

• SERAPHON WARSCROLL •

SUNBLOOD PACK



The power of Azyr clings to the Sunbloods. Monstrously strong, these battle-scarred warriors are the martial champions of the saurus and the personification of the savage fury of the more warlike breeds of Seraphon. When accompanied by a pair of saurus bodyguards, they form a pack that acts as a formidable anchor in the Seraphon battleline.

✂ MELEE WEAPONS	Atk	Hit	Wnd	Rnd	Dmg
Celestite Weapons	3	3+	3+	1	2

The models in this unit are 1 Sunblood and 2 Saurus Bodyguard. Each model is armed with Celestite Weapons. This unit's Venomites are a token.

Passive

STARSPAWNED: The concentrated Azyrite magic radiating from the Sunblood imbues their warrior kin with incredible resilience.

Effect: Ignore the first damage point that would be allocated to friendly SAURUS and KROXIGOR units each phase while they are wholly within 12" of this unit.

Passive

SCALED PROTECTORS: The saurus bodyguard know no other purpose than to protect their Sunblood leader until their dying breath.

Effect: Ignore negative and positive modifiers to save rolls for this unit.

✂ Once Per Turn(Army), Any Combat Phase

VENOMITE SWARM: Beloved of the serpent god Sotek, the fangs of the Venomites drip with toxins that can inflict near-instant death.

Declare: Pick an enemy unit in combat with this unit to be the target.

Effect: If this unit's **Venomites** token is on the battlefield, roll a D3. On a 1, remove this unit's **Venomites** token from the battlefield. On a 2+, inflict an amount of mortal damage on the target equal to the roll.



KEYWORDS

HERO, INFANTRY

ORDER, SERAPHON, SAURUS