

BASTILADON

With scales thicker than the hull of a Steam Tank, a Bastiladon is nearly impervious to attack. They lumber forth heedless of even the mightiest blows, the skinks that ride upon their armoured shells operating deadly relics of the Old Ones.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Solar Engine	24"	☀	4+	3+	-1	2
Meteoric Javelins	8"	4	5+	4+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Ark of Sotek	3"	☀	4+	6+	-	1
Bludgeoning Tail	2"	3	3+	3+	-1	D3

DAMAGE TABLE			
Wounds Suffered	Save	Solar Engine	Ark of Sotek
0-2	1+	9	18
3-4	2+	8	15
5-6	3+	7	12
7-8	4+	6	9
9+	4+	5	6

KEYWORDS

ORDER, SERAPHON, SKINK, MONSTER, BASTILADON

DESCRIPTION

A Bastiladon is a single model armed with a Bludgeoning Tail, Meteoric Javelins and one of the following weapon options: Ark of Sotek; or Solar Engine.

ABILITIES

Light of the Heavens: *The light of a Solar Engine is utterly lethal to the minions of Chaos.*

Add 1 to the damage inflicted by each successful attack made with a Solar Engine that targets a **CHAOS DAEMON** unit.

Tide of Snakes: *So numerous are the snakes unleashed by an Ark of Sotek that it is almost inevitable some will find their way past the foe's defences to deliver a lethal venomous bite.*

If the unmodified hit roll for an attack made with an Ark of Sotek is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).