



## SAURUS GUARD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Polearm	1"	2	3+	3+	-1	1
Powerful Jaws and Stardrake Shield	1"	1	5+	4+	-	1

### DESCRIPTION

A unit of Saurus Guard has 5 or more models. They wield heavy Celestite Polearms, and savage their foes with their Powerful Jaws and Stardrake Shields.

### ALPHA GUARDIAN

The leader of this unit is the Alpha Guardian. An Alpha Guardian makes 3 attacks rather than 2 with its Celestite Polearm.

### STARDRAKE ICON

Models in this unit may carry stardrake icons that pulse with the terrifying essence of a celestial predator. If a battleshock test is made for an enemy unit within 5" of any stardrake icons, add 1 to the result.

### WARDRUM

Models in this unit may carry wardrums. A unit that includes any wardrums can march in its movement phase. When it does so it doubles its Move characteristic, but cannot run or charge in the same turn.

### ABILITIES

**Stardrake Shields:** When you make save rolls for this unit, ignore the enemy's Rend characteristic unless it is -2 or better.

**Sworn Guardians:** Saurus Guard were created to protect their masters. If this unit is within 8" of any **SERAPHON HEROES**, add 2 to its Bravery and 1 to the result of any save rolls for it.

### MAGIC

**SLANN WIZARDS** know the Summon Saurus Guard spell, in addition to any others they know.

### SUMMON SAURUS GUARD

Summon Saurus Guard has a casting value of 6. If successfully cast, you can set up a unit of up to 5 Saurus Guard within 15" of the caster and more than 9" from any enemy models. The unit is added to your army but cannot move in the following movement phase. If the result of the casting roll was 11 or more, set up a unit of up to 10 Saurus Guard instead.

### KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, SAURUS GUARD