

STEGADON

A charging Stegadon is nothing less than a living battering ram. Its skink riders wield all manner of deadly weapons, while the crushing bulk and sharpened horns of the Stegadon can smash aside even the most determined defenders.



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Meteoric Javelins	8"	4	5+	4+	-	1
Skystreak Bow	24"	3	3+	3+	-1	3
Sunfire Throwers	8"	1	See below			
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Meteoric Warspear	1"	3	3+	3+	-1	1
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
0-2	8"	4	5
3-4	7"	3	4
5-6	6"	2	3
7-9	5"	2	2
9+	4"	1	1

STEGADON

KEYWORDS

ORDER, SERAPHON, SKINK, MONSTER, STEGADON

DESCRIPTION

A Stegadon 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 and one of the following weapon options: Skystreak Bow; or Sunfire Throwers. For rules purposes, the crew are treated in the same manner as a mount.

SKINK CHIEF: This model can include 1 Skink Chief armed with a Meteoric Warspear. If it does, this model has the **HERO** keyword but any command traits or artefacts of power this model has only affect attacks made by the Skink Chief.

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.

Gout of Sunfire: *Sunfire throwers unleash great roiling clouds of cosmic flame.*

Do not use the attack sequence for an attack made with Sunfire Throwers. Instead, roll a number of dice equal to the number of models from the target unit within 8" of the attacking model. For each 5+, the target unit suffers 1 mortal wound.

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.

COMMAND ABILITIES

Coordinated Strike: *A Skink Chief mounted on a Stegadon is in the perfect position to direct the efforts of those skink warriors and warbeast handlers that are nearby, amplifying their destructive power.*

You can this command ability at the start of the combat phase. If you do so, pick 1 friendly **SKINK** unit wholly within 24" of a friendly **STEGADON HERO** with this command ability. Until the end of that phase, add 1 to the Attacks characteristic of melee weapons used by that **SKINK** unit. A unit cannot benefit from this command ability more than once per phase.

STEGADON WITH SKINK CHIEF

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