

SAURUS GUARD

Patient and obstinate, Saurus Guard will not allow any harm to befall the Starmasters while even one of their number draws breath. Each will fight to the very last to defend their master, their polearms mercilessly hacking down the enemy.



MELEE WEAPONS

Celestite Polearm

Powerful Jaws

Range

1"

1"

Attacks

2

1

To Hit

3+

5+

To Wound

3+

4+

Rend

-1

-

Damage

1

1

DESCRIPTION

A unit of Saurus Guard has any number of models, each armed with a Celestite Polearm and Powerful Jaws.

SAURUS GUARD ALPHA: 1 model in this unit can be a Saurus Guard Alpha. Add 1 to the Attacks characteristic of that model's Celestite Polearm.

STARDRAKE ICON BEARER: 1 in every 5 models in this unit can be a Stardrake Icon Bearer. Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of any friendly Stardrake Icon Bearers.

WARDRUMMER: 1 in every 5 models in this unit can be a Wardrummer. You can re-roll charge rolls for units that include any Wardrummers.

ABILITIES

Selfless Protectors: *The Saurus Guard stand 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**.

KEYWORDS

ORDER, SERAPHON, SAURUS, SAURUS GUARD