

# SAURUS OLDBLOOD

ON CARNOSAUR

The mightiest Oldbloods can tame fearsome Carnosaurs, riding the terrifying beasts into battle. The howl of a Carnosaur can send even the bravest warrior fleeing, for the fury of these monstrous creatures is legendary.



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 (Celestite weapon)	2"	3	3+	3+	-1	3
Clawed Forelimbs	2"	2	☀	3+	-	2
Massive Jaws	2"	3	4+	3+	-1	☀

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

**KEYWORDS**

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

## DESCRIPTION

A Saurus Oldblood on Carnosaur is a single model armed with a Sunbolt Gauntlet and Sunstone Spear.

**MOUNT:** This model's Carnosaur attacks with its Clawed Forelimbs and Massive Jaws.

## ABILITIES

**Blazing Sunbolts:** *The searing bolts of energy unleashed by a sunbolt gauntlet are anathema to the daemons of the Dark Gods.*

Add 1 to wound rolls for attacks made with a Sunbolt Gauntlet if the target is a **CHAOS DAEMON** unit.

**Blood Frenzy:** *A Carnosaur that tastes flesh in the midst of battle becomes a rampaging force of destruction.*

If any enemy models are slain by wounds inflicted by this model's attacks, for the rest of the battle this model can run and still charge in the same turn.

**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.

**Pinned Down:** *Carnosaurs tackle prey by pinning them in place with their powerful forelimbs and then tearing into them with their massive jaws.*

Add 1 to hit rolls for attacks made with Massive Jaws if the target has a Wounds characteristic of 7 or less.

**Terror:** *This terrifying monstrosity strikes fear into the hearts of its foes.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly units with this ability.

## 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.