

# SAURUS OLDBLOOD ON CARNOSAUR



MISSILE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sunbolt Gauntlet	18"	D6	3+	4+	-1	1
MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sunstone Spear	2"	3	3+	3+	-1	D3
Carnosaur's Clawed Forelimbs	2"	2	*	3+	-	2
Carnosaur's Massive Jaws	2"	*	4+	3+	-1	3

DAMAGE TABLE			
Wounds Suffered	Move	Clawed Forelimbs	Massive Jaws
0-2	10"	3+	5
3-4	10"	4+	4
5-7	8"	4+	3
8-9	8"	5+	2
10+	6"	5+	1

## DESCRIPTION

A Saurus Oldblood on Carnosaur is a single model. Flashes of celestial fire leap forth from the Oldblood's Sunbolt Gauntlet while enemies are impaled on the shimmering blade of its Sunstone Spear. Its Carnosaur mount is a terrifying predator that grips enemies in its powerful Clawed Forelimbs before rending them with its Massive Jaws.

## ABILITIES

**Pinned Down:** Carnosaurs tackle large prey by pinning them in place before tearing into them with their massive jaws. If an enemy **MONSTER** is hit twice with the Carnosaur's Clawed Forelimbs, you can add 2 to the result when rolling to hit that target with the Carnosaur's Massive Jaws in the same turn.

**Blood Frenzy:** A Carnosaur that tastes the flesh of the enemy becomes a rampaging force of destruction. Once this model has slain an enemy with its Massive Jaws, it can run and charge in the same turn for the rest of the battle.

**Bloodroar:** The roar of a Carnosaur can cause even the most daring warrior to turn and flee. If your opponent takes a battleshock test for a unit within 8" of any Carnosaurs, roll a dice. If the result is higher than the result on your opponent's dice, D3 models flee from the unit (as well as any that flee because of the test).

**Blazing Sunbolts:** If the Saurus Oldblood atop the Carnosaur targets a **CHAOS DAEMON** unit with its Sunbolt Gauntlet, you can add 2 to the result of the wound rolls.

## MAGIC

**SLANN WIZARDS** know the Summon Saurus Warlord spell, in addition to any others they know.

## SUMMON SAURUS WARLORD

Summon Saurus Warlord has a casting value of 10. If successfully cast, you can set up a Saurus Oldblood on Carnosaur 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.

## COMMAND ABILITY

**Ancient Warlord:** A Saurus Oldblood is a veteran of battles without number – an experienced leader who is as inspirational to its kin as it is terrifying to the enemy. If the Saurus Oldblood uses this ability, then until your next hero phase, whenever a **SAURUS HERO** from your army within 20" attacks in the combat phase, pick one of its weapons and add 2 to its Attacks characteristic until the end of the phase.

## KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, CARNOSAUR, SAURUS, MONSTER, HERO, SAURUS OLDBLOOD