

SAURUS SCAR-VETERAN ON CARNOSAUR



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Warblade	1"	6	3+	3+	-	1
Celestite War-spear	2"	6	4+	3+	-1	1
Celestite Greatblade	1"	3	4+	3+	-1	2
Fearsome Jaws and Stardrake Shield	1"	1	4+	3+	-	1
Carnosaur's Clawed Forelimbs	2"	2	*	3+	-	2
Carnosaur's Massive Jaws	2"	*	3+	3+	-1	D3

Wounds Suffered	DAMAGE TABLE		
	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 Scar-Veteran on Carnosaur is a single model. It is a warrior as much as a leader, frighteningly adept with its Celestite Warblade, War-spear or Greatblade. It is almost as deadly with its Fearsome Jaws and toothed Stardrake Shield. Its Carnosaur mount is a terrifying predator that swipes at enemies with its powerful Clawed Forelimbs and tears at 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).

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.

MAGIC

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

SUMMON CARNOSAUR

Summon Carnosaur has a casting value of 10. If successfully cast, you can set up a Scar-Veteran 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

Saurian Savagery: The Scar-Veteran looses an ear-splitting roar that drives nearby saurus into a frenzy. If the Saurus Scar-Veteran on Carnosaur uses this ability, pick a **SAURUS** unit within 15". Until your next hero phase, whenever you roll a hit roll of 6 or more for a model in that unit, that model can immediately make one additional attack using the same weapon.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, CARNOSAUR, SAURUS, MONSTER, HERO, SAURUS SCAR-VETERAN