

SAURUS OLDBLOOD

Veterans of centuries of fearsome bloodshed, Saurus Oldbloods are the greatest commanders of the Seraphon. Each directs their cohorts with an instinctive, savage precision, enacting the designs of the slann with faultless loyalty.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Maul	1"	3	4+	3+	-1	D3
Celestite Warblade	1"	5	3+	3+	-	1
Celestite Warspear	2"	4	3+	3+	-	1
Celestite Greatblade	1"	3	4+	3+	-1	2
Fearsome Jaws	1"	1	4+	3+	-	1

DESCRIPTION

A Saurus Oldblood is a single model armed with Fearsome Jaws and one of the following weapon options: Celestite Maul; Celestite Warblade; Celestite Warspear; or Celestite Greatblade.

ABILITIES

Cold Ferocity: *Saurus heroes fight with a carefully controlled fury.*

If the unmodified hit roll for an attack made with a Celestite weapon by this model is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit.

COMMAND ABILITIES

Wrath of the Seraphon: *The Oldblood directs nearby saurus to unleash their savage instincts.*

You can use this command ability in the combat phase. If you do so, pick 1 friendly **SAURUS** unit wholly within 18" of a friendly model with this command ability. Until the end of that phase, you can add 1 to hit rolls for attacks made by that unit. A unit cannot benefit from this command ability more than once per phase.

KEYWORDS

ORDER, SERAPHON, SAURUS, HERO, OLDBLOOD