

SAURUS SUNBLOOD

Scarred and hulking champions of battle, Sunbloods are amongst the most deadly of all saurus. They lead their reptilian kin to smash through the weakest portion of an enemy line, their heavy maces rising and falling with merciless efficiency.



MELEE WEAPONS

Celestite Warmace

Fearsome Jaws

Range

1"

1"

Attacks

6

1

To Hit

3+

4+

To Wound

3+

3+

Rend

-1

-

Damage

1

1

DESCRIPTION

A Saurus Sunblood is a single model armed with a Celestite Warmace and Fearsome Jaws.

ABILITIES

Primal Rage: *A Sunblood in full battle-rage is a true embodiment of the Seraphon's savage fury.*

If the unmodified hit roll for an attack made 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. In addition, if the unmodified wound roll for an attack made by this model is 6, that attack inflicts 1 mortal wound on the target in addition to any normal damage.

COMMAND ABILITIES

Scent of Weakness: *The Sunblood raises his warmace, points it at an enemy and lets loose a chilling predatory roar.*

You can use this command ability in the combat phase. If you do so, pick 1 enemy unit within 12" of a friendly model with this command ability. Until the end of that phase, add 1 to wound rolls for attacks made by friendly **SAURUS** models that target that enemy unit. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

ORDER, SERAPHON, SAURUS, HERO, SUNBLOOD