



SAURUS OLDBLOOD



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Suntooth Maul	1"	2	3+	4+	-1	D3
Celestite Warblade	1"	4	3+	3+	-	1
Celestite War-spear	2"	4	4+	3+	-1	1
Celestite Greatblade	1"	2	4+	3+	-1	2
Fearsome Jaws and Stardrake Shield	1"	1	4+	3+	-	1

DESCRIPTION

A Saurus Oldblood is a single model. It takes to the field armed with a powerful Suntooth Maul or a swift Celestite weapon – either a Warblade, War-spear or Greatblade. A seasoned predator, an Oldblood also tears at its foes with its Fearsome Jaws and its Stardrake Shield, which is as deadly in offence as it is indomitable in defence.

ABILITIES

Stardrake Shield: Saurus carry shields of celestial drakescale that are almost impervious to harm. When you make save rolls for this model, ignore the enemy's Rend characteristic unless it is -2 or better.

Wrath of the Seraphon: In the heat of battle, an Oldblood's cold fury radiates outward and drives its lesser kin into a rage of their own. You can re-roll wound rolls of 1 for SAURUS models within 5" of an Oldblood.

MAGIC

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

SUMMON OLDBLOOD

Summon Oldblood has a casting value of 5. If successfully cast, you can set up a Saurus Oldblood 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

Paragon of Order: The Saurus Oldblood gives an unspoken command, causing its warriors to snap into a new formation. If a Saurus Oldblood uses this ability, each SERAPHON unit from your army within 10" can immediately reform around one of its models. That model must stay where it is, but each other model in the unit can move up to 3" so long as it does not end this move within 3" of the enemy.

KEYWORDS

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