








 Order - Seraphon [180pts]	
Leader	
  Saurus Sunblood	180pts
Fighters	
Saurus Guard	135pts
Saurus Knight with Celestite Blade	120pts
Saurus Knight with Celestite Warspear	120pts
Saurus Warrior with Celestite Club x3	15pts

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Selection Rules	
	[Reaction] Starborn : fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. Count up to two critical hits from that attack action as hits instead.
 	<input type="checkbox"/> [Double] Cold-blooded Commander : A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. This fighter makes a bonus move action or a bonus attack action.
 	<input type="checkbox"/> [Triple] Tearing Bite : Add the value of this ability to the damage points allocated by each hit and critical hit from the next melee attack action made by this fighter in this activation.
	<input type="checkbox"/> [Quad] Wrath of the Old Ones : Until the end of the battle round, add half the value of this ability (rounding up) to the Attacks and Strength characteristics of melee attack actions made by this fighter.