

# SAURUS KNIGHTS

Mounted on cunning predatory beasts known as Cold Ones, Saurus Knights are the shock cavalry of the Seraphon. Weapons blazing with celestial light, they crash into the enemy with terrible, savage force.



## MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Blade	1"	2	3+	3+	-	1
Celestite Warspear	1"	2	4+	3+	-	1
Powerful Jaws	1"	1	5+	4+	-	1
Snapping Jaws	1"	2	3+	4+	-	1

## DESCRIPTION

A unit of Saurus Knights has any number of models. The unit is armed with one of the following weapon options: Celestite Blade and Powerful Jaws; or Celestite Warspear and Powerful Jaws.

**MOUNT:** This unit's Cold Ones attack with their Snapping Jaws.

**SAURUS KNIGHT ALPHA:** 1 model in this unit can be a Saurus Knight Alpha. Add 1 to the Attacks characteristic of that model's Celestite Blade or Celestite Warspear.

**STARDRAKE ICON BEARER:** 1 in every 5 models in this unit can be a Stardrake Icon Bearer. Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of any friendly Stardrake Icon Bearers.

**WARDRUMMER:** 1 in every 5 models in this unit can be a Wardrummer. You can re-roll charge rolls for units that include any Wardrummers.

## ABILITIES

**Celestite Warspear:** *A warspear is especially deadly when used by cavalry on the charge.*

Add 1 to the Damage characteristic of this unit's Celestite Warspears if this unit made a charge move in the same turn.

## KEYWORDS

ORDER, SERAPHON, SAURUS, COLD ONE, SAURUS KNIGHTS