

ENGINE OF THE GODS



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
Sharpened Horns	2"	4	3+	3+	-1	2
Crushing Stomps	1"	*	4+	4+	-	1

Wounds Suffered	DAMAGE TABLE		
	Move	Crushing Stomps	Cosmic Engine
0-2	8"	3D6	3 dice
3-4	7"	2D6	3 dice
5-6	6"	2D6	2 dice
7-8	5"	D6	2 dice
9+	4"	D6	1 dice

DESCRIPTION

An Engine of the Gods is a single model crewed by a Skink Priest and a number of skinks. The Stegadon bearing the engine attacks with its Sharpened Horns and flattens the foe with its Crushing Stomps, while the skinks riding in its howdah hurl Meteoric Javelins – enchanted projectiles that transmute into meteors as they soar towards the enemy.

ABILITIES

Unstoppable Stampede: When an Engine of the Gods attacks with its Crushing Stomps, add 1 to any wound rolls if it charged in the same turn.

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. In your hero phase, roll a number of dice as shown on the Cosmic Engine column of the damage table above and consult the following table. If there is a **SLANN** within 10", it can flex its will to better control the engine; roll one additional dice, then discard one of your choice before adding them together.

Total Effect

- 1-2** The Engine of the Gods shakes violently as the universe resists its pull. This model suffers D3 mortal wounds.
- 3-5** The great dial thrums furiously and a brilliant white light shines forth. The Engine of the Gods and any **SERAPHON** units within 3" each heal D3 wounds.
- 6-9** An enemy unit within 25" is hit with a bolt of azure energy that shoots from the engine, suffering D6 mortal wounds.
- 10-13** A whirlpool of starfire engulfs the enemy. Roll a dice for each enemy unit within 10". If the result is 4 or higher, the unit suffers D3 mortal wounds.
- 14-17** A **SERAPHON** unit is called forth from Azyr to join your army. Set up all of its models within 8" of this model, at least 9" away from the enemy.
- 18+** Time crawls to a halt around your army. After this turn, you can immediately take another. If you roll this result a second time in the same turn, you count as having rolled 14-17 instead.

Steadfast Majesty: Stegadons are fearless beasts, and their stubborn refusal to back down when faced by even the most fearsome foes inspires great courage in the lesser seraphon that swarm around them. You can re-roll battleshock tests for units of **SKINKS** within 5" of any **STEGADONS**.

MAGIC

SLANN WIZARDS know the Summon Engine of the Gods spell, in addition to any others they know.

SUMMON ENGINE OF THE GODS

Summon Engine of the Gods has a casting value of 10. If successfully cast, you can set up an Engine of the Gods 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, STEGADON, SKINK, MONSTER, HERO, PRIEST, SKINK PRIEST, ENGINE OF THE GODS