



SAURUS KNIGHTS



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Blade	1"	1	3+	3+	-	1
Celestite Lance	1"	1	4+	3+	-	1
Powerful Jaws and Stardrake Shield	1"	1	5+	4+	-	1
Cold One's Vicious Bite	1"	2	3+	4+	-	1

DESCRIPTION

A unit of Saurus Knights has 5 or more models. Some units wield Celestite Blades, while others prefer Celestite Lances. All attack with their heavy Stardrake Shields and Powerful Jaws, while their Cold One mounts give a Vicious Bite.

ALPHA KNIGHT

The leader of this unit is the Alpha Knight. An Alpha Knight makes 2 attacks rather than 1 with its Celestite Blade or Lance.

STARDRAKE ICON

Models in this unit may carry terrifying stardrake icons. 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.

Blazing Lances: As Saurus Knights charge, their lances burst into flame. If the wound roll for a Celestite Lance is 6 or higher and the model charged in the same turn, the attack inflicts an additional mortal wound.

MAGIC

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

SUMMON SAURUS KNIGHTS

Summon Saurus Knights has a casting value of 6. If successfully cast, you can set up a unit of up to 5 Saurus Knights 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 Knights instead.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, SAURUS KNIGHTS