



SAURUS ETERNITY WARDEN



Uncompromising guardians of the slann, Eternity Wardens are utterly committed to the defence of their masters. Selflessly they will place themselves in the path of the foe, weathering a storm of blows before responding with brutal violence.

MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Star-stone Mace (Celestite weapon)	1"	3	3+	3+	-1	D3
Fearsome Jaws	1"	1	4+	3+	-	1

DESCRIPTION

A Saurus Eternity Warden is a single model armed with a Star-stone Mace and Fearsome Jaws.

ABILITIES

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.

Selfless Protectors: *An Eternity Warden stands as a living shield between the slann and their foes.*

Roll a dice before you allocate a wound or mortal wound to a friendly **SLANN** while it is within 3" of any friendly units with this ability. On a 2+, you must allocate that wound or mortal wound to a friendly unit with this ability that is within 3" of that **SLANN**, instead of to that **SLANN**.

COMMAND ABILITIES

Prime Guardian: *Eternity Wardens use not only the weapons they hold in their hands to protect the slann, but also the cohorts of Saurus Guard who were created for that very purpose.*

You can use this command ability in the combat phase. If you do so, pick 1 friendly **SAURUS GUARD** unit wholly within 18" of a friendly model with this command ability. Until the end of that 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.