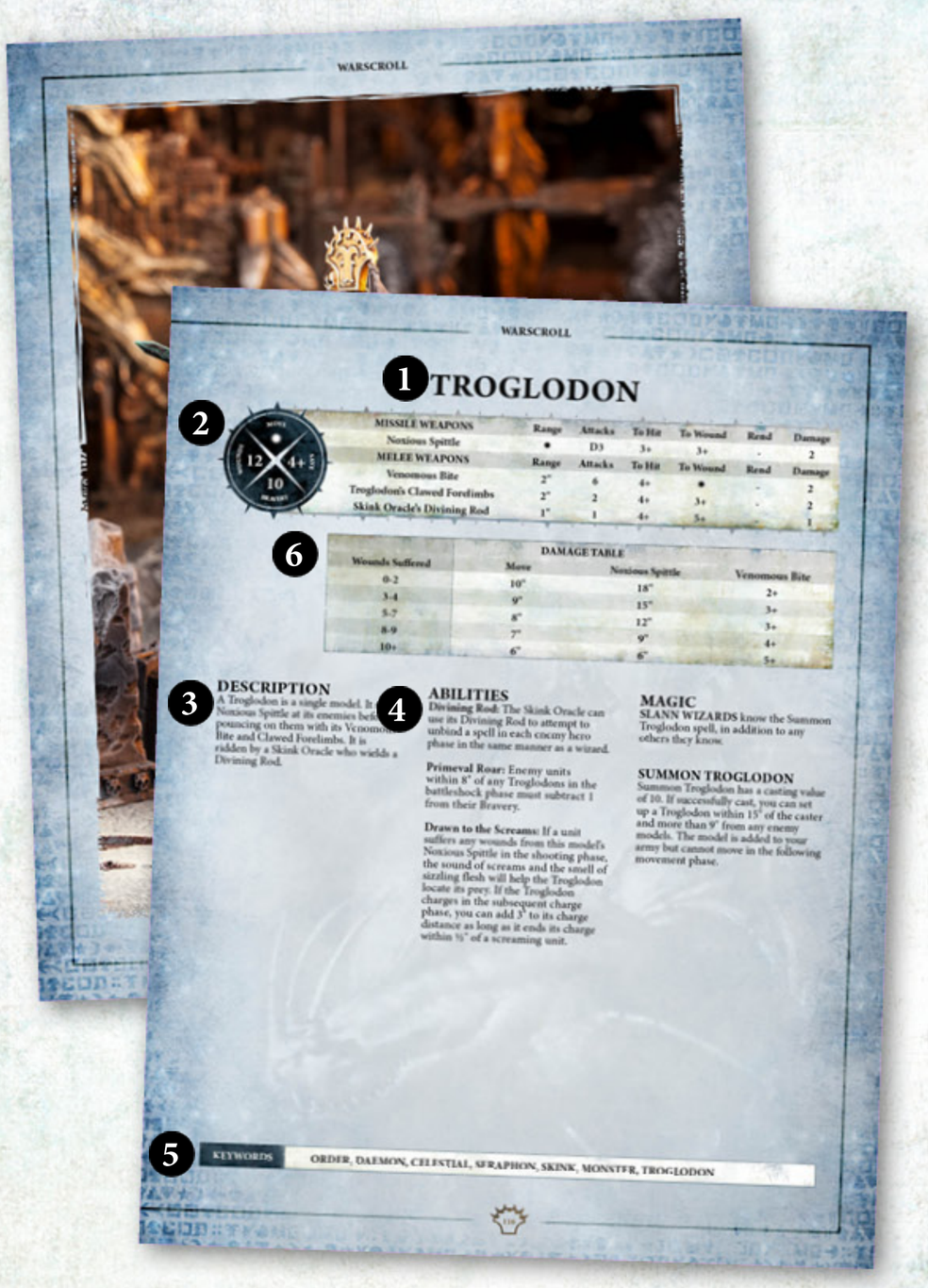
WARSCROLLS

The warriors and creatures that battle in the Mortal Realms are incredibly diverse, each one fighting with their own unique weapons and combat abilities. To represent this, every model has a warscroll that lists the characteristics, weapons and abilities that apply to the model.

Every Citadel Miniature in the Warhammer range has its own warscroll, which provides you with all of the information needed to use that model in a game of *Warhammer Age of Sigmar*. This means that you can use any Citadel Miniatures in your collection as part of an army as long as you have the right warscrolls.

When fighting a battle, simply refer to the warscrolls for the models you are using. Warscrolls for all of the other models in the *Warhammer Age of Sigmar* range are available from Games Workshop. Just visit our website at games-workshop.com for more information on how to obtain them.

The key below explains what you will find on a warscroll, and the *Warhammer Age of Sigmar* rules sheet explains how this information is used in a game. The warscroll also includes a picture of a unit of the models that the warscroll describes, and a short piece of text explaining the background for the models and how they fight.



1. **Title:** The name of the model that the warscroll describes.

2. **Characteristics:** This set of characteristics tells you how fast, powerful and brave the model is, and how effective its weapons are.

3. **Description:** The description tells you what weapons the model can be armed with, and what upgrades (if any) it can be given. The description will also tell you if the model is fielded on its own as a single model, or as part of a unit. If the model is fielded as part of a unit, then the description will say how many models the unit should have (if you don't have enough models to field a unit, you can still field one unit with as many models as you have available).

4. **Abilities:** Abilities are things that the model can do during a game that are not covered by the standard game rules.

5. **Keywords:** All models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.

6. **Damage Table:** Some models have a damage table that is used to determine one or more of the model's characteristics. Look up the number of wounds the model has suffered to find the value of the characteristic in question.

HINTS & TIPS

The following hints and tips will help you get the most from your warscrolls:

Modifiers: Many warscrolls include modifiers that can affect characteristics. For example, a rule might add 1 to the Move characteristic of a model, or subtract 1 from the result of a hit roll. Modifiers are cumulative.

Random Values: Sometimes, the Move or weapon characteristics on a warscroll will have random values. For example, the Move characteristic for a model might be 2D6 (two dice rolls added together), whereas the Attacks characteristic of a weapon might be D6.

When a unit with a random Move characteristic is selected to move in the movement phase, roll the indicated number of dice. The total of the dice rolled is the Move characteristic for all models in the unit for the duration of that movement phase.

With the exception of Damage, generate any random values for a weapon each time it is chosen as the weapon for an attack. Roll separately for each weapon the unit is using. The result applies for the duration of that phase. For Damage, generate the value each time the weapon inflicts damage.

When to Use Abilities: Abilities that are used at the start of a phase must be carried out before any other actions. For example, abilities carried out at the start of the movement phase must be used before any models are moved. By the same token, abilities used at the end of the phase are carried out after all normal activities for the phase are complete.

If you can use several abilities at the same time, you can decide in which order they are used. If both players can carry out abilities at the same time, the player whose turn is taking place uses their abilities first.

Save of '-': Some models have a Save of '-'. This means that they automatically fail all save rolls (do not make the roll, even if modifiers apply).

Keywords: Keywords are sometimes linked to (or tagged) by a rule. For example, a rule might say that it applies to 'all models with the **SERAPHON** keyword'. This means that it would apply to models that have the Seraphon keyword on their warscroll.

Keywords can also be a useful way to decide which models to include in an army. For example, if you want to field a Seraphon army, just use models that have the Seraphon keyword.

Minimum Range: Some weapons have a minimum range. For example 6"-48". The weapon cannot shoot at an enemy unit that is within the minimum range.

SLANN STARMASTER

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Azure Lightning	3"	6	4+	3+	-1	1

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 Configuration: If your army includes any Slann Starmasters, roll a dice after set-up is complete and consult the table below to see which constellation is in the ascendant, and how it affects your army. This effect lasts as long as you have a Slann Starmaster 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 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 Starmaster 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 Starmaster 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 rather than the Slann Starmaster.

MAGIC

A Slann Starmaster 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 Starmaster knows the Arcane Bolt, Mystic Shield and Light of the Heavens spells.

LIGHT OF THE HEAVENS

The Starmaster blinks slowly 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 Starmaster uses this ability, **SERAPHON** units from your army that are within 10" of him are wrapped in a mantle of Azyrite energy, allowing them to disregard the natural laws that govern the Mortal Realms. 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 STARMASTER

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 the enemies of the seraphon.

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

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. 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 Shield: Saurus carry shields of celestial drakescale that are almost impervious to harm. When you make save rolls for this model, 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 SUNBLOOD

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

A Saurus Sunblood is a single model. It is a ferocious exemplar of the saurus' martial might, crushing armour with its Celestite War-mace and tearing through flesh with its Fearsome Jaws and drakescale Aeon Shield. As well as being a deadly weapon, the Sunblood's 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: A Sunblood in full battle-rage is the true embodiment of the seraphon's savage fury. 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 a Saurus Sunblood 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: The Saurus Sunblood raises its war-mace, points it at an enemy and gives a predatory roar. If the Saurus Sunblood 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, SAURUS SUNBLOOD**

SAURUS OLDBLOOD 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

	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 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.

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 the Saurus Oldblood atop the Carnosaur targets a **CHAOS DAEMON** unit with its 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 a Saurus Oldblood 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: A Saurus Oldblood is a veteran of battles without number – an experienced leader who is as inspirational to its kin as it is terrifying to the enemy. If the Saurus Oldblood 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, SAURUS OLDBLOOD

SAURUS 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

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 Protector: Each time this model is within 2" of a **SLANN** that suffers a wound or mortal wound, it can attempt to intervene. If it 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: Saurus Guard make an additional attack with their Celestite Polearms while their unit is within 5" of any Saurus Eternity Wardens from your army.

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 an Eternity Warden 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, SAURUS ETERNITY WARDEN

SAURUS 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 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 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: Saurus 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 Saurus 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 Saurus Guard instead.

KEYWORDS ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, SAURUS GUARD

SAURUS 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

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

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: Saurus carry shields of celestial drakescale that are almost impervious to harm. 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 the 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, SAURUS SCAR-VETERAN

SAURUS SCAR-VETERAN 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 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.

ABILITIES

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.

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 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 Scar-Veteran 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 Scar-Veteran spurs its Cold One towards the enemy and urges its kin to follow. If a Scar-Veteran 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 Knights within 8" make an additional attack with their Cold Ones' Vicious Bites.

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

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 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 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

SAURUS ASTROLITH BEARER

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 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 to the vicinity.

ABILITIES

Celestial Conduit: In your hero phase, this model can plant its great Astrolith 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 Astrolith is planted, you can re-roll any failed hit rolls made 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 an Astrolith Bearer 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, SAURUS ASTROLITH BEARER

SAURUS KNIGHTS

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 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 2 attacks rather than 1 with its Celestite Blade or Lance.

STARDRAKE ICON

Models in this unit may carry terrifying stardrake icons. 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 Knights charge, 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 Knights 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 Knights instead.

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

SKINK STARSEER

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Astromancer's Staff	2"	1	4+	4+	-1	D3

DESCRIPTION

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.

FLY

A Skink Starseer can Fly.

ABILITIES

Cosmic Herald: In your hero phase, a Skink Starseer 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, the Starseer 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

A Skink Starseer is a wizard. It can attempt to cast a spell in each of your hero phases, and unbind a spell in each enemy hero phase. It 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 a Starseer 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, SKINK STARSEER

SKINK STARPRIEST

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	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: In your hero phase, a Skink Starpriest can level its staff at a SERAPHON unit in your army that is within 8", granting them the venom of the two-headed celestial serpent. Until your next hero phase, whenever models from that unit attack with their bite or jaws, a wound roll of 6 or more causes twice the normal amount of Damage.

MAGIC

A Skink Starpriest is a wizard. It can attempt to cast a spell in each of your own 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

The Starpriest gestures with an open hand and calls the light of a distant star to the battlefield. Summon Starlight has a casting value of 6. If it is successfully cast, pick a unit within 20" to be bathed in starlight. If the unit is **SERAPHON**, subtract 1 from the hit rolls of any 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. If a unit of **CHAOS DAEMONS** is bathed in starlight, it also suffers D3 mortal wounds.

Slann Wizards know the Summon Starpriest spell, in addition to any others they know.

SUMMON STARPRIEST

Summon Starpriest has a casting value of 5. If successfully cast, you can set up a Starpriest 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, WIZARD, SKINK STARPRIEST

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

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

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.

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: The colourful cloaks worn by some Skink Priests are woven from the feathers of star-eagles. 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.

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

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	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 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

SALAMANDERS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Stream of Fire	8"	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 12" while 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 '-'.

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 while 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

SKINK HANDLERS

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 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, SKINK HANDLERS

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 that 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

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 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.

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 have no effect as the snakes slither away.

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

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**
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 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 by an exploding boulder and suffers D3 mortal wounds.

Sunleech Bolas: If an attack made with a Sunleech Bolas scores a hit, the projectile bursts and spreads flames among the foe. Roll a dice 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 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.

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

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 Terradons 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 Terradons 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 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 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.

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

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.

Toad Rage: Ripperdactyls become utterly frenzied whenever they catch the scent of a Blot Toad, and it is no coincidence that these diminutive creatures seem to materialise amid the enemy whenever the winged beasts are near. 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 Ripperdactyls 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 Ripperdactyls instead.

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

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

	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 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 is ridden by a Skink Alpha, then in your hero phase the Alpha 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	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: 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 of its models within 8" of this model, at least 9" away 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

WARSCROLL BATTALIONS

The warriors of the Mortal Realms often fight in battalions. Each of these deadly fighting formations consists of several units that are organised and trained to fight alongside each other. The units in warscroll battalions can employ special tactics on the battlefield, making them truly deadly foes.

If you wish, you can organise the units in your army into a warscroll battalion. Doing so will give you access to additional abilities that can be used by the units in the battalion. The information needed to use these powerful formations can be found on the warscroll battalion sheets that we publish for *Warhammer Age of Sigmar*. Each warscroll battalion sheet lists the units that make it up, and the rules for any additional abilities that units from the warscroll battalion can use.

When you are setting up, you can set up all of the units in a warscroll battalion instead of setting up a single unit. Alternatively, you can set up some of the units from a warscroll battalion, and set up any remaining units individually later on, or you can set up all of the units individually. For example, in a battle where each player takes it in turns to set up one unit, you could set up one, some or all of the units belonging to a warscroll battalion in your army.

On the following pages you will find a selection of warscroll battalions. Usually, a unit can only belong to one battalion, and so can only benefit from a single set of battalion abilities. However, some very large battalions include other, smaller battalions, and in this case it is possible for a unit to benefit from the abilities of two different battalions at the same time.

1. **Title:** The name of the warscroll battalion and a short overview of the background for it and how it fights.

2. **Organisation:** This section lists the units that make up the warscroll battalion and any restrictions that may apply to the models that you can include.

3. **Abilities:** Every warscroll battalion includes one or more abilities that some or all of the units from the battalion can use. The abilities listed for a warscroll battalion only apply to the units that make it up (even if there are other units of the same type in your army). These abilities are in addition to the abilities listed on the units' warscrolls.

SERAPHON

SUNCLAW STARHOST

Saurus Sunbloods are focal points for the power of Azyr – the weapons of saurus who fight at their side become infused with celestial energy, empowering their strikes with the might of the stars.

ORGANISATION

A Sunclaw Starhost consists of the following units:

- 1 Saurus Sunblood
- 3 units of Saurus Warriors

ABILITIES

Predatory Fighters: Saurus Warriors from a Sunclaw Starhost make 2 attacks with their Powerful Jaws and Stardrake Shields rather than 1.

Star-charged Celestite: The Celestite weapons carried by Saurus Warriors in a Sunclaw Starhost are supercharged with the power of Azyr. Celestite Clubs or Spears carried by Saurus Warriors in this starhost have a Rend characteristic of -1 rather than '-'. When attacking **CHAOS DAEMONS**, these weapons also have a Damage characteristic of 2 rather than 1.

SERAPHON

ETERNAL STARHOST

When led by a mighty Eternity Warden, the Saurus Guard become virtually immovable. The power of the heavens is drawn to the saurus' stubborn defiance, charging their weapons with magical force.

ORGANISATION

An Eternal Starhost consists of the following units:

- 1 Saurus Eternity Warden
- 3 units of Saurus Guard

ABILITIES

Drakescale Shieldwall: At the Eternity Warden's unspoken signal, the Saurus Guard under its command lock their shields to form an impenetrable wall of drakescale and snapping jaws. Add 1 to the result of any save rolls for the Eternal Starhost's Saurus Guard while they are within 10" of their Eternity Warden.

Patient Guardians: While the Saurus Guard that form an Eternal Starhost remain motionless, their weapons gather celestial energy that discharges with the force of a supernova. If a unit of Saurus Guard from an Eternal Starhost does not move in its movement or charge phases, its Celestite Polearms have a Damage characteristic of D3 rather than 1 in the following combat phase.

SERAPHON

FIRELANCE STARHOST

Swift as a roaring meteor, the warriors of a Firelance Starhost forge a burning path across the battlefield, their weapons smouldering with the heat of a star to bring flaming ruin to the foe.

ORGANISATION

A Firelance Starhost consists of the following units:

- 1 Scar-Veteran on Cold One or Scar-Veteran on Carnosaur
- 3 units of Saurus Knights

ABILITIES

Azyrite Hunters: Following in the wake of their commander, the Saurus Knights that form a Firelance Starhost move at the speed of a streaking comet. Add 3 to the result of any run and charge rolls for Saurus Knights that are within 10" of their Scar-Veteran.

Blazing Cohort: Firelance Starhosts are saturated with the magic of Azyr, causing their weapons to burn with azure flame. If the wound roll for a Celestite weapon carried by a model from a Firelance Starhost is 6 or higher and it charged in the same turn, the attack inflicts an additional mortal wound, as well as any caused by the Saurus Knights' Blazing Lances ability.

SERAPHON

SHADOWSTRIKE STARHOST

The stealthy skinks of a Shadowstrike Starhost know to strike their target when the omens are propitious – and strike they do, with all the fury of a blazing beam of starlight from a clear night sky.

ORGANISATION

A Shadowstrike Starhost consists of the following units:

- 1 Skink Starpriest or Skink Priest
- 2 units of Skinks or Chameleon 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 Shadowstrike Starhost and move all of its models up to that many inches.

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

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 made for models from that unit.

SERAPHON

THUNDERQUAKE STARHOST

Augmented by the concentration of celestial magic from which their gigantic forms are woven, the bellowing monsters of a Thunderquake Starhost gore and trample entire armies in their bestial fury.

ORGANISATION

A Thunderquake Starhost consists of the following units:

- 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

The Creator's Will: The Engine of the Gods or Troglodon, and any units from the Thunderquake Starhost within 8", are guided by the will of their creator. At the start of each combat phase you can declare that all of those units will either be swift, in which case you can re-roll charge rolls and failed hit rolls for them, or savage, in which case you can re-roll failed wound rolls and save rolls for them.

Celestial Surge: The great beasts of the seraphon are almost invincible when they march forth as a pack, even more so when in the presence of the Starmaster that created them. In your hero phase, each model from a Thunderquake Starhost heals a wound. Models from a Thunderquake Starhost that are within 10" of a **SLANN** heal D3 wounds instead.

SERAPHON

STARBEAST CONSTELLATION

When a constellation is summoned to war, the Dark Gods themselves take notice. The advance of such a host is akin to a world-shifting celestial event, and a terrible omen indeed for the enemies of order.

ORGANISATION

A Starbeast Constellation consists of the following units:

- 1 Saurus Oldblood or Saurus Oldblood on Carnosaur
- 1 Skink Starseer
- 1 Sunclaw Starhost
- 1 Eternal Starhost
- 1 Firelance Starhost
- 1 Shadowstrike Starhost
- 1 Thunderquake Starhost

ABILITIES

Ordered Constellation: A Starbeast Constellation is order exemplified, its warriors marching forth in fearless, disciplined ranks. Units in a Starbeast Constellation do not need to take battleshock tests.

Strategic Mastery: When an Oldblood is attended by capable lieutenants, it forms the warriors under its command into a lethal machine capable of incredible feats of strategy. The Saurus Oldblood, and any other **HEROES** from the Starbeast Constellation that are within 20", can use the command abilities on their warscrolls even if they are not your general.

THE RULES

***Warhammer Age of Sigmar* puts you in command of a force of mighty warriors, monsters and war engines. This rules sheet contains everything you need to know in order to do battle amid strange and sorcerous realms, to unleash powerful magic, darken the skies with arrows, and crush your enemies in bloody combat!**

THE ARMIES

Before the conflict begins, rival warlords gather their most powerful warriors.

In order to play, you must first muster your army from the miniatures in your collection. Armies can be as big as you like, and you can use as many models from your collection as you wish. The more units you decide to use, the longer the game will last and the more exciting it will be! Typically, a game with around a hundred miniatures per side will last for about an evening.

WARSCROLLS & UNITS

All models are described by warscrolls, which provide all of the rules for using them in the game. You will need warscrolls for the models you want to use.

Models fight in units. A unit can have one or more models, but cannot include models that use different warscrolls. A unit must be set up and finish any sort of move as a single group of models, with all models within 1" of at least one other model from their unit. If anything causes a unit to become split up during a battle, it must reform the next time that it moves.

TOOLS OF WAR

In order to fight a battle you will require a tape measure and some dice.

Distances in *Warhammer Age of Sigmar* are measured in inches ("), between the closest points of the models or units you're measuring to and from. You can measure distances whenever you wish. A model's base isn't considered part of the model – it's just there to help the model stand up – so don't include it when measuring distances.

Warhammer Age of Sigmar uses six-sided dice (sometimes abbreviated to D6). If a rule requires you to roll a D3, roll a dice and halve the total, rounding fractions up. Some rules allow you to re-roll a dice roll, which means you get to roll some or all of the dice again. You can never re-roll a dice more than once, and re-rolls happen before modifiers to the roll (if any) are applied.

THE BATTLEFIELD

Be they pillars of flame, altars of brass or haunted ruins, the realms are filled with strange sights and deadly obstacles.

Battles in *Warhammer Age of Sigmar* are fought across an infinite variety of exciting landscapes in the Mortal Realms, from desolate volcanic plains and treacherous sky temples, to lush jungles and cyclopean ruins. The dominion of Chaos is all-pervading, and no land is left untouched by the blight of war. These wildly fantastical landscapes are recreated whenever you play a game of *Warhammer Age of Sigmar.*

The table and scenery you use constitute your battlefield. A battlefield can be any flat surface upon which the models can stand – for example a dining table or the floor – and can be any size or shape provided it's bigger than 3 feet square.

First you should decide in which of the seven Mortal Realms the battle will take place. For example, you might decide that your battle will take place in the Realm of Fire. Sometimes you'll need to know this in order to use certain abilities. If you can't agree on the realm, roll a dice, and whoever rolls highest decides.

The best battles are fought over lavishly designed and constructed landscapes, but whether you have a lot of scenery or only a small number of features doesn't matter! A good guide is at least 1 feature for every 2 foot square, but less is okay and more can make for a really interesting battle.

To help you decide the placement of your scenery, you can choose to roll two dice and add them together for each 2 foot square area of your battlefield and consult the following table:

Roll	Terrain Features
2-3	No terrain features.
4-5	2 terrain features.
6-8	1 terrain feature.
9-10	2 terrain features.
11-12	Choose from 0 to 3 terrain features.

MYSTERIOUS LANDSCAPES

The landscapes of the Mortal Realms can both aid and hinder your warriors. Unless stated otherwise, a model can be moved across scenery but not through it (so you can't move through a solid wall, or pass through a tree, but can choose to have a model climb up or over them). In addition, once you have set up all your scenery, either roll a dice on the following table or pick a rule from it for each terrain feature:

THE SCENERY TABLE

Roll	Scenery
1	**Damned:** If any of your units are within 3" of this terrain feature in your hero phase, you can declare that one is making a sacrifice. If you do so, the unit suffers D3 mortal wounds, but you can add 1 to all hit rolls for the unit until your next hero phase.
2	**Arcane:** Add 1 to the result of any casting or unbinding rolls made for a wizard within 3" of this terrain feature.
3	**Inspiring:** Add 1 to the Bravery of all units within 3" of this terrain feature.
4	**Deadly:** Roll a dice for any model that makes a run or charge move across, or finishing on, this terrain feature. On a roll of 1 the model is slain.
5	**Mystical:** Roll a dice in your hero phase for each of your units within 3" of this terrain feature. On a roll of 1 the unit is befuddled and can't be selected to cast spells, move or attack until your next hero phase. On a roll of 2-6 the unit is ensorcelled, and you can re-roll failed wound rolls for the unit until your next hero phase.
6	**Sinister:** Any of your units that are within 3" of this terrain feature in your hero phase cause fear until your next hero phase. Subtract 1 from the Bravery of any enemy units that are within 3" of one or more units that cause fear.

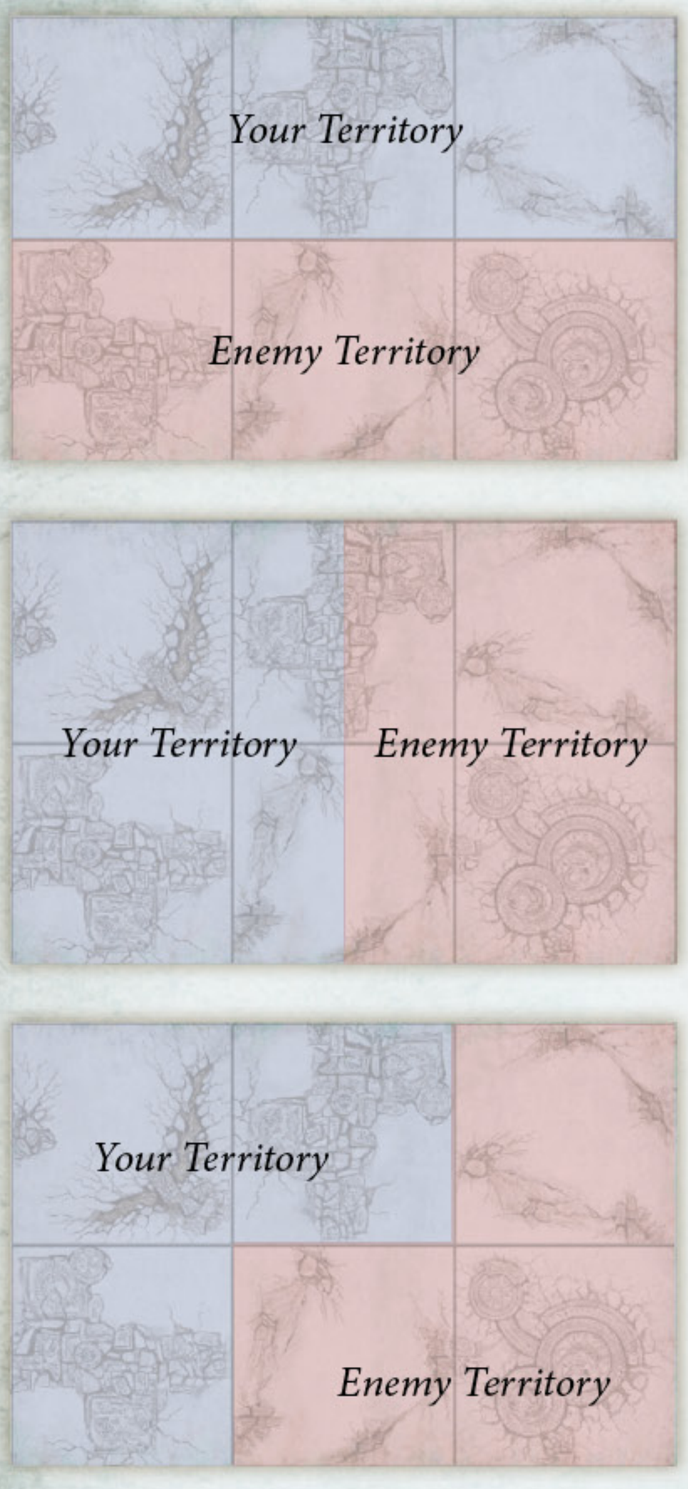
THE BATTLE BEGINS

Thunder rumbles high above as the armies take to the battlefield.

You are now ready for the battle to begin, but before it does you must set up your armies for the coming conflict.

SET-UP

Before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher must divide the battlefield into two equal-sized halves; their opponent then picks one half to be their territory. Some examples of this are shown below.



The players then alternate setting up units, one at a time, starting with the player that won the earlier dice roll. Models must be set up in their own territory, more than 12" from enemy territory.

You can continue setting up units until you have set up all the units you want to fight in this battle, or have run out of space. This is your army. Count the number of models in your army – this may come in useful later. Any remaining units are held in reserve, playing no part unless fate lends a hand.

The opposing player can continue to set up units. When they have finished, set-up is complete. The player that finishes setting up first always chooses who takes the first turn in the first battle round.

THE GENERAL

Once you have finished setting up all of your units, nominate one of the models you set up as your general. Your general has a command ability, as described in the rules for the hero phase on the next page.

GLORIOUS VICTORY

In the Mortal Realms battles are brutal and uncompromising – they are fought to the bitter end, with one side able to claim victory because it has destroyed its foe or there are no enemy models left on the field of battle. The victor can immediately claim a **major victory** and the honours and triumphs that are due to them, while the defeated must repair to their lair to lick their wounds and bear the shame of failure.

If it has not been possible to fight a battle to its conclusion or the outcome is not obvious, then a result of sorts can be calculated by comparing the number of models removed from play with the number of models originally set up for the battle for each army. Expressing these as percentages provides a simple way to determine the winner. Such a victory can only be claimed as a **minor victory**. For example, if one player lost 75% of their starting models, and the other player lost 50%, then the player that only lost 50% of their models could claim a minor victory.

Models added to your army during the game (for example, through summoning, reinforcements, reincarnation and so on) do not count towards the number of models in the army, but must be counted among the casualties an army suffers.

SUDDEN DEATH VICTORIES

Sometimes a player may attempt to achieve a sudden death victory. If one army has a third more models than the other, the outnumbered player can choose one objective from the sudden death table after generals are nominated. A **major victory** can be claimed immediately when the objective is achieved by the outnumbered player.

TRIUMPHS

After any sudden death objectives have been chosen, if your army won a major victory in its previous battle, roll a dice and look up the result on the triumph table to the right.

THE SUDDEN DEATH TABLE

Assassinate: The enemy player picks a unit with the **HERO**, **WIZARD**, **PRIEST** or **MONSTER** keyword in their army. Slay the unit that they pick.

Blunt: The enemy player picks a unit with five or more models in their army. Slay the unit that they pick.

Endure: Have at least one model which started the battle on the battlefield still in play at the end of the sixth battle round.

Seize Ground: Pick one terrain feature in enemy territory. Have at least one friendly model within 3" of that feature at the end of the fourth battle round.

THE TRIUMPH TABLE

Roll	Triumph
1-2	**Blessed:** You can change the result of a single dice to the result of your choosing once during the battle.
3-4	**Inspired:** You can re-roll all of the failed hit rolls for one unit in your army in one combat phase.
5-6	**Empowered:** Add 1 to your general's Wounds characteristic.

BATTLE ROUNDS

Mighty armies crash together amid the spray of blood and the crackle of magic.

Warhammer Age of Sigmar is played in a series of battle rounds, each of which is split into two turns – one for each player. At the start of each battle round, both players roll a dice, rolling again in the case of a tie. The player that rolls highest decides who takes the first turn in that battle round. Each turn consists of the following phases:

1. ***Hero Phase***
   Cast spells and use heroic abilities.
2. ***Movement Phase***
   Move units across the battlefield.
3. ***Shooting Phase***
   Attack with missile weapons.
4. ***Charge Phase***
   Charge units into combat.
5. ***Combat Phase***
   Pile in and attack with melee weapons.
6. ***Battleshock Phase***
   Test the bravery of depleted units.

Once the first player has finished their turn, the second player takes theirs. Once the second player has also finished, the battle round is over and a new one begins.

PRE-BATTLE ABILITIES
Some warscrolls allow you to use an ability 'after set-up is complete'. These abilities are used before the first battle round. If both armies have abilities like this, both players roll a dice, re-rolling in the case of a tie. The player that rolls highest gets to use their abilities first, followed by their opponent.

HERO PHASE
As the armies close in, their leaders use sorcerous abilities, make sacrifices to the gods, or give strident commands.

In your hero phase you can use the wizards in your army to cast spells (see the rules for wizards on the last page of these rules).

In addition, other units in your army may have abilities on their warscrolls that can be used in the hero phase. Generally, these can only be used in your own hero phase. However, if an ability says it can be used in every hero phase, then it can be used in your opponent's hero phase as well as your own. If both players can use abilities in a hero phase, the player whose turn it is gets to use all of theirs first.

COMMAND ABILITY
In your hero phase, your general can use one command ability. All generals have the Inspiring Presence command ability, and some may have more on their warscroll.

Inspiring Presence: Pick a unit from your army that is within 12" of your general. The unit that you pick does not have to take battleshock tests until your next hero phase.

MOVEMENT PHASE
The ground shakes to the tread of marching feet as armies vie for position.

Start your movement phase by picking one of your units and moving each model in that unit until you've moved all the models you want to. You can then pick another unit to move, until you have moved as many of your units as you wish. No model can be moved more than once in each movement phase.

MOVING
A model can be moved in any direction, to a distance in inches equal to or less than the Move characteristic on its warscroll. It can be moved vertically in order to climb or cross scenery, but cannot be moved across other models. No part of the model may move further than the model's Move characteristic.

ENEMY MODELS
When you move a model in the movement phase, you may not move within 3" of any enemy models. Models from your army are friendly models, and models from the opposing army are enemy models.

Units starting the movement phase within 3" of an enemy unit can either remain stationary or retreat. If you choose to retreat, the unit must end its move more than 3" away from all enemy units. If a unit retreats, then it can't shoot or charge later that turn (see below).

RUNNING
When you pick a unit to move in the movement phase, you can declare that it will run. Roll a dice and add the result to the Move characteristic of all models in the unit for the movement phase. A unit that runs can't shoot or charge later that turn.

FLYING
If the warscroll for a model says that the model can fly, it can pass across models and scenery as if they were not there. It still may not finish the move within 3" of an enemy in the movement phase, and if it is already within 3" of an enemy it can only retreat or remain stationary.

SHOOTING PHASE
A storm of death breaks over the battle as arrows fall like rain and war machines hurl their deadly payloads.

In your shooting phase you can shoot with models armed with missile weapons.

Pick one of your units. You may not pick a unit that ran or retreated this turn. Each model in the unit attacks with all of the missile weapons it is armed with (see Attacking). After all of the models in the unit have shot, you can choose another unit to shoot with, until all units that can shoot have done so.

CHARGE PHASE
Howling bloodcurdling war cries, warriors hurl themselves into battle to slay with blade, hammer and claw.

Any of your units within 12" of the enemy in your charge phase can make a charge move. Pick an eligible unit and roll two dice. Each model in the unit can move this number in inches. You may not pick a unit that ran or retreated this turn, nor one that is within 3" of the enemy.

The first model you move must finish within ½" of an enemy model. If that's impossible, the charge has failed and no models in the charging unit can move in this phase. Once you've moved all the models in the unit, you can pick another eligible unit to make a charge, until all units that can charge have done so.

COMBAT PHASE
Carnage engulfs the battlefield as the warring armies tear each other apart.

Any unit that has charged or has models within 3" of an enemy unit can attack with its melee weapons in the combat phase.

The player whose turn it is picks a unit to attack with, then the opposing player must attack with a unit, and so on until all eligible units on both sides have attacked once each. If one side completes all its attacks first, then the other side completes all of its remaining attacks, one unit after another. No unit can be selected to attack more than once in each combat phase. An attack is split into two steps: first the unit piles in, and then you make attacks with the models in the unit.

Step 1: When you pile in, you may move each model in the unit up to 3" towards the closest enemy model. This will allow the models in the unit to get closer to the enemy in order to attack them.

Step 2: Each model in the unit attacks with all of the melee weapons it is armed with (see Attacking).

BATTLESHOCK PHASE
Even the bravest heart may quail when the horrors of battle take their toll.

In the battleshock phase, both players must take battleshock tests for units from their army that have had models slain during the turn. The player whose turn it is tests first.

To make a battleshock test, roll a dice and add the number of models from the unit that have been slain this turn. For each point by which the total exceeds the highest Bravery characteristic in the unit, one model in that unit must flee and is removed from play. Add 1 to the Bravery characteristic being used for every 10 models that are in the unit when the test is taken.

You must choose which models flee from the units you command.

ATTACKING

Blows hammer down upon the foe, inflicting bloody wounds.

When a unit attacks, you must first pick the target units for the attacks that the models in the unit will make, then make all of the attacks, and finally inflict any resulting damage on the target units.

The number of attacks a model can make is determined by the weapons that it is armed with. The weapon options a model has are listed in its description on its warscroll. Missile weapons can be used in the shooting phase, and melee weapons can be used in the combat phase. The number of attacks a model can make is equal to the Attacks characteristic for the weapons it can use.

PICKING TARGETS

First, you must pick the target units for the attacks. In order to attack an enemy unit, an enemy model from that unit must be in range of the attacking weapon (i.e. within the maximum distance, in inches, of the Range listed for the weapon making the attack), and visible to the attacker (if unsure, stoop down and get a look from behind the attacking model to see if the target is visible). For the purposes of determining visibility, an attacking model can see through other models in its unit.

If a model has more than one attack, you can split them between potential target units as you wish. If a model splits its attacks between two or more enemy units, resolve all of the attacks against one unit before moving onto the next one.

MAKING ATTACKS

Attacks can be made one at a time, or, in some cases, you can roll the dice for attacks together. The following attack sequence is used to make attacks one at a time:

1. Hit Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Hit characteristic, then it scores a hit and you must make a wound roll. If not, the attack fails and the attack sequence ends.

2. Wound Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Wound characteristic, then it causes damage and the opposing player must make a save roll. If not, the attack fails and the attack sequence ends.

3. Save Roll: The opposing player rolls a dice, modifying the roll by the attacking weapon's Rend characteristic. For example, if a weapon has a -1 Rend characteristic, then 1 is subtracted from the save roll. If the result equals or beats the Save characteristic of the models in the target unit, the wound is saved and the attack sequence ends. If not, the attack is successful, and you must determine damage on the target unit.

4. Determine Damage: Once all of the attacks made by a unit have been carried out, each successful attack inflicts a number of wounds equal to the Damage characteristic of the weapon. Most weapons have a Damage characteristic of 1, but some can inflict 2 or more wounds, allowing them to cause grievous injuries to even the mightiest foe, or to cleave through more than one opponent with but a single blow!

In order to make several attacks at once, all of the attacks must have the same To Hit, To Wound, Rend and Damage characteristics, and must be directed at the same enemy unit. If this is the case, make all of the hit rolls at the same time, then all of the wound rolls, and finally all of the save rolls; then add up the total number of wounds caused.

INFLICTING DAMAGE

After all of the attacks made by a unit have been carried out, the player commanding the target unit allocates any wounds that are inflicted to models from the unit as they see fit (the models do not have to be within range or visible to an attacking unit). When inflicting damage, if you allocate a wound to a model, you must keep on allocating wounds to that model until either it is slain, or no more wounds remain to be allocated.

Once the number of wounds suffered by a model during the battle equals its Wounds characteristic, the model is slain. Place the slain model to one side – it is removed from play. Some warscrolls include abilities that allow wounds to be healed. A healed wound no longer has any effect. You can't heal wounds on a model that has been slain.

MORTAL WOUNDS

Some attacks inflict mortal wounds. Do not make hit, wound or save rolls for a mortal wound – just allocate the wounds to models from the target unit as described above.

COVER

If all models in a unit are within or on a terrain feature, you can add 1 to all save rolls for that unit to represent the cover they receive from the terrain. This modifier does not apply in the combat phase if the unit you are making saves for made a charge move in the same turn.

WIZARDS

The realms are saturated with magic, a seething source of power for those with the wit to wield it.

Some models are noted as being a wizard on their warscroll. You can use a wizard to cast spells in your hero phase, and can also use them to unbind spells in your opponent's hero phase. The number of spells a wizard can attempt to cast or unbind each turn is detailed on its warscroll.

CASTING SPELLS

All wizards can use the spells described below, as well as any spells listed on their warscroll. A wizard can only attempt to cast each spell once per turn.

To cast a spell, roll two dice. If the total is equal to or greater than the casting value of the spell, the spell is successfully cast.

If a spell is cast, the opposing player can choose any one of their wizards that is within 18" of the caster, and that can see them, and attempt to unbind the spell before its effects are applied. To unbind a spell, roll two dice. If the roll beats the roll used to cast the spell, then the spell's effects are negated. Only one attempt can be made to unbind a spell.

ARCANE BOLT

Arcane Bolt has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster and which is visible to them. The unit you pick suffers D3 mortal wounds.

MYSTIC SHIELD

Mystic Shield has a casting value of 6. If successfully cast, pick the caster, or a friendly unit within 18" of the caster and which is visible to them. You can add 1 to all save rolls for the unit you pick until the start of your next hero phase.

THE MOST IMPORTANT RULE

In a game as detailed and wide-ranging as *Warhammer Age of Sigmar*, there may be times when you are not sure exactly how to resolve a situation that has come up during play. When this happens, have a quick chat with your opponent, and apply the solution that makes the most sense to you both (or seems the most fun!). If no single solution presents itself, both of you should roll a dice, and whoever rolls higher gets to choose what happens. Then you can get on with the fighting!

WHAT'S NEXT?

Warhammer Age of Sigmar **is a collecting, painting and gaming experience whose appeal and excitement lasts a lifetime. Whether it be assembling and painting a mighty horde of fantastical warriors or immersing yourself in the magical worlds and stories of the realms,** ***Warhammer Age of Sigmar*** **offers endless opportunities for enjoyment. Equally, if you hunger to launch your own crusade of conquest, you'll be hurling your armies into bloody battle before you know it.**

INTO THE REALMS…

They say that every journey begins with a single step, and in the case of *Warhammer Age of Sigmar* there is no better first step than the starter set itself. Contained within this exceptional set is an impressive range of beautifully detailed Citadel Miniatures, excellent starting forces for the brave and noble Stormcast Eternals and the murderous Khorne Bloodbound. This starter set is the starting point of a truly epic story, pitting Vandus Hammerhand and his Hammers of Sigmar against the daemon-worshipping Korghos Khul and his cruel Goretide warriors. As such, not only does this starter set get you off to a great start with your model collections, but it also represents an excellent way to learn the *Warhammer Age of Sigmar* rules and plunge straight into the story of the Age of Sigmar.

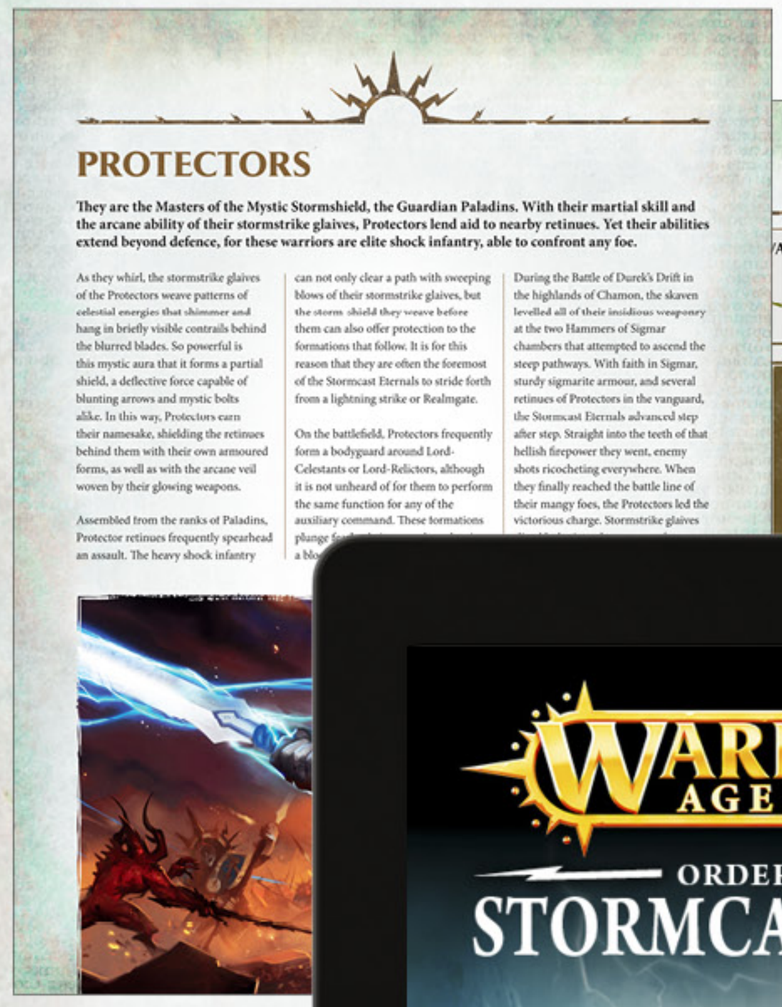
Another excellent avenue into *Warhammer Age of Sigmar* is the book of the same name. Providing the perfect companion volume to the contents of the starter set, this book is replete with beautiful artwork, helpful painting guides and showcases of models painted by the world-renowned 'Eavy Metal team – all in all, it's an excellent visual guide to the war across the realms. Furthermore, this book expands hugely upon the back story of *Warhammer Age of Sigmar*, setting out the blood-soaked history of the Age of Chaos and revealing the opening moves of the God-King Sigmar's great gambit to defeat the Dark Gods. As if all this were not enough, it provides a wealth of warscrolls and battleplans allowing you to expand your own collections of miniatures, add new factions to your battles, and fight through many exciting new scenarios as your army grows.

THE REALMGATE WARS

A major feature of *Warhammer Age of Sigmar* is its grand, ongoing narrative. This is more than just a collecting and gaming experience, it is also an interactive saga of battle in which you play the lead role. Just as *Warhammer Age of Sigmar* helps you begin this journey, so your copy of *The Realmgate Wars: Quest for Ghal Maraz* plunges you deeper into this epic tale. This is an excellent next step down the collecting road, as this book details a plethora of new units to add to your armies and new battleplans for them to fight through. This is but the first in an ongoing series of narrative supplements, so as your collection of Citadel Miniatures grows and diversifies, so the stories you can tell on the battlefield grow ever more grand and exciting as well.

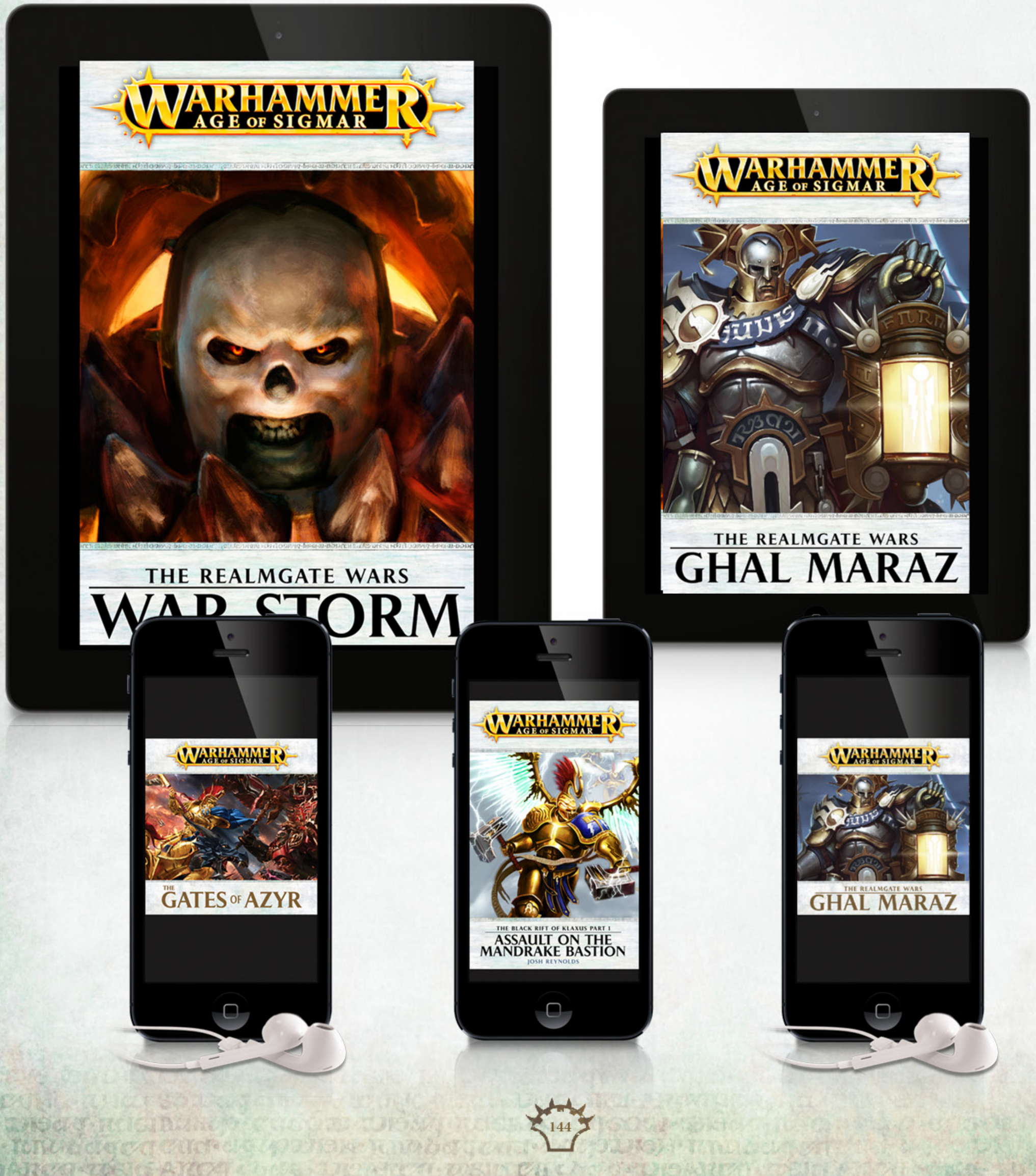
BATTLETOMES

Many collectors begin their journey with the miniatures from the *Warhammer Age of Sigmar* starter set, which provides all the excitement and satisfaction you need in your introduction to the battlefields of the Mortal Realms. Soon enough though, you will probably find that the many factions that wage war across the realms draw your eye. With their ever-growing miniatures ranges and inspiring stories, the races of the realms offer near-endless diversity for collectors; in each case, this history and model range is fully explored in the battletome that accompanies that race. Whether it be the gore-drenched berserkers of the Khorne Bloodbound, the god-forged heroes of the Stormcast Eternals, the strange and otherworldly seraphon, or any of the other warlike races that populate the realms, the battletome will furnish you with everything you need to collect, organise, and tell stories upon the battlefield with that race. Thus, with each battletome you read, your knowledge of the races of *Warhammer Age of Sigmar* will grow, and most likely your miniatures collection along with it.



THE STORY CONTINUES

With such vast and thrilling worlds to explore, there's always scope for more stories and greater adventures. As a fantastic companion to the narrative presented in the *Warhammer Age of Sigmar* collecting and gaming supplements – and your own tabletop tales of war and glory – you can also read about the exploits of the heroes and villains of the realms in our accompanying novels. These books can be both an invaluable source of inspiration for your collection, and a great way to live out the action of the Realmgate Wars and beyond, blow by visceral blow. Such exciting tales as *War Storm* and *Ghal Maraz* tie directly into the *Warhammer Age of Sigmar* narrative as it develops, giving you yet another route into the Mortal Realms and providing unique insights into the action that aren't available anywhere else.



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