

# SAURUS WARRIORS



Saurus Warriors are the brutal heart of the Seraphon armies. Bred solely for war, their cohorts advance across the battlefield in disciplined lockstep, unleashing their cold-blooded savagery only when battle is joined.



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

## DESCRIPTION

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

**SAURUS WARRIOR ALPHA:** 1 model in this unit can be a Saurus Warrior Alpha. Add 1 to the Attacks characteristic of that model's Celestite Club or Celestite Spear.

**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

**Ordered Cohort:** *Saurus are even deadlier when fighting in organised ranks.*

Add 1 to the Attacks characteristic of this unit's Celestite Clubs or Celestite Spears while this unit has 15 or more models.

## KEYWORDS

ORDER, SERAPHON, SAURUS, SAURUS WARRIORS