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WARHAMMER AGE OF SIGMAR

CHOOSE THE VARIANT YOU WANT TO BUILD • CHOISISSEZ LA VARIANTE À ASSEMBLER • ELIGE QUÉ VERSION QUIERES MONTAR
WÄHLE DIE VARIANTE, DIE DU BAUEN MÖCHTEST • SCEGLI LA VARIANTE CHE VUOI ASSEMBLARE

SERAPHON

ENGINE OF THE GODS



3049
10000 / 10000
10000 / 10000
1 - 6



STEGADON



3049
10000 / 10000
10000 / 10000
1 - 6
7 - 0



- 1** **Check instructions** - Prima dell'installazione leggere attentamente il manuale utente. *Before installation, read the user manual carefully.*
- 2** **Do not tamper with seals** - Non alterare le guarnizioni. *Do not tamper with the seals.*
- 3** **Check expiry date** - Controllare la data di scadenza. *Check the expiry date.*
- 4** **Check expiry date** - Controllare la data di scadenza. *Check the expiry date.*
- 5** **Check expiry date** - Controllare la data di scadenza. *Check the expiry date.*
- 6** **Check expiry date** - Controllare la data di scadenza. *Check the expiry date.*
- 7** **Check expiry date** - Controllare la data di scadenza. *Check the expiry date.*
- 8** **Check expiry date** - Controllare la data di scadenza. *Check the expiry date.*
- 9** **Check expiry date** - Controllare la data di scadenza. *Check the expiry date.*
- 10** **Check expiry date** - Controllare la data di scadenza. *Check the expiry date.*

- 1** **READ THE FIRST** Before assembling your mobile phone read through the instructions in the product warranty. A seal is placed inside to prevent it from the plastic components in the case from separating. Do not use a screwdriver or any other tool to break up the seal. To assemble your mobile phone, use the supplied glue. Check the expiry date. Do not use the glue for other purposes. Do not use the glue for other purposes. Do not use the glue for other purposes.
- 2** **4 LINE WARNING** Avoid the use of any kind of laser light or any other device that emits a laser beam. Do not use the glue for other purposes. Do not use the glue for other purposes. Do not use the glue for other purposes.
- 3** **LEAD ACIDS DE BOMBA** Avoid the use of any kind of lead acid battery. Do not use the glue for other purposes. Do not use the glue for other purposes. Do not use the glue for other purposes.
- 4** **LES DES ZERST** Do not tamper with the seals. Do not use the glue for other purposes. Do not use the glue for other purposes. Do not use the glue for other purposes.
- 5** **LEGO FRAM OBTTO** Do not tamper with the seals. Do not use the glue for other purposes. Do not use the glue for other purposes. Do not use the glue for other purposes.



Glue bottle - *Colle*
Syringe - *Siringa*
Pliers - *Pinze*
Screwdriver - *Chiodo*

1

Follow steps 1-4 for all variants • Suivez les étapes 1-4 pour toutes les variantes • Folgen Sie bitte die Schritte 1-4 für alle Varianten • Segui te stadi 1-4 för alla varianter

1 a



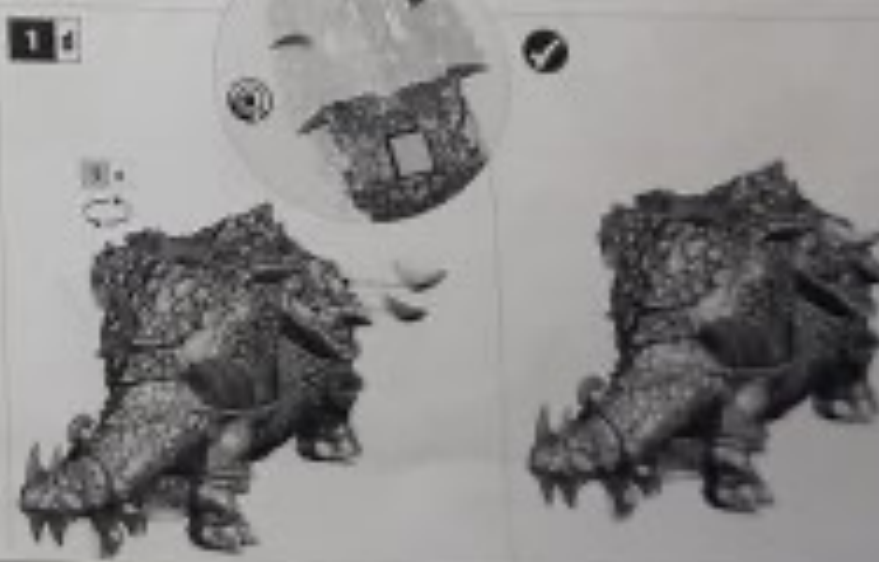
1 b



1 c



1 d



1



2



2



2



3



1



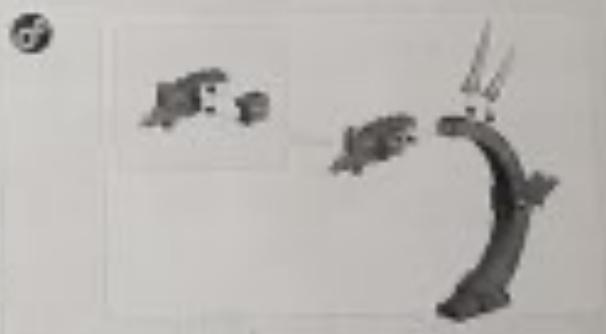
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1



ENGINE OF THE GODS



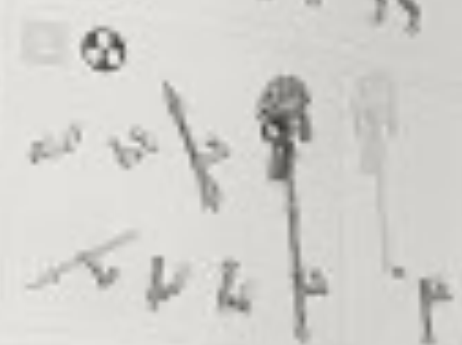
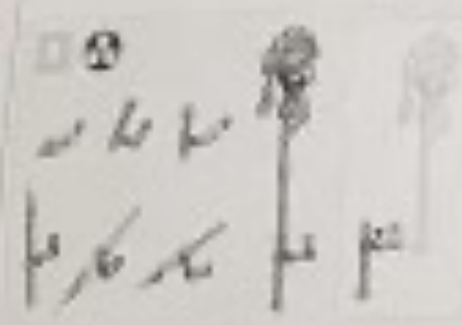
1 2



3



4 5



6 7



8



9



10



ENGINE OF THE GODS



WEAPON WEAPON	Range	Attack	To Hit	To Wound	Hard	Damage
Musket	1'	1	L	—	—	1
WEAPON WEAPON	Range	Attack	To Hit	To Wound	Hard	Damage
Shattering Bomb	2'	4	2	2	1	2
Crushing Stamp	1'	—	4	4	1	1

DAMAGE TABLE

Wounds Suffered	Blow	Crushing Stamp	Eventy Engine
1-2	A'	OR	2 dice
3-4	C'	OR	1-5 dice
5-6	B'	OR	2 dice
7-8	B'	OR	2 dice
9+	4	OR	1 die

DESCRIPTION:
The Engine of the Gods is a large, ornate, and highly decorative piece of machinery. It is a complex of gears, levers, and pipes, and is the most advanced piece of machinery ever created by the gods. It is a masterpiece of engineering, and its power is unmatched.

ABILITY:
The Engine of the Gods is a powerful and versatile piece of machinery. It can be used to power a wide range of devices, and it is capable of performing a variety of tasks. It is a true marvel of engineering, and its power is unmatched.

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STEGADON



1. 2

4. 5

3

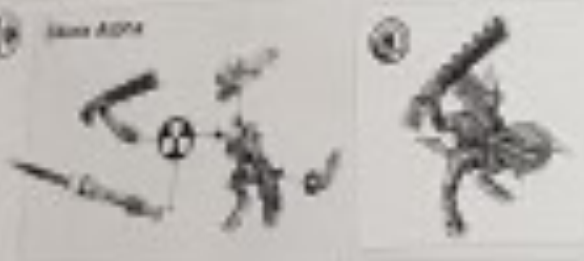


1. 2

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9



10



STEGADON



MIDDLE WEAPONS

Weapon	Range	Attacks	To Hit	To Wound	Band	Damage
Missile Javelins	5'	4	2+	2+		1
Dryness Bow	20'	3	4-	2+		1
Surfing Throwing	8'	See below	2+	2+	1	10

MELEE WEAPONS

Weapon	Range	Attacks	To Hit	To Wound	Band	Damage
Massive Horns	2'	3	2+	1+		2
Crushing Stomps	1'	1	4-	2+		1

DAMAGE TABLE

Wounds Suffered	Stomp	Massive Horns	Crushing Stomps
1-2	0	0	00
3-4	1	0	00
5-6	0	1	00
7-8	0	1	01
9+	0	1	01

DESCRIPTION

A Stegadon is a single-headed, four-legged creature capable of flight. It is a highly intelligent creature that uses its Crushing Stomps and Surfing Throwing to attack its enemies. It is also capable of using its massive horns to attack its enemies. The Stegadon is a highly intelligent creature that uses its Crushing Stomps and Surfing Throwing to attack its enemies. It is also capable of using its massive horns to attack its enemies.

ABILITIES

Crushing Stomps: When a Stegadon attacks with its Crushing Stomps, add 1 extra wound roll if it is attacking the same unit.

Massive Horns: Stegadons use their massive horns to attack their enemies. They are highly effective against units that are not protected by armor. The Stegadon's massive horns are highly effective against units that are not protected by armor.

Surfing Throwing: The Stegadon's Surfing Throwing is a highly effective attack. It is highly effective against units that are not protected by armor. The Stegadon's Surfing Throwing is a highly effective attack. It is highly effective against units that are not protected by armor.

Stomp Alpha: A Stegadon is often by a Stomp Alpha. In your turn phase the Alpha can give orders to a Stomp unit within 5' of it. If that unit is not within 5' of an enemy unit, you can immediately roll a die and move each of its models up to that many inches. In addition, with your turn phase you can cause the unit to fly.

MAGE

A Mage Wizard from the Stegadon Stegadon can, in addition to any other they know.

STEADON'S POWERS

Steadon Stegadon has a variety of powers. In your turn phase, you can cause a Stegadon within 10' of the base and more than 5' from any enemy models. The mage is added to your army's command and control.

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APTITUDES

Roll Impassable: When a Stegadon attacks with its Crushing Stomps, add 1 extra roll if it is attacking the same unit.

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KEYWORDS

ORDER, MAJIN, CELESTIAL, SERAPHIM, DRINK, MONSTER, STEGADON