



Hunters of Huanchi armed with dartpipes stalk their prey with infinite patience. Able to blend perfectly into their environment, these peerless hunters silently creep up on their targets before unleashing a storm of blowdarts covered in the most potent venoms.

WARSCROLL

HUNTERS OF HUANCHI

WITH DARTPIPES

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Dartpipe	16"	2	3+	3+	-	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Feeble Claws	1"	1	5+	5+	-	1

Each model in a Hunters of Huanchi with Dartpipes unit is armed with a Dartpipe and Feeble Claws.

CHAMPION: 1 model in this unit can be a Chameleon Skink Alpha. Add 1 to the Attacks characteristic of that model's Dartpipe.

MUSICIAN: 1 in every 5 models in this unit can be a Hornblower. Add 1 to run rolls and charge rolls for this unit if it includes any Hornblowers.

Chameleon Ambush: *The Hunters of Huanchi can blend with their surroundings and go into hiding.*

During deployment, instead of setting up this unit on the battlefield, you can place it to one side and say that it is hiding as a reserve unit. If you do so, at the end of your movement phase, you can set up this unit on the battlefield more than 9" from all enemy units.

If this unit is on the battlefield at the end of your movement phase, you can remove it from the battlefield and say that it is hiding as a reserve unit. If you do so, at the end of any of your subsequent movement phases, you can set up this unit on the battlefield more than 9" from all enemy units.

Any reserve units in hiding that are not set up on the battlefield before the start of the fourth battle round are destroyed.

Perfect Mimicry: *Chameleons lurking amid dense terrain are hard to spot.*

This unit is not visible to enemy units that are more than 12" away or while it is in cover.

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

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

KEYWORDS

ORDER, SERAPHON, SKINK, HUNTERS OF HUANCHI, HUNTERS OF HUANCHI WITH DARTPIPES



Sometimes, the task entrusted to a Hunters of Huanchi cohort will force them to close with an enemy. These Seraphon often wield deadly starstone bolas, close-quarters weapons that can explode in bursts of purging starlight.

WARSCROLL

HUNTERS OF HUANCHI

WITH STARSTONE BOLAS

MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Starstone Bolas	8"	1	3+	3+	-	1
Hunter Javelin	8"	1	3+	3+	-1	2
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Moonstone Club	1"	2	4+	4+	-	1
Hunter Javelin	2"	2	3+	3+	-1	2

Each model in a Hunters of Huanchi with Starstone Bolas unit is armed with a Starstone Bolas and Moonstone Club.

CHAMPION: 1 model in this unit can be a Chameleon Skink Alpha. Add 1 to the Attacks characteristic of that model's Moonstone Club.

MUSICIAN: 1 in every 5 models in this unit can be a Hornblower. Add 1 to run rolls and charge rolls for this unit if it includes any Hornblowers.

HUANCHI'S CLAW: 1 in every 5 models in this unit can be a Huanchi's Claw. This model is armed with a Hunter Javelin instead of a Starstone Bolas and Moonstone Club.

Chameleon Ambush: *The Hunters of Huanchi can blend with their surroundings and go into hiding.*

During deployment, instead of setting up this unit on the battlefield, you can place it to one side and say that it is hiding as a reserve unit. If you do so, at the end of your movement phase, you can set up this unit on the battlefield more than 9" from all enemy units.

If this unit is on the battlefield at the end of your movement phase, you can remove it from the battlefield and say that it is hiding as a reserve unit. If you do so, at the end of any of your subsequent movement phases, you can set up this unit on the battlefield more than 9" from all enemy units.

Any reserve units in hiding that are not set up on the battlefield before the start of the fourth battle round are destroyed.

Perfect Mimicry: *Chameleons lurking amid dense terrain are hard to spot.*

This unit is not visible to enemy units that are more than 12" away or while it is in cover.

Starstone Bolas: *A perfectly timed bolas throw can either ensnare an enemy or detonate to leave the foe reeling.*

If the unmodified hit roll for an attack made with a Starstone Bolas is 6, the target unit is stunned until the end of the following combat phase. Subtract 1 from hit rolls for attacks made by a unit that is stunned.

KEYWORDS

ORDER, SERAPHON, SKINK, HUNTERS OF HUANCHI, HUNTERS OF HUANCHI WITH STARSTONE BOLAS

WARSCROLL TERRAWINGS



Smaller – but no less vicious – cousins of the Terradons, Terrawings are often found accompanying Hunters of Huanchi. Their natural aggression and ear-splitting shrieks can hold the attention of any foe, allowing the skinks to slip away.

MELEE WEAPONS

Snapping Beak

Range

1"

Attacks

4

To Hit

4+

To Wound

4+

Reid

-

Damage

1

Each model in a Terrawings unit is armed with a Snapping Beak.

FLY: This unit can fly.

Nerve-shredding Screeches: Despite their small stature, the shrill cries of a Terrawing flock can cause disarray across the enemy line as orders are drowned out by the cacophony.

In the shooting phase, you can pick 1 enemy unit within 12" of this unit and roll 2D6. If the roll is higher than that unit's Bravery characteristic, that enemy unit cannot issue or receive commands until the end of the turn.

Symbiotic Relationship: Terrawings are often used by Hunters of Huanchi cohorts to surprise and confuse the enemy when they spring their ambush.

During deployment, instead of setting up this unit on the battlefield, if you have any **HUNTERS OF HUANCHI** units in reserve, you can place this unit to one side and say that it is hiding as a reserve unit. If you do so, at the end of your movement phase, you can set up this unit on the battlefield, within 3" of a friendly **HUNTERS OF HUANCHI** unit and more than 9" from all enemy units.

KEYWORDS

ORDER, SERAPHON, TERRAWINGS

SERAPHON

WARSCROLL	UNIT SIZE	POINTS	BATTLEFIELD ROLE	NOTES
Hunters of Huanchi with Dartpipes	5	135		
Hunters of Huanchi with Starstone Bolas	5	90		
Terrawings	3	75		