



• SCENERY WARSCROLL •

REALMSHAPER ENGINE

There are no lengths the Seraphon will not go to in order to see the Great Plan fulfilled. At a Starmaster's decree, Realmshaper Engines are deployed to remake reality in line with the Old Ones' will, rendering the lands a primordial haven for the lizardfolk and a sweltering, inhospitable nightmare for their foes.

DESCRIPTION

A Realmshaper Engine is a single terrain feature. It is an obstacle.

GARRISON

A Realmshaper Engine can be garrisoned. The models making up the garrison of a Realmshaper Engine must have a combined Wounds characteristic of 20 or less (if this would preclude all of the models in a unit from garrisoning the Realmshaper Engine, then the unit cannot garrison the Realmshaper Engine).

SCENERY RULES

Power Unleashed: *The waves of power that spread from an activated Realmshaper Engine bring the surrounding landscape to violent life.*

In your hero phase, if this model is garrisoned by a friendly **SERAPHON WIZARD** or friendly **SERAPHON PRIEST**, you can pick 1 terrain feature anywhere on the battlefield and roll a dice for each enemy unit within 3" of that terrain feature. Add 2 to the roll if that terrain feature is within 18" of this model, and subtract 2 from the roll if that terrain feature is more than 36" from this model. On a 4+, that enemy unit suffers D3 mortal wounds.

KEYWORDS

SCENERY, REALMSHAPER ENGINE