



SAURUS ASTROLITH BEARER



MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite War-pick	1"	3	3+	3+	-1	1
Fearsome Jaws	1"	1	4+	4+	-	1

DESCRIPTION

A Saurus Astrolith Bearer is a single model. It wields a Celestite War-pick and savages the enemy with its Fearsome Jaws. It carries an Astrolith, an ancient device that can increase the flow of celestial magic to the vicinity.

ABILITIES

Celestial Conduit: In your hero phase, this model can plant its great Astrolith and activate its powers. Until your next hero phase, you may not move this model, but you may add 1 to the result of the casting roll when a **SERAPHON WIZARD** in your army attempts to cast any spells. If the spell is cast, add 8" to its range.

Proud Defiance: While the Astrolith is planted, you can re-roll any failed hit rolls made for this model and any **SERAPHON** units from your army within 10".

MAGIC

SLANN WIZARDS know the Summon Astrolith Bearer spell, in addition to any others they know.

SUMMON ASTROLITH BEARER

Summon Astrolith Bearer has a casting value of 5. If successfully cast, you can set up an Astrolith Bearer within 15" of the caster and more than 9" from any enemy models. The model is added to your army but cannot move in the following movement phase.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, HERO, TOTEM, SAURUS ASTROLITH BEARER