



SAURUS WARRIORS



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

DESCRIPTION

A unit of Saurus Warriors has 10 or more models. Some units of Saurus Warriors wield Celestite Clubs, while others are armed with Celestite Spears. In either case, they also maul the enemy with their Powerful Jaws and Stardrake Shields.

ALPHA TALON

The leader of this unit is the Alpha Talon. An Alpha Talon makes 2 attacks rather than 1 with its Celestite Club or Spear.

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.

Ordered Cohort: Saurus are even deadlier when fighting in organised ranks. Add 1 to this unit's hit rolls if it has at least 20 models, and 1 to the number of attacks each model makes with its Celestite weapon if it has at least 30 models.

MAGIC

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

SUMMON SAURUS

Summon Saurus has a casting value of 6. If successfully cast, you can set up a unit of up to 10 Saurus Warriors 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 20 Saurus Warriors instead.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, SAURUS WARRIORS