

150

4 4 20

1 4 3 2/4

220

4 5 25

2 4 4 2/5

235

10 4 25

1 4 4 2/4



75

4 4 10

1 3 3 1/3

145

4 5 15

2 3 4 2/4

175

10 4 15

1 3 4 2/4



230

12 3 25

3 4 3 2/4

1 3 4 2/4

170

12 3 15

3 3 3 1/4

1 3 4 2/4

185

12 3 15

8 2 3 1/4

1 3 4 2/4



195

6 4 30

1 4 3 2/4

115

6 4 20

2 2 3 1/4

115

6 4 20

1 3 3 1/3



85

6 3 8

8 1 3 1/4

1 3 3 1/3

65

6 2 8

12 2 3 1/4

1 3 3 1/3

60

6 3 8

1 3 3 1/3





ABILITIES SERAPHON

[Double] Nimble Retreat: A fighter can use this ability only if they are within 1" of an enemy fighter. This fighter makes a bonus disengage action.

[Double] Cold-blooded Commander: A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.

[Double] Voracious Appetite: Pick a visible enemy fighter within 1" of this fighter and roll a number of dice equal to the value of this ability. For each 4+, allocate 1 damage point to that fighter.

[Triple] Rain Meteoric Barrage: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.

[Triple] Tearing Bite: Add the value of this ability to the damage points allocated by each hit or critical hit from the next attack action made by this fighter this activation that has a Range characteristic of 3 or less.

[Quad] Wrath of the Old Ones: Until the end of the battle round, add half the value of this ability (rounding up) to the Attacks and Strength characteristics of attack actions made by this fighter that have a Range characteristic of 3 or less.

TYPES DE COMBATTANTS SERAPHONS

Terradon Riders

Ripperdactyl Riders

Skinks

Saurus Guard

Saurus Knights

Saurus Warriors