



THE STARBLOOD STALKERS



The Starblood Stalkers are a pack of masterful skink hunters who pursue their foes into even the densest terrain before striking. Their cunning, bolstered by the camouflage of the Chameleon Skink Otapatl, has seen them take even the most cautious enemies by surprise.

| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|------------------|-------|---------|--------|----------|------|--------|
| Meteoric Javelin | 8" | 1 | 5+ | 4+ | - | 1 |
| Dartpipe | 16" | 2 | 3+ | 4+ | - | 1 |
| Boltspitter | 16" | 1 | 5+ | 5+ | - | 1 |
| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Celestite Dagger | 1" | 1 | 5+ | 5+ | - | 1 |
| Moonstone Club | 1" | 1 | 4+ | 3+ | - | 1 |

DESCRIPTION

The Starblood Stalkers is a unit that has 4 models. Xepic is armed with a Moonstone Club and Star-buckler; Huachi is armed with a Meteoric Javelin, Celestite Dagger and Star-buckler; Tok is armed with a Boltspitter and Moonstone Club; and Otapatl is armed with a Dartpipe and Celestite Dagger.

ABILITIES

Chameleon Ambush: *Chameleon Skinks can blend with their surroundings and go into hiding. Otapatl uses this talent to guide the rest of the Starblood Stalkers to well-chosen hiding places.*

Instead of setting up this unit, **KIXI-TAKA** and **KLAQ-TROK** on the battlefield, you can place them to one side and say that they are hiding as reserve units. If you do so, at the end of any of your movement phases, you can set up this unit, **KIXI-TAKA** and **KLAQ-TROK** on the battlefield more than 9" from any enemy units and wholly within 9" of each other.

Any reserve units that are in hiding and not on the battlefield at the start of the fourth battle round are slain.

Star-buckler: *Some skinks carry bucklers as resilient as the scales of a Stardrake.*

Add 1 to save rolls for attacks that target this unit while at least half of the models are armed with Star-bucklers.

Star-venom: *The darts used by Chameleon Skinks are coated in deadly toxins.*

If the unmodified hit roll for an attack made with a Dartpipe is 6, that attack inflicts 1 mortal wound on the target and the attack sequence ends (do not make a wound or save roll).

KEYWORDS ORDER, SERAPHON, COALESCED, THUNDER LIZARD, SKINK, STARBLOOD STALKERS

| SERAPHON WARSCROLL | UNIT SIZE | | POINTS | BATTLEFIELD ROLE | NOTES |
|------------------------|-----------|-----|--------|------------------|---|
| | MIN | MAX | | | |
| Kixi-Taka the Diviner | 1 | 1 | | Leader | Unique. These units must be taken as a set for a total of 225 points. Although taken as a set, each is a separate unit. |
| Klaq-Trok | 1 | 1 | 225 | | |
| The Starblood Stalkers | 4 | 4 | | | |



KIXI-TAKA THE DIVINER



Though only a lowly priest in the complex rungs of the skink hierarchy, Kixi-Taka is looked upon with favour by his Slann masters. Entrusted with several relics of Old One technology, he faithfully leads the Starblood Stalkers, utterly committed to the Great Plan.

| MISSILE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|------------------|-------|---------|--------|----------|------|--------|
| Starbolt | 18" | 2 | 4+ | 3+ | -1 | 1 |
| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
| Star-stone Staff | 1" | 1 | 4+ | 4+ | -1 | D3 |

DESCRIPTION

Kixi-Taka the Diviner is a named character that is a single model. He is armed with a Starbolt and Star-stone Staff.

ABILITIES

Star-stone Staff: *A Skink Priest can use their Star-stone Staff to fill their skink followers with a measure of Azyrite energy.*

In your hero phase, you can pick 1 friendly **SKINK** unit wholly within 12" of this model and roll a dice. Add 1 to the roll if the unit you pick is

STARBLOOD STALKERS. On a 3+, until your next hero phase, that unit can run and still shoot and/or charge in the same turn, and you can add 1 to save rolls for attacks that target that unit. A unit cannot benefit from this ability more than once per phase.

COMMAND ABILITIES

Herald of the Old Ones: *The chirruped sermons and holy exhortations of a Skink Priest embolden their followers to fight all the harder.*

You can use this command ability in your hero phase. If you do so, pick 1 friendly **SKINK** unit

wholly within 18" of this model. If the unit you pick is **STARBLOOD STALKERS**, you can use this command ability without a command point being spent. Until your next hero phase, you can add 1 to hit rolls for attacks made by that unit. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

ORDER, SERAPHON, COALESCED, THUNDER LIZARD, SKINK, HERO, PRIEST, KIXI-TAKA

| SERAPHON WARSCROLL | UNIT SIZE | | POINTS | BATTLEFIELD ROLE | NOTES |
|------------------------|-----------|-----|--------|------------------|---|
| | MIN | MAX | | | |
| Kixi-Taka the Diviner | 1 | 1 | | Leader | Unique. These units must be taken as a set for a total of 225 points. Although taken as a set, each is a separate unit. |
| Klaq-Trok | 1 | 1 | 225 | | |
| The Starblood Stalkers | 4 | 4 | | | |



KLAQ-TROK



A hulking mass of scale and muscle, Klaq-Trok speaks little even for one of his taciturn breed. Yet when war calls, the saurus is swift to answer, and the savagery with which he annihilates his enemies is wholly inspiring to the Starblood Stalkers.

| MELEE WEAPONS | Range | Attacks | To Hit | To Wound | Rend | Damage |
|--------------------|-------|---------|--------|----------|------|--------|
| Celestite Warblade | 1" | 5 | 3+ | 3+ | - | 1 |
| Fearsome Jaws | 1" | 1 | 4+ | 3+ | - | 1 |

DESCRIPTION

Klaq-Trok is a named character that is a single model. He is armed with a Celestite Warblade and Fearsome Jaws.

ABILITIES

Bolstering Presence: *The skinks of the Starblood Stalkers fear no foe as long as Klaq-Trok is nearby.*

Friendly **STARBLOOD STALKERS** units have a Bravery characteristic of 8 while they are wholly within 9" of this model.

Cold Ferocity: *Saurus heroes fight with a carefully controlled fury.*

If the unmodified hit roll for an attack made with a Celestite weapon by this model is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

KEYWORDS

ORDER, SERAPHON, COALESCED, THUNDER LIZARD, SAURUS, HERO, OLDBLOOD, KLAQ-TROK

| SERAPHON WARSCROLL | UNIT SIZE | | POINTS | BATTLEFIELD ROLE | NOTES |
|------------------------|-----------|-----|--------|------------------|---|
| | MIN | MAX | | | |
| Kixi-Taka the Diviner | 1 | 1 | | Leader | Unique. These units must be taken as a set for a total of 225 points. Although taken as a set, each is a separate unit. |
| Klaq-Trok | 1 | 1 | 225 | | |
| The Starblood Stalkers | 4 | 4 | | | |