

# SAURUS SCAR-VETERAN

## ON CARNOSAUR

Scar-Veterans who have earned the right to ride a Carnosaur into battle are amongst the most ferocious of all their ilk. Such is the combined power of saurus and warbeast that they are capable of collapsing an entire enemy flank by themselves.



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Celestite Warblade	1"	6	3+	3+	-	1
Celestite Warspear	2"	6	3+	3+	-	1
Celestite Greatblade	1"	3	4+	3+	-1	2
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, SCAR-VETERAN

## DESCRIPTION

A Saurus Scar-Veteran on Carnosaur is a single model armed with one of the following weapon options: Celestite Warblade; Celestite Warspear; or Celestite Greatblade.

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

## ABILITIES

**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.

**Celestite Warspear:** *A warspear is especially deadly when used by cavalry on the charge.*

Add 1 to the Damage characteristic of this model's Celestite Warspear if this model made a charge move 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

**Saurian Savagery:** *The Scar-Veteran looses an ear-splitting roar that drives nearby saurus into a killing frenzy.*

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, if the unmodified hit roll for an attack made with a melee weapon by that friendly **SAURUS** unit is 6, that attack scores 2 hits on the target instead of 1. Make a wound and save roll for each hit. A unit cannot benefit from this command ability more than once per phase.