

# SAURUS SCAR-VETERAN

ON COLD ONE

Scar-Veterans are the lieutenants of the saurian hosts, each a proven battlefield commander and deadly warrior. They regularly take to the field astride predatory reptilian beasts, all the better to reach the thick of the fighting sooner.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Warpick	1"	3	3+	3+	-1	1
Fearsome Jaws	1"	1	4+	3+	-	1
Snapping Jaws	1"	2	3+	4+	-	1

## DESCRIPTION

A Saurus Scar-Veteran on Cold One is a single model armed with a Celestite Warpick and Fearsome Jaws.

**MOUNT:** This model's Cold One attacks with its Snapping Jaws.

## ABILITIES

**Cold Ferocity:** *Saurus heroes fight with a carefully controlled fury.*

If the unmodified hit roll for an attack made with a Celestite weapon by this model is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

## COMMAND ABILITIES

**Saurian Savagery:** *The Scar-Veteran looses an ear-splitting roar that drives nearby saurus into a killing frenzy.*

You can use this command ability in the combat phase. If you do so, pick 1 friendly **SAURUS** unit wholly within 18" of a friendly model with this command ability. Until the end of that phase, if the unmodified hit roll for an attack made with a melee weapon by that friendly **SAURUS** unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit. A unit cannot benefit from this command ability more than once per phase.

## KEYWORDS

ORDER, SERAPHON, SAURUS, COLD ONE, HERO, SAURUS SCAR-VETERAN