

FLASHPOINT CLASH

THE TOME CELESTIAL

The Seraphon are the oldest and most implacable foes of Chaos. Cold-blooded and merciless, these fearsome reptilian warriors pursue the destruction of the Dark Gods with a single-minded intensity that is terrifying even to their allies.

Yet despite their bestial appearance, their origins are stranger still; they are entities of true celestial power, spawned by the unknowable technologies of the mysterious Old Ones.



SERAPHON

In a crashing surge of blue-white energies the hosts of the Seraphon appear. Ranks of shield-bearing Saurus Warriors hiss and snarl as they lope towards their foes, raising spears and clubs that gleam and crackle with power. Before them skitter bands of smaller reptiles: fleet-footed skinks whose deadly accuracy with the javelin belies their frail appearance. Even as the Seraphon's prey reels in the face of this sudden assault, ear-splitting roars can be heard over the heat of battle as monstrous behemoths lumber forward, jaws snapping out to rip and tear, tails lashing back and forth with bone-shattering force. Above the carnage the bloated amphibians known as Slann Starmasters glide upon their stone palanquins, serene and implacable. These are amongst the mightiest spellcasters in all the realms, and they can sunder the earth and split the skies with a single snap of their slimy fingers. Such is the terrifying force that the enemies of the Seraphon must contend with – a union of primal ferocity and arcane mastery that strikes with the fury of a meteor.

THE COSMIC HOSTS

The precise origins of the Seraphon are lost to the ages. They were created by the godlike entities known as the Old Ones, who possessed a Great Plan to bring order and peace to the cosmos and annihilate Chaos in the process. These mysterious figures have not been sighted for an eternity, and not even the most ancient slann remember their exact form or nature. All that is clear is that they were beings of unfathomable intellect and power, as evidenced by the wondrous techno-arcane devices they left behind for their creations, which the Seraphon now utilise in order to wage war against Chaos. Guided by the slann – creatures created aeons ago by the Old Ones in order to serve their will – the armies of the stars seek to bring the Great Plan to completion. Their every act is bent towards this sacred goal.

Seraphon society is complex and mysterious, and few mortal scholars have ever glimpsed the inner workings of their temple-cities and starfaring vessels. These herpetoid bipeds are in fact divided into several subspecies, each of which has its own unique role. The most numerous of these are the skinks: diminutive, nimble creatures possessed of sharp minds and a natural curiosity. Though they are surprisingly capable fighters, skinks are better suited to roles that make use of their dexterity and intellect; they make for excellent priests, administrators and scholars, and they are entrusted by the slann with the maintenance and safekeeping of the Old Ones' most complex technologies. They often direct hulking Kroxigor in tasks that require heavy labour; these massive crocodilians can haul the heaviest loads with ease, and they never seem to tire. The warrior caste of the Seraphon is composed of saurus, strong and hardy creatures spawned and raised for battle. Finally, there are the slann, who sit at the apex of this hierarchy, unquestioned and revered above all.



The Seraphon have been fighting their great war against Chaos since long before the first human hurled a primitive spear. In each of the Mortal Realms there can be found legends of reptilian warriors that descend from the heavens, obliterating all in their path before evaporating in an explosion of starlight. Indeed, when the God-King's commanders first encountered the Seraphon at the beginning of the Age of Sigmar, they presumed them to be manifestations of celestial magic without permanent substance, for upon death the bipedal reptiles disappeared in a flash of magic, leaving no trace behind.

The truth is far more complex. Many Seraphon are formed from flesh and blood, yet they are so imbued with the energies of Azyr that they are more akin to magical entities than living creatures. Known as 'Starborne', these Seraphon carry weapons that spark and crackle with celestial power, and when slain, they disincorporate in brilliant flashes of light. It is the magic of the Slann Starmasters that dispatches the Starborne across the realms; utilising the portals found aboard their temple-ships, the slann can 'conjure' warriors onto the battlefield, appearing to literally weave the creatures out of thin air.

As the centuries have passed, however, some Seraphon temple-fleets have descended from Azyr and established permanent settlements in the Mortal Realms. Thick, lush greenery soon springs up around these immense geometric edifices, growing to encompass vast swathes of territory in a matter of decades. This is due to the magic of Realmshaper Engines – strange devices that unleash waves of terraforming energy, transforming desolate lands into sweltering jungles and swampland.

If a Seraphon resides within a realm for long enough, its celestial essence begins to blend with the magical energy that forms the realmsphere. Just as the different winds of magic grew concentrated enough over time to take on physical form, becoming the realms themselves, the Starborne will eventually gain true permanence. These Seraphon are known as the Coalesced, and while they lack the same degree of affinity with the cosmos possessed by the Starborne, they have strengths of their own. Their temperament in battle is a primal fury, an instinctive desire to hunt and kill only heightened by their connection to their jungle surroundings. Despite their differences, however, all Seraphon fight for a unified goal: the complete annihilation of Chaos.

Throughout the Realmgate Wars, the Seraphon played a pivotal but enigmatic role, sometimes descending from the heavens to aid Sigmar's beleaguered armies in destroying their Chaos foes, but just as often pursuing their own unfathomable



ends. On several occasions, beleaguered forces of Stormcast Eternals thought the sudden appearance of a Seraphon host upon the battlefield a sure sign of victory, only for the cold-blooded creatures to abandon them to their fate, instead seizing relics of power or arcane treasures before shimmering away to nothingness. The God-King attempted to commune with the masters of the temple-ships that hung in the firmament of Azyr, but no formal response came. The Seraphon were clearly no enemies, and they seemed to respect the Stormcasts as fellow heavenly entities, but for now the two great powers of Azyr would wage their own, separate wars.

The reason for this isolationism was little understood at the time, but it appears to have been a result of the slann's single-minded determination to seize and purify key sites of arcane power across the Mortal Realms. By taking control of these mystic nodes and purifying them of any Chaotic taint, the slann aim to impose order upon the strange web of conjunctions known as the Astromatrix – a geomantic network of untapped power that the Starmasters believe will play a vital role in the eventual defeat of the Eternal Enemy. Such was the importance placed upon this task that the slann could not spare any focus upon the more prosaic campaigns of reconquest waged by Sigmar. They were content, however, to allow many important Realmgates to be seized by the Stormcast Eternals, often supporting such

efforts either directly or indirectly. The slann appear to possess much knowledge regarding the workings of these inter-realm portals, and some skink scholars theorise that they are creations of the Old Ones. While they do not require static realmgates to transport their Starborne forces – instead utilising miniaturised versions aboard their vast temple-ships – the Starmasters are determined to wrench these sacred passages from the hands of the Dark Gods' servants, for each corrupted realmgate threatens the stability of the Astromatrix.

Following the culmination of the Realmgate Wars and the establishment of the God-King's free cities, the Seraphon's isolationism has thawed somewhat. Great swathes of the Astromatrix have been purified, and while Nagash's great Necroquake has caused great damage, it only slowed the slann's efforts. Though there is an unimaginably vast and complex amount of work yet to be done, the Starmasters allow themselves to think upon other matters. The Coalesced custodians of the temple-cities still insist that none trespass into their domains, but the slann have dispatched many skink diplomats and priests to the settlements of Order in order to observe the behaviour of mortals – and manipulate them to a more useful purpose. These slight creatures are a familiar sight in some free cities, and many have come to be respected for their tireless energy and quick thinking.

'We cannot ever know these Seraphon, not truly. They will never be comrades to us, or brothers-in-arms. Such concepts are alien to these strange beings. And yet I would put all my trust in them, for I have seen how deep is their hatred of Chaos, and what sacrifices they will make to see its corruption purged from the realms.'

– Lord-Celestant Gardus Steel Soul of the Hallowed Knights





LORD KROAK

The slann are the mightiest servants of the Old Ones, and foremost amongst their number is the venerable Lord Kroak. This powerful entity appears at first glance to be nothing more than a mummified husk, for he gave his life and body to the great war against Chaos millennia ago. Yet death has not entirely dulled the Relic Priest's power; Kroak's indomitable spirit blazes bright, and he works tirelessly to enact the Great Plan.

Though he spends much of his time meditating upon his great temple-ship, the *Itza-huitlan*, co-ordinating the realms-spanning war against the Dark Gods, Lord Kroak will take to the battlefield whenever the balance of fate must be decisively tipped in the favour of Order. It is then that the depth of his power becomes terrifyingly clear. With a gesture, Kroak can send forth a hail of fiery comets to blast his foes to ruin or summon into being an entire army of cold-blooded

warriors. Enemy wizards tremble as their mightiest invocations sputter harmlessly against Kroak's invisible wards before the mummified slann's empty gaze falls upon them and they are unmade, body and soul, in a blinding flash of cosmic energies.

In recent times, Kroak has been involved in many epochal events, from the destruction of an entire Silver Tower – a grave blow against Tzeentch – to the Siege of Excelsis, where the Relic Priest's presence helped prevent the annihilation of the great free city and expel the raging Kragos to the far reaches of Ghur. It was the Seraphon that imprisoned the Earthquake God for millennia before his escape and subsequent rampage. Kroak intends to redress this failure by recapturing the dangerous Drogrukh, and it seems destined that the two mighty foes will meet again on the battlefield before the Era of the Beast is through.







ERA OF THE BEAST

A time of primal savagery has descended upon the realms. The wrathful spirit of Ghur is in the ascendancy, and its stirring has unleashed a wave of bestial magic across the cosmos. This malign influence has transformed men into frothing beasts, given rise to countless catastrophic natural disasters and spawned countless new breeds of flesh-tearing monsters.

For the Seraphon – creatures possessed of an innate primal fury – the Era of the Beast has proven particularly devastating. It has unleashed the most bloodthirsty instincts within many saurus, reverting them to a feral, predatory state. This has affected many Coalesced constellations, causing entire legions of scaled warriors to run amok, preying upon neighbouring allies or even their own kind. During the massacre at the Temple of Xalhuit, an entire cadre of Skink Priests was torn limb from limb by their own bodyguards, and only a desperate intervention by the slann proved enough to prevent further slaughter. Many Starmasters across the realms find themselves forced to expend vast reserves of their magical might in order to suppress the carnivorous urges of their servants, throwing the Great Plan into terrible disarray.

Starborne Seraphon have proven more resilient to the emanations coming from the Realm of Beasts, though there have even been gruesome incidents aboard the temple-ships of High Azyr. Entire spawnings have been sealed away or else destroyed outright, out of fear that their innate aggression might prove uncontrollable. Aboard his great vessel *Itza-huitlan*, the venerable Lord Kroak and scores of his most honoured Starmasters spent weeks in silent contemplation, attempting to decipher a method of quelling the raging heartbeat of Ghur. Upon emerging from this astral conference, they dispatched fresh hosts of Starborne to seize geomantically important sites across Ghur, acting with a desperate haste quite out of character for the patient, methodical Seraphon – a mark of the gravity of the situation.

Meanwhile, Coalesced temple-cities in Ghur find themselves assailed by waves of rampaging greenskin hordes, and the Coalesced themselves face a constant struggle to restrain their predatory compulsions. Some,

like the constellation of Koatl's Claw, even embrace this red-toothed rage. Incited to new heights of devious cunning by the re-emergence of Kragnos, the Kruleboyz orruks have set their sights upon those jungles defended by Seraphon hosts. Their Swampcalla Shamans summon oozing tides of brackish water to flood these territories, turning them into sludgy mires that better suit the orruks' way of war. This foul transformation is barely kept at bay by the magical emanations of Realmshaper Engines; targets that the greenskins are increasingly determined to destroy.

The savagery of Ghur is not the only threat that faces the Seraphon in this time of strife. The cursed skies summoned into being by the daemon Be'lakor might not have wrought such terrible damage upon the servants of the Old Ones as they did upon the Stormcast Eternals, but these violent tempests of Chaos magic have dragged several temple-ships from the heavens, sending them crashing to earth. The slann have found it difficult to dispatch Starborne reinforcements directly to these crash sites, for the corrupting aura of the cursed skies smothers the light of High Azyr and interferes with the Seraphon's celestial aura. Attempts to clear the firmament by arcane means have been met with the full fury of the Dark Gods, who hurl vast hordes of daemons through the frayed veil of reality to disrupt these efforts.

Yet despite the many threats and enemies arrayed against them, the Seraphon continue to wage a relentless war against the enemies of order. And they do not stand alone. The re-emergence of the mighty Draconith has proven a vital boon, for these sorcerer-drakes once knew the Seraphon as worthy allies. Indeed, in ages past, the remnants of the Draconith Empire entrusted its remaining eggs to the Seraphon void-ships, when Kragnos and his Drogrukh hordes all but annihilated their civilisation. The Draconith princes known as Krondys and Karazai had united with Lord Kroak – unimaginably ancient even then – in order to trap the Drogrukh far beneath the Twinhorn Peak in Ghur. They were quick to restore these bonds of fellowship with the warriors of the stars when their nemesis Kragnos broke loose from his prison.

The support of the God-King – who has agreed his own binding pact with the Draconith – has resulted in the formation of an informal but powerful tripartite union between these sworn foes of Chaos and disorder. It is a union that has saved many temple-cities from certain ruin. In return for Sigmar's aid, many forward-looking constellations – such as Starmaster Zectoka's Fangs of Sotek – have sought to strengthen their ties with humanity. Formations of skink pathfinders guide Dawnbringer Crusades through hostile lands, and saurus cohorts have often come to the aid of besieged Sigmarite outposts, falling upon the attackers with their customary red-fanged aggression.

Neither the howling rage of Ghur nor the continued depredations of the Dark Gods' followers will sway the Seraphon from their sacred task. The culmination of the Great Plan is inevitable, and all who stand in the path of true, universal order shall suffer the wrath of the stars.



A battletome update contains official new rules that are considered to be part of the battletome that is being updated. Treat them exactly as you would the rules that appear in the battletome itself.

BATTLETOME: SERAPHON UPDATE

Welcome to the *Battletome: Seraphon* update. Over the following pages, you will find a host of new and exciting rules to use alongside *Battletome: Seraphon* in open, narrative and matched play.

ALLEGIANCE ABILITIES

This section of this article updates the Primeval Domain battle trait from the allegiance abilities section of *Battletome: Seraphon*. It also includes a set of mount traits enhancements you can use.

CORE BATTALION

This section article includes a core battalion that can be included in any Seraphon army.

• OPEN PLAY •

This section includes rules that can only be used by a Seraphon army.

• MATCHED PLAY •

This section includes grand strategies and battle tactics that can only be used by a Seraphon army.

• PATH TO GLORY •

This section contains rules for using your Seraphon collection in a Path to Glory campaign.

THE INCANDESCENT SPHERE

The last section is a campaign arc for your Seraphon to play through that tells the story of their attempts to save an ancient artefact known as the Incandescent Sphere and learn more of its purpose. This campaign arc is different to most others in that it doesn't require a regular opponent to play the 5 games against. You can play each game against a different opponent and/or using a different battlepack if you wish, and the outcome of the games will determine how well you do in uncovering the secrets of the Incandescent Sphere.

ALLEGIANCE ABILITIES

The following rule replaces the Primeval Domain rule from the Allegiance Abilities section in *Battletome: Seraphon*.

PRIMEVAL DOMAIN

The land surrounding a Coalesced temple-city is magically reformed into a primeval wilderness, deadly to outsiders yet the perfect habitat for the savage lizardfolk.

If a terrain feature is partially or wholly within the territory of a Coalesced army, then it has the Mystical and Deadly Mysterious Terrain scenery rules (section 28.1.3 of the core rules) in addition to any other Mysterious Terrain scenery rules it may have. The Mystical scenery rule for these terrain features only applies to **COALESCED** units, while the Deadly scenery rule for these terrain features does not apply to **COALESCED** units.

MOUNT TRAITS

You can pick 1 **HERO** with the **STEGADON**, **CARNOSAUR** or **TROGLODON** keyword in your army to have 1 of the following mount traits.

BEASTMASTER

The rider of this monstrous beast has learned precisely how to get the best from them in battle.

COALESCED only. Once per battle, in your hero phase, you can declare that this mount will either be swift or savage. If you choose for it to be swift, until your next hero phase, it can run and still shoot and/or charge in the same turn. If you choose savage, until your next hero phase, add 1 to the Attacks characteristic of melee weapons used by this mount.

The terrain features have these mysterious terrain scenery rules even if the mysterious terrain rules are not being used for other terrain features.



CELESTIAL DESTRUCTION

This Starborne creation quivers with a barely contained force that can be released to bring ruination on the enemies of the Seraphon.

STARBORNE only. You can carry out this monstrous rampage with this unit instead of any other monstrous rampage you can carry out with this unit. If you do so, roll a dice for each enemy unit within 6" of this unit. Add 1 to the roll if the enemy unit has the **CHAOS** keyword. On a 5+, that unit suffers D3 mortal wounds.



CORE BATTALION

You can include the following core battalion in a Seraphon army if the battlepack you are using says that you can use core battalions.

THUNDERQUAKE	

SERAPHON UNIT ICONS

(Mandatory/Optional)



ENGINE OF THE GODS or
STEGADON WITH SKINK CHIEF.



BASTILADON or STEGADON.



KROXIGOR unit.



RAZORDONS or SALAMANDERS unit.

BATTALION ABILITY ICONS

Unified: One-drop Deployment (core rules, 26.2.1).



Expert: Once per battle, 1 unit from this battalion can receive the All-out Attack or All-out Defence command without the command being issued and without a command point being spent.



Magnificent: When you pick enhancements for your army (core rules, 27.3), you can pick 1 extra enhancement.



Slayers: Once per battle, 1 unit from this battalion can receive the All-out Attack or Unleash Hell command without the command being issued and without a command point being spent.



Strategists: Once per battle, when you receive command points at the start of your hero phase, you can receive 1 extra command point.



Swift: Once per battle, 1 unit from this battalion can receive the At the Double or Forward to Victory command without the command being issued and without a command point being spent.





OPEN PLAY

If you are using the Open War battlepack from the *Warhammer Age of Sigmar Core Book*, you can use the following twists and ruses as well as those found in the battlepack.

SERAPHON TWIST

If the roll on the Twist table is a 1, roll again on the following Twist table instead of using No Twist. Roll on the Coalesced table if you have a Coalesced army or the Starborne table if you have a Starborne army. If both players have a Twist table that is used on a roll of 1, then both players roll on their Twist tables, and both twists are used for the battle.

COALESCED TWIST TABLE

D6	Twist
1-3	Lost in Contemplation: <i>The vast intellect of the Starmasters is distracted from the battlefield by cosmic contemplations and the deduction of esoteric celestial formulae.</i> This twist has no effect on the battle.
4-6	Monstrous Denizen: <i>Thick jungles spread around the landed temple-cities of the Coalesced, which quickly become infested with all manner of monstrous beasts.</i> After the battlefield has been set up but before territories have been assigned, the players roll off. The winner can set up 1 MONSTER anywhere on the battlefield (use a suitable model that is not part of either army, if available). This model is referred to as a monstrous denizen. At the start of each battle round, before determining priority, the players roll off. In that battle round, the winner of the roll-off treats the monstrous denizen as a unit in their army, and their opponent treats it as an enemy unit. The monstrous denizen's commanding player can choose to attack it, but if they do, until the end of the battle round, they treat it as an enemy unit, and their opponent treats it as a unit in their own army. The monstrous denizen cannot attack itself.

STARBORNE TWIST TABLE

D6	Twist
1-3	Lost in Contemplation: <i>The vast intellect of the Starmasters is distracted from the battlefield by cosmic contemplations and the deduction of esoteric celestial formulae.</i> This twist has no effect on the battle.
4-6	The Astromatrix: <i>The favoured targets of the Seraphon are those places where magical energy pools or where the ley lines of arcane power that cross the aetheric void join.</i> If there are 2 or more objectives on the battlefield, an imaginary ley line 1mm wide runs from the centre of each objective to the centre of each other objective. In any other circumstances, an imaginary ley line 1mm wide runs from the each corner of the battlefield to the diagonally opposite corner of the battlefield. You can add 1 to casting, dispelling and unbinding rolls for any WIZARD that is passed over by a ley line.

SERAPHON RUSE

When you generate your ruse, you can use the following ruse instead of the one you generate on the Ruse table (choose which to use after you have made your roll on the Ruse table). You can pick the Primal Vistas ruse if you have a Coalesced army or the Celestial Reinforcement ruse if you have a Starborne army.

Primal Vistas: *The energy of the Astromatrix reshapes the lands it passes across.*

After deployment, if there is a friendly **SLANN**, **STARSEER** or **ORACLE** on the battlefield, you can pick 1 terrain feature that is not a faction terrain feature. The Primeval Domain battle trait (pg 36) applies to that terrain feature, even if it is not in your territory.

Celestial Reinforcement: *The concentrated Azyrite energies of an Eternal Starhost act as a beacon, allowing its master to summon further warriors from their temple-fleet with incredible ease.*

Once per battle, at the start of your hero phase, if there is a friendly **SLANN**, **STARSEER** or **ORACLE** on the battlefield, you can roll a dice. If the roll is less than or equal to the number of the current battle round, you receive a number of celestial conjuration points equal to the roll.



MATCHED PLAY

If the battlepack you are using says that you must pick grand strategies and battle tactics for your army, you can pick from the following lists as well as those found in the battlepack you are using.

GRAND STRATEGIES

After you have picked your army, you can pick 1 of the grand strategies from the list below and record it on your army roster.

MASTERS OF ORDER

Seraphon army only.

Continuous Expansion: *The Coalesced are continuously expanding their dominion over the Mortal Realms in order to wrest control from the Chaos Gods and establish the rule of Order.*

Coalesced army only. When the battle ends, you complete this objective if you have a least 1 friendly unit wholly within each large quarter of the battlefield.

The Astromatrix: *The favoured targets of the Seraphon are those places where magical energy pools, or where the ley lines of arcane power that span the Aetheric Void cross.*

Starborne army only. An imaginary **ley line** 1mm wide runs from the each corner of the battlefield to the diagonally opposite corner of the battlefield. When the battle ends, you complete this objective if a ley line does not pass over any enemy models with the **WIZARD** keyword, and at least 1 ley line passes over a friendly model with the **WIZARD** keyword.

BATTLE TACTICS

At the start of your hero phase, you can pick 1 battle tactic from the list below. You must reveal your choice to your opponent, and if your battle tactic instructs you to pick something, you must tell your opponent what you pick. You have until the end of that turn to complete the battle tactic. You cannot pick the same battle tactic more than once per battle.

MARCH OF THE COSMIC HOST

Seraphon army only.

Might of the Starborne: *The sudden appearance of powerful formations of Starborne warriors can break the spirit of even the stoutest enemy.*

Pick 1 objective on the battlefield. You complete this battle tactic if you summon a friendly unit that has a CCP cost of 20 or more during the turn, and that unit is wholly within 12" of the objective you picked.

Stampede of Scales: *The armies of the Coalesced are often spearheaded by large formations of monstrous reptiles who surge ahead of the army striking terror into the hearts of the foe.*

Pick 3 different friendly **MONSTERS**. You complete this battle tactic if all of the units you picked run in the following movement phase and finish that run within 6" of each other and wholly within enemy territory.



PATH TO GLORY

This section contains rules for using a Seraphon army on a Path to Glory campaign. It includes additional rules, quests, veteran abilities and unique territories that can only be used by a Seraphon army.

WARRIORS OF STARS AND REALMS

When you first pick your Path to Glory army, you must decide if it will be Starborne or Coalesced and record which it is on your roster along with its subfaction (if it has one).

If you choose a Coalesced army, then the Path to Glory rules are used more or less unchanged, except for the addition of the new quests, veteran abilities and territories described below. If you choose a Starborne army, then you must use the new Starborne rules that follow, in addition to the new quests, veteran abilities and territories described below.

STARBORNE ARMIES

If you have a Starborne Path to Glory army, the effects of the standard territories are ignored (your Stronghold functions normally). Instead, each standard territory provides you with a number of **Astromatrix points**, as shown on the table below. If a territory is upgraded, add 1 to the number of Astromatrix points it provides. You can use these points to add Seraphon units to your army, as described below.

ASTROMATRIX TABLE		
1 Astromatrix point	2 Astromatrix points	3 Astromatrix points
Old Keep	Sacred Site	Arcane Waypoint
Wild Lands	Ancient Roads	
Forgotten Mine	Wellspring	
Small Settlement	Realmstone Reserve	
Borderlands	Ruins of Myth	
Large Settlement		
FACTION TERRITORIES: See the Seraphon Faction Territories table (pg 42).		
UPGRADED TERRITORIES: +1 Astromatrix point.		



SERAPHON units that do not have the **HERO** keyword are not recorded on your Order of Battle for a Starborne Path to Glory army. Instead, when you pick your army for a battle, you can include up to 1 **SERAPHON** unit that does not have the **HERO** keyword for each Astromatrix point you have. A Behemoth or a unit that is reinforced counts as 2 units instead of 1 towards this limit, and a unit that is reinforced twice counts as 3 units instead of 1.

After picking the units for your army, roll a dice for each Astromatrix point that was not used to allow you to include a unit in your army. For each 4+, you can give 1 eligible unit in your army a veteran ability. The veteran ability can be used by the unit only in that battle.

The favoured targets of the Starborne are those places where magical energy pools or where the ley lines of arcane power that cross the aetheric void join. By taking control and imposing stringent order upon these magical wellsprings, the Starborne stabilise the land against the powers of Chaos, and they create a reservoir of each realm's magical essence they can tap into. The Seraphon's network of magical power is known by a variety of names, but the most common is the Astromatrix.

You must still pay the points cost of the unit to include it in your army. Summoned units added to your army after the battle starts can be added freely and do not count against the Astromatrix limit for your army.



SERAPHON QUESTS

If your army is a Seraphon army, you can pick the following quest for your Path to Glory roster.

QUEST STAR-FATED BEASTS

Some of the reptilian mounts used by the Seraphon possess quirks and powers that set them apart from their spawn-kin.

Pick 1 **HERO** with the **STEGADON**, **CARNOSAUR** or **TROGLODON** keyword from your army that does not already have a mount trait, and pick 1 mount trait they are allowed to take. Write down that mount trait in your quest log.

At the end of a Path to Glory battle, you complete this quest if that unit destroyed any enemy units during the battle.

When you complete this quest, you can add the mount trait you picked to your vault. When you do so, make a note of which unit it applies to. If that unit is ever removed from your order of battle, remove the corresponding mount trait from your vault.

VETERAN ABILITIES

Each time a **SERAPHON** unit on your Path to Glory roster gains a veteran ability, you can pick 1 of the veteran abilities from the table below instead of the table found in the core rules.

Seraphon Veteran Abilities

Ferocity Unbound: *The predatory instincts of these saurus warriors have been driven to new heights by the blood they have spilt in countless battles.*

SAURUS units only. This unit can use this veteran ability once per battle when it is picked to fight in a combat phase. Increase the Rend characteristic of Powerful Jaws weapons used by that unit by 1 until the end of that phase.

The Trap is Sprung: *At an unspoken command from their leader, these skinks carry out a carefully prepared ambush, swiftly overwhelming their chosen prey.*

SKINK units only. Once per battle, in your hero phase, pick 1 enemy unit that is visible to the Skink Alpha from this unit. Until your next hero phase, add 1 to hit rolls for attacks made by this unit that target that unit.

*'The Trap is Sprung' can only be used by a **SKINK** unit that has a champion.*



TERRITORIES

When making an exploration roll, if the roll is 61-66, that roll will correspond to a territory on the table below. Alternatively, you can pick 1 result from the Territories table in the core rules that corresponds to a roll of 21-42.

Some of these territories allow you to send a unit to them. A unit cannot be sent to more than 1 territory in each aftermath sequence, and any such units cannot be picked for the Borderlands territory in the core rules.

SERAPHON FACTION TERRITORIES (D66)

61-63 STORMVAULT

Your forces have secured one of the mysterious Stormvaults revealed during the Necroquake.
You can never have more than 1 territory of this type. This territory has no effect until it is upgraded.

[Upgrade 15GP] Vault Opened: If you have a Starborne army, this territory provides you with 5 Astromatrix points. If you have a Coalesced army, in step 3 of the aftermath sequence, you can pick 1 **HERO** on your order of battle to be sent to this territory to delve into the Stormvault. If you do so, roll a dice. On a 1-2, you must make an injury roll for that **HERO**. On a 3-4, nothing happens. On a 5, you must make an injury roll for that **HERO**, and you can add an artefact of power to your vault. On a 6, you can add an artefact of power to your vault.

64-66 RUINED TEMPLE-CITY

You have reclaimed the ruins of a once mighty temple-city that has either been overrun and destroyed by your enemies or that crashed down from the stars as the result of a celestial cataclysm.

If you have a Starborne army, this territory provides you with 3 Astromatrix points. If you have a Coalesced army, the cost of upgrading your Stronghold is reduced by 10 glory points.

[Upgrade 20GP] Secondary Reserves: In each aftermath sequence, you can re-roll 1 injury roll or casualty roll without spending a glory point.





HEROIC UPGRADES

During your Path to Glory campaign, you may be able to pick heroic upgrades for your **HEROES**. A heroic upgrade replaces the warscroll for a **HERO** with another, more powerful one and represents them becoming a mighty champion in your army.

You can pick a heroic upgrade in step 7 of the aftermath sequence. To do so, consult the table below and pick 1 of the eligible options. Each heroic upgrade lists the warscroll the **HERO** will be upgraded to, which warscroll is required, the amount of renown points that **HERO** must have and the amount of glory points you must spend. Once you have picked a heroic upgrade, replace your **HERO's** warscroll on your order of battle with the new one chosen. You can pick only 1 heroic upgrade in each aftermath sequence.

If the new warscroll is a type that is limited on your order of battle – for example, if it is a **MONSTER** – you will need to have increased your order of battle limits to accommodate it before it can be upgraded.

CORE ENHANCEMENTS

When you pick a heroic upgrade for a **HERO**, they keep their renown points and any core enhancements that they are still eligible for. If your **HERO** has any core enhancements that they are no longer eligible for, they lose those core enhancements. If this enables you to pick a new core enhancement for your order of battle, you can do so.

Upgraded Warscroll	Required Warscroll	Required Renown Points	Glory Points Cost
Saurus Oldblood on Carnosaur	Saurus Scar-Veteran on Carnosaur	18	3
Saurus Oldblood on Carnosaur	Saurus Oldblood	35	6
Saurus Oldblood	Saurus Scar-Veteran on Cold One	18	3
Saurus Scar-Veteran on Carnosaur	Saurus Scar-Veteran on Cold One	30	4
Skink Starseer	Skink Starpriest	20	3



CELESTIAL WARRIORS

Loads of cool background. A battletome update. A heavenly campaign for your Celestial army. Why don't we top it off with a couple of painting guides so you can get your Seraphon war host ready for the battlefield?

Skins are the most diminutive warriors of the Seraphon race, but they are fiercely intelligent, quick and no less deadly for their size. They are also extremely colourful with their feathers, golden trinkets and bright blue skin, making them perfect subjects for a painting guide. Both models shown in this guide were undercoated with Corax White.

BATTLE READY

Using the stages to the right, Huachi has been painted to a Battle Ready standard. An army painted to this level would look awesome!



CLASSIC STYLE

Huachi – taken from the Starblood Stalkers set – was painted from the inside out. Using this technique, the deepest details are painted first, then the next deepest, right up to the highest. This means you can get blue paint all over the smaller details (such as the gold or feathers) because you know you'll be painting them their true

BLUE SKIN



FEATHERS



LEATHER



PARADE READY

But why stop there? With a few extra highlights to each area of the model, Huachi has been made Parade Ready. This skink is ready for a fight!





colours soon after. The skin tone was achieved using two thin coats of Temple Guard Blue to build up the colour gradually and neatly.

After applying the wash, the skin was re-layered with Temple Guard Blue. For this stage, the paint was thinned down a little with water and applied only to the raised areas, leaving the shading in the recesses. Baharroth Blue was then used as an edge highlight on the most raised edges such as the skink's crest and the top edges of muscles.

Because the skin has a cool tone to it, the feathers were painted in warm colours to provide contrast. The gold was then painted in a cooler tone again to help it stand out from the yellow feathers. A really yellow gold (such as Retributor Armour) wouldn't have shown up as well next to them.



GRYPH-HOUND ORANGE
CONTRAST

COLOURFUL CREATURES

Want to know how to paint the rest of your Seraphon army? Then take a look at our Warhammer YouTube channel, where you can find loads of easy-to-follow painting guides. There are guides for Skinks and Saurus Warriors, Bastiladons, Stegadons, Carnosaur scales, pale skin and even feathers! Whether you prefer Classic or Contrast style, there's something for you there.

PAINTING LEXICON

Basecoat: A well-applied basecoat makes for a strong foundation for later stages. If using a Base paint, thin the paint with a little water and apply several coats for even coverage. If using a Contrast paint, it can be applied directly to the miniature.

Wash: A wash is an easy way to bring out details and textures on a model. Shade paints are designed for this, though Contrast paints thinned with Contrast Medium also work well. When you apply a wash, most of it will run into the recesses, but some will dry over the whole area, creating all-over shading.

Recess Wash: Sometimes you will want to focus a wash in the recesses, leaving the surface colour as it is. For these focused washes, use a smaller brush and carefully apply the wash directly into the recesses.

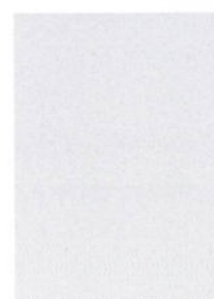
Layer: Layering helps bring out the detail on a model. A layer is applied all over the area you're painting except in the recesses. Layer paints are ideal, as are Base paints thinned with water.

Highlight: Highlights represent light falling on a raised edge and help define an area of your model. Highlights are applied like a Layer but only to the very edge of the area.

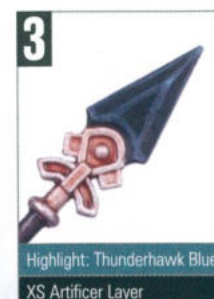
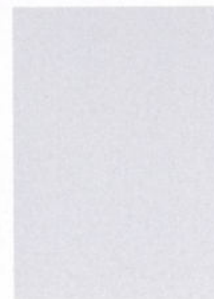
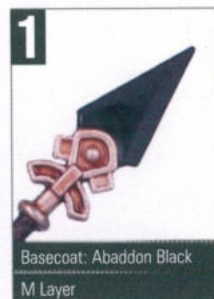
Drybrush: Drybrushing captures raised details and creates natural highlights quickly. To drybrush, load a brush with paint and then wipe most of it off on a paper towel, then flick the almost dry bristles across the model to catch the raised areas.

Glaze: A glaze is a very thin wash applied to an area to tint the colour or to help blend two colours together. Layer and Shade paints thinned with Lahmian Medium are ideal for this technique.

GOLD



OBSIDIAN BLADE



SCALES



GREEN SCALES



BEADY EYES



CONTRAST STYLE

The main colour on the Contrast-painted skink is Talassar Blue. When applying it, try to use as few brush strokes as possible so that you don't end up with streaks on the model. Applying the paint from the top down helps to control drips and pooling. Adding a little Contrast Medium can also help, but don't use too much or it will make the colour translucent. Make sure to cover all of the scales at the same time – this will help give the Black Templar wash a bluer tone. Once the Talassar Blue is dry, tidy up areas that aren't going to be blue (such as the leather straps) with Corax White.

Contrast paints are ideal for small, organic models like skinks, and most areas only need one highlight to take them from Battle Ready to Parade Ready. Only the skin needs a little more attention, particularly because it is the largest area of the model. Use Temple Guard Blue as a

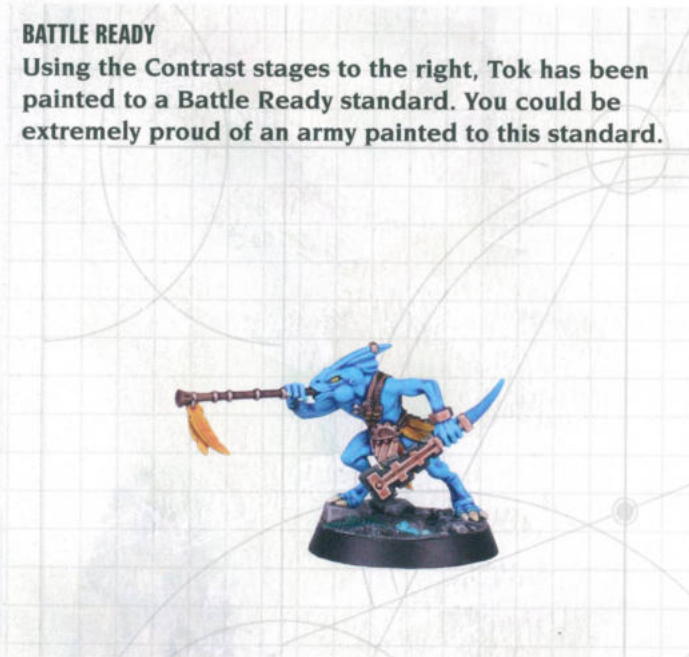
layer and apply it just like in the Classic style with Baharroth Blue for the highlights.

When painting the feathers, a smooth transition of colour can be achieved using a glaze of Moot Green (the most vibrant of all the greens!). Thin down Moot Green so that it is very thin – a mix of one part paint to six parts water is about right. Start your brush stroke in the middle of each feather and end at the bottom. Most paint is deposited at the end of a brush stroke, so the colour will be strongest at the bottom of the feather, creating a transition.

The sculpted bases on both models were basecoated Mechanicus Standard Grey, and then all the rocks were painted Dawnstone. The bases and rocks were then washed with Nuln Oil and drybrushed with Administratum Grey. The foliage is painted Lupercal Green and highlighted with Elysian Green.

BATTLE READY

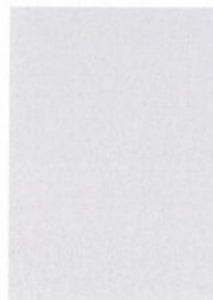
Using the Contrast stages to the right, Tok has been painted to a Battle Ready standard. You could be extremely proud of an army painted to this standard.



BLUE SKIN



SCALES

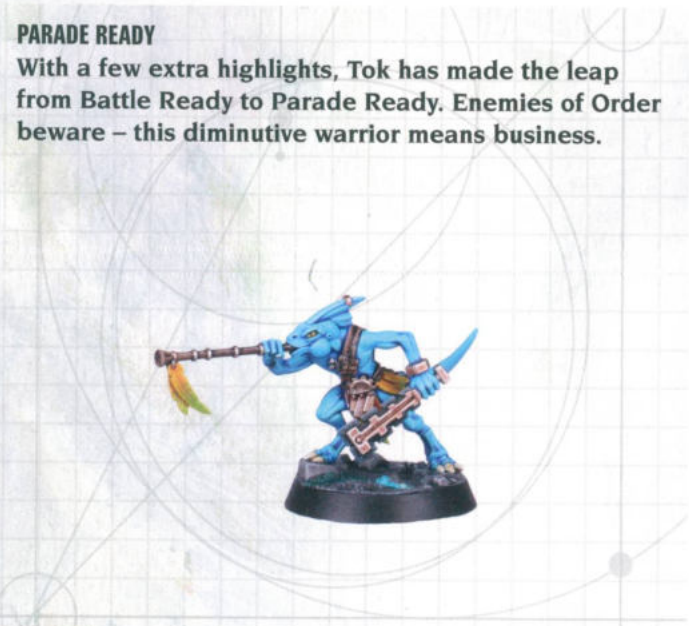


LEATHER



PARADE READY

With a few extra highlights, Tok has made the leap from Battle Ready to Parade Ready. Enemies of Order beware – this diminutive warrior means business.





ALTERNATIVE SKIN(K) TONES

While Seraphon are celestial beings, prolonged contact with the other realms can change their appearance somewhat. Coalesced warriors can often take on the attributes of the realm they reside in, the celestial magic that surrounds them binding with the realm's magic. So it could be that Aqshian Seraphon take on a red or orange hue, while those who live in Ghyran may appear green. Here are a few examples you can use for inspiration.



Basecoat: Corax White

Wash: Aethermatic Blue

Drybrush: Ulthuan Grey



Basecoat: Corax White

Wash: Gryph-hound Orange

Drybrush: Kislev Flesh



Basecoat: Corax White

Wash: Warp Lightning & Contrast Medium 1:5



Basecoat: Corax White

Wash: Black Templar

Drybrush: Ulthuan Grey

FEATHERS



Basecoat: Corax White
Spray Paint



Wash: Nazdreg Yellow
M Shade



Glaze: Moot Green
M Glaze



Highlight: Flash Gitz Yellow
XS Artificer Layer

OBSIDIAN MACE



Basecoat: Corax White
Spray Paint



Wash: Black Templar
M Glaze



Highlight: Thunderhawk Blue
S Layer



Highlight: Dawnstone
XS Artificer Layer

GOLD



Basecoat: Runelord Brass
S Base



Wash: Reikland Fleshshade & Reikland Fleshshade Gloss 1:1
M Glaze



Highlight: Canoptek Alloy
XS Artificer Layer



Highlight: Canoptek Alloy
XS Artificer Layer

CLAWS



Basecoat: Corax White
S Layer



Wash: Skeleton Horde
M Glaze



Highlight: Canoptek Alloy
XS Artificer Layer



Highlight: Canoptek Alloy
XS Artificer Layer

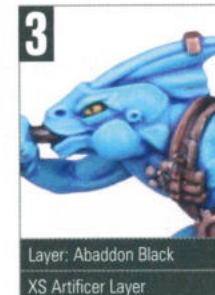
BEADY EYES



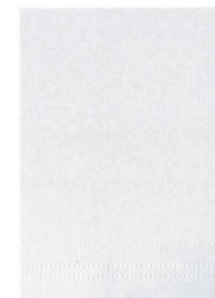
Basecoat: Corax White
S Layer



Wash: Iyanden Yellow
M Glaze



Layer: Abaddon Black
XS Artificer Layer



Highlight: Canoptek Alloy
XS Artificer Layer

BRUSH LEXICON

There are many brushes in the Citadel brush range, and all of them have specific uses.

Base Brushes: Base brushes (in sizes S, M, L and XL) have hard-wearing bristles that hold plenty of paint. With a flat shape and a top edge, you can use the side for greater coverage or the edge for more control.

Shade Brushes: Shade brushes (M and L) soak up a large amount of paint in their bristles, so you can apply lots of a Shade in one go. They are perfect for applying washes over a whole miniature quickly.

Glaze Brush: The Glaze brush is similar to the Shade brushes but with a smaller head. It is ideal for applying a glaze or wash to a small area of a model.

Layer Brushes: Layer brushes are ideal for building up layers and highlights. S and M brushes are perfect for applying layers, while the XS Artificer Layer is ideal for final highlights.

Dry Brushes: The three Dry brushes – S, M and L – are made from synthetic fibres that enable them to survive the rigours of swift drybrushing. The flat profile provides consistent coverage on raised areas.