



SAURUS SUNBLOOD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite War-mace	1"	5	3+	3+	-1	1
Fearsome Jaws and Aeon Shield	1"	2	4+	3+	-	1

DESCRIPTION

A Saurus Sunblood is a single model. It is a ferocious exemplar of the saurus' martial might, crushing armour with its Celestite War-mace and tearing through flesh with its Fearsome Jaws and drakescale Aeon Shield. As well as being a deadly weapon, the Sunblood's massive Aeon Shield is almost impervious to damage.

ABILITIES

Aeon Shield: When you make save rolls for this model, ignore the enemy's Rend characteristic unless it is -3 or better.

Ferocious Rage: A Sunblood in full battle-rage is the true embodiment of the seraphon's savage fury. If the hit roll for one of this model's attacks is 6 or higher, make D3 wound rolls rather than 1. If the wound roll for one of this model's attacks is 6 or higher, it causes D3 Damage rather than 1.

MAGIC

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

SUMMON SUNBLOOD

Summon Sunblood has a casting value of 5. If successfully cast, you can set up a Saurus

Sunblood within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

COMMAND ABILITY

Scent of Weakness: The Saurus Sunblood raises its war-mace, points it at an enemy and gives a predatory roar. If the Saurus Sunblood uses this ability, pick an enemy unit within 15" – until your next hero phase, re-roll failed hit rolls for attacks made in the combat phase against that unit by any of your SAURUS models.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, HERO, SAURUS SUNBLOOD