

# STEGADON



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Meteoric Javelins	8"	4	5+	4+	-	1
Skystreak Bow	25"	3	4+	3+	-1	D3
Sunfire Throwers	8"	See below	3+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Massive Horns	2"	3	3+	3+	*	2
Crushing Stomps	1"	*	4+	3+	-	1

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

## DESCRIPTION

A Stegadon is a single model. It impales enemies upon its Massive Horns and pounds them with its Crushing Stomps. From its howdah, the Stegadon's skink crew hurl Meteoric Javelins that streak outwards in the form of shooting stars. The howdah also supports either a mighty Skystreak Bow or a set of Sunfire Throwers, and some Stegadons bear a Skink Alpha to battle, who directs nearby units from his lofty perch.

## ABILITIES

**Unstoppable Stampede:** When a Stegadon attacks with its Crushing Stomps, add 1 to any wound rolls if it charged in the same turn.

**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**.

**Gout of Sunfire:** The Sunfire Throwers mounted on some howdahs unleash a great roiling cloud of cosmic flame. When a Stegadon attacks with its Sunfire Throwers, select a target unit and make one attack against it for each of its models within range.

**Skink Alpha:** If a Stegadon is ridden by a Skink Alpha, then in your hero phase the Alpha can give orders to a **SKINK** unit within 8". If that unit is not within 3" of an enemy unit, you can immediately roll a dice and move each of its models up to that many inches. In addition, until your next hero phase, you can re-roll hit rolls of 1 for that unit.

## MAGIC

**SLANN WIZARDS** know the Summon Stegadon spell, in addition to any others they know.

### SUMMON STEGADON

Summon Stegadon has a casting value of 10. If successfully cast, you can set up a Stegadon 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, STEGADON