



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