



SAURUS SCAR-VETERAN ON COLD ONE



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite War-pick	1"	3	3+	3+	-1	1
Fearsome Jaws and Stardrake Shield	1"	1	4+	3+	-	1
Cold One's Vicious Bite	1"	2	3+	4+	-	1

DESCRIPTION

A Saurus Scar-Veteran on Cold One is a single model. The Scar-Veteran fights with many weapons at once – a Celestite War-pick, its Fearsome Jaws and the serrated edge of its Stardrake Shield – while its Cold One mount is almost as deadly with its Vicious Bite.

ABILITIES

Fury of the Seraphon: After this model has made all its Celestite War-pick attacks, roll a dice. If the result is 4 or higher, it can attack again with its Celestite War-pick. Roll again after those attacks; if the result is 6, it can attack for a third and final time.

Stardrake Shield: 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 Knight Veteran spell, in addition to any others they know.

SUMMON KNIGHT VETERAN

Summon Knight Veteran has a casting value of 5. If successfully cast, you can set up a Scar-Veteran on Cold One 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

Savage Charge: The Scar-Veteran spurs its Cold One towards the enemy and urges its kin to follow. If a Scar-Veteran on Cold One uses this ability, then you can re-roll charge rolls and hit rolls of 1 for SAURUS units within 8". In addition, until your next hero phase this model and any Saurus Knights within 8" make an additional attack with their Cold Ones' Vicious Bites.

KEYWORDS

ORDER, DAEMON, CELESTIAL, SERAPHON, SAURUS, HERO, SAURUS SCAR-VETERAN ON COLD ONE