

ENGINE OF THE GODS

Only in the most dire of circumstances will the Starmasters command an Engine of the Gods to be activated. Borne to battle atop a steadfast elder Stegadon, the power of these devices is unpredictable but often deadly to the enemies of the Seraphon.



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
Massive Horns	2"	2	3+	3+	-1	☀
Grinding Jaws	1"	2	3+	3+	-1	2
Crushing Stomps	1"	☀	3+	3+	-1	2

DAMAGE TABLE

Wounds Suffered	Move	Massive Horns	Crushing Stomps
0-3	8"	4	5
4-5	7"	3	4
6-8	6"	2	3
9-10	5"	2	2
11+	4"	1	1

KEYWORDS

ORDER, SERAPHON, SKINK, MONSTER, STEGADON, HERO, ENGINE OF THE GODS

DESCRIPTION

An Engine of the Gods is a single model armed with Massive Horns, Grinding Jaws and Crushing Stomps.

CREW: This model has a skink crew that attack with Meteoric Javelins. For rules purposes, the crew are treated in the same manner as a mount.

ABILITIES

Armoured Crest: *A Stegadon will turn to face a foe head-on if it can, so that its thickly scaled crest can protect it from harm.*

At the start of the combat phase, you can pick 1 enemy unit within 3" of this model and that has up to 5 models. If you do so, until the end of that phase, add 1 to save rolls for attacks made by that unit that target this model.

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.*

At the start of your shooting phase, you can make 1 cosmic engine roll for 1 model with this ability. Roll 2D6 and look up the roll on the table to the right. If there is a friendly **SLANN** within 12" of this model, you can choose to roll 3D6 instead of 2D6.

Roll Effect

- 2-3 *The Engine of the Gods shakes violently as the universe resists its pull.*
This model suffers D3 mortal wounds.
- 4-8 *The Engine thrums furiously and a brilliant white light shines forth.*
Heal D3 wounds allocated to each friendly **SERAPHON** unit wholly within 12" of this model (roll separately for each unit).
- 9-12 *Bolts of azure energy shoot from the Engine and engulf the foe.*
You can either pick 1 enemy unit within 24" of this model that is visible to it and roll 1 dice, or roll 1 dice for each enemy unit within 12" of this model that is visible to it. On a 2+, that unit suffers D3 mortal wounds.
- 13-17 *A sudden pulse of starlight heralds the manifestation of new Seraphon warriors.*
You can set up 1 unit of 10 Saurus Warriors wholly within 12" of this model and more than 9" from any enemy units, and add it to your army.
- 18 *Time crawls to a halt around the Seraphon warhost.*
For the rest of the turn you can re-roll charge rolls for friendly **SERAPHON** units wholly within 24" of this model, and double the Attacks characteristic

of weapons used by friendly **SERAPHON** units while they are wholly within 24" of this model.

Steadfast Majesty: *Stegadons are almost fearless beasts, and their stubborn refusal to back down when faced by even the most fearsome foes inspires great courage in nearby skinks.*

You can re-roll battleshock tests for friendly **SKINK** units while they are wholly within 18" of any friendly **STEGADON** units.

Unstoppable Stampede: *Stegadons are nigh unstoppable as they crash through the midst of battle.*

Roll 1 dice for each enemy unit that is within 1" of this model when this model finishes a charge move. On a 3+, that enemy unit suffers D3 mortal wounds.