



YUTTARAPTOR

Ζ4/1 Ω2[2]



Weapon Rng Dmg Special

Bite

-

3/4

Natural

Armour(1)

	7
	6
	-
	6
	4



Y U T I A R A A P T O R



Mobility(Leap)

When making a Leap Test this Model may re-roll
the Attribute Die.

Savage

Immediately after making a CC Test this Model may
re-roll the Attribute Die.

E V S E - N O N E



YUTTARAPTOR

Z4/1 Q2[2]



Weapon Rng Dmg Special

Bite

-

3/4

Natural



7



6



-



6



4

Savage

Immediately after making a CC Test this Model may re-roll the Attribute Die.

Mobility(Leap)

When making a Leap Test this Model may re-roll the Attribute Die.

E A S T - L P V A

ΑΛΦΑ ΑΛΦΑ





DOMEHEAD

25/6 @ 2[2]



Weapon Rng Dmg Special

Headbutt!

-

3/3

Natural
Knockdown

	6
	5
	-
	4
	3



D O O M E H E A D

Sling like a
Bee

When Charging this Model gains +1 Damage in
addition to the normal Charge Bonus.

B E A S T - N O N E



OVI RAPTOR

Ζ 5/1 Ω 2[2]



Weapon Rng Dmg Special

Beak

2/3

Natural

	6
	7
	-
	6
	3

Ambush

As a Reaction this model may spend an AP to declare a point on a -non-Stealthed- Enemy Model's Movement Path which is within 4" of this Model. That point becomes the Enemy Model's new Point of Destination. Immediately move this model in to Base to Base contact with that Point of Destination. Now fight a round of Close Combat as though this model Charged. The Active Model may not declare a Firefight Shoot Action in response to this Reaction (but may respond with a CC Firefight as normal).

B E A S T - N O N

S O V I E R A P T O R





DILOPHOSOR

25/6 Q2[2]



Weapon

Spit!

Rng

8/11

Dmg

1/2

Armour(1)

Special

Stun(1) Natural

Claws

-

1/1

Natural



5



6



7



5



3

Run and Gun

Quickshot

If this Model successfully Hits while Shooting they may make a free "Dodge Move, as though they rolled a Pass on a Dodge Test (p.32).

When making an Opposed Shoot Test, resolve your Die Roll as though it were unopposed, applying Damage and effects as normal. Then, if the Enemy Model is still able to Shoot, compare their Die Roll to yours in the normal way applying Damage and effects if they win.



DILOPHOSOR

5/6 ♀ 2[2]



Weapon	Rng	Dmg	Special
Spit!	8/11	1/2	Stun(1) Natural
Claws	-	1/1	Natural

5
6
7
5
3

7

D I L O P H O S O R

Run and Gun

If this Model successfully Hits while Shooting they
may make a free 1" Dodge Move, as though they
rolled a Pass on a Dodge Test (p.32).

B E A S T - N O N E

OTROODON

Ζ 4/6 ♀ 2[2]



Weapon Rng Dmg Special

Tear

-

2/4

Natural
Sneaky(1)
Sunder(1)

6

6



-



5



4

ΕΛΡΗΑ ΕΛΒΟΝΝΙΑ ΤΩΝ ΑΙΓΑΙΟΝ



Evade

When targeting this Model with a Shoot Action,
an Enemy Model will require a Nailed It result to
successfully hit this Model.

B E A S T - A L P H A



TROODON

L4/6 ♂ 2[2]



Weapon Rng Dmg Special

Tear

-

2/4 Natural Sneaky(1)
Sunder(1)



6



6



-



5



2

Evade

When targeting this Model with a Shoot Action,
an Enemy Model will require a Nailed It result to
successfully hit this Model.

B E A S T - N O N E





MAGNOSOR

Z 4 / I Q 2 [2]



Weapon Rng Dmg Special

Bite

-

3/4

Natural



7



5



-



6



4



ΑΛΡΗΔ



Counterstrike

If this Model loses an Opposed CC Test, during the Test Step, after Armour Rolls and Rerolls are completed, the Enemy Model takes Damage equal to the Damage this Model saved.

B E A S T - A L P H A



MAGNOSOR

4/6 ♂ 2[2]



Weapon Rng Dmg Special

Bite

-

3/4

Natural

	7
	5
	-
	5
	4



M A G N O S O B B

E V S T - N O N E

Counterstrike

If this Model loses an Opposed CC Test, during the Test Step, after Armour Rolls and Rerolls are completed, the Enemy Model takes Damage equal to the Damage this Model saved.



SINORAPTOR

4/6 @ 2[2]



Weapon Rng Dmg Special

Talons

2/3

Natural

Armour(2)

6

6



-



3



3

SINN ALPHA



Pack Hunter

When this Model declares a Charge you may place any other Sinoraptors within 6" of this Model in B2B with the target Model. Then remove one AP from each Model you placed in this way, if they have any AP.

Pack Tactics

When in CC this Model gains +V+1 Damage for each Friendly Model of the same type and Faction in B2B with the Target Model.



SINORAPTOR

Z 4/6 ♂ 2[2]



Weapon Rng Dmg Special

Nip

-

0/1

Natural

	6
	6
	-
	3
	3



S I N O R A P T O R



E N O T E S V E B

Pack Hunter

When this Model declares a Charge you may place any other Sinraptors within 6" of this Model in B2B with the target Model. Then remove one AP from each Model you placed in this way, if they have any AP.

Pack Tactics

When in CC this Model gains +1 Damage for each Friendly Model of the same type and Faction in B2B with the Target Model.



BARYONYX

Ζ 5/1 Θ 2[2]



Weapon

Rng

Dmg

Special

Armour(1)



7



5



-



6



4

Savage Bite

-

4/5

Sunder(2)
Natural

B A R Y O N Y X 3

Submerge

When this Model Declares a Move in Water you may only draw Line of Sight to or from it at the start and end-point of its Movement Path. Additionally, Swimming counts as regular, not restricted, movement.

Footwork

When an Enemy Model Charges this Model, after declaring Reactions, you may resolve a Dodge reaction using the attribute Die only, as though the Reaction was unopposed. Now, regardless of the outcome, resolve the Charge and Reaction as normal, remembering that Models without Reach may not damage Enemies who are not in Base to Base.

E N O T E S V E B



CERATOPS

Ζ 4/6 Φ 2[2]



Weapon Rng Dmg Special

Head-tusks

- 3/5

Sunder(1)
Natural
Knockdown

7

4

-

3

4



Momentum

When Charging this Model will place the Enemy Prone at the start of the Combat Action, applying negative modifiers. If this Model loses the combat, the Enemy Model may stand up for free.

Mighty Charge

You may draw your Movement Path through Enemy Models, and may not be Ambushed by Silhouette A or C Models. Any Enemy Model who, during the course of this Movement Path, contacts your Base (but is not in B2B contact at the end of your Charge) is moved by the shortest route possible out of your movement path, back a further 2" in the same direction and placed Prone. If that Model meets a solid surface it will stop immediately. If that Model's base crosses one or more Models' bases those Models will also be Knocked Prone. That Model will then take half your CC weapon Pass Damage, rounding down.

E N O N - T S V E B



ANKYLO

Ζ4/6 @ 2[2]

Weapon Rng Dmg Special

Thagomiser

2/6

Knockdown
Natural
Reach(3)

6

2



-



3



3

This Model is immune to Knockdown.

Rooted

**Sweeping
Strike**

When this Model fights in CC it will apply 1 Damage and the Weapon Properties of its attack vs all Models within 3", regardless of the outcome. Then move all of those Models 3" directly away from this Model.

EAST - NORTH - WEST - SOUTH

ANKYLO





KERATOSOR

Ζ 4/6 Θ 2[2]



Weapon

Roar

Rng

Auto-Hit

Dmg

0/0

Special

Template(Teardrop)
Knockdown
Stun(1) Natural

Savage Bite

4/5

Sunder(2)
Natural



6



4



-



4



4



KERATOSOR

UNDAUNTED
DEVASTATING
CHARGE
BANE TEST

Undaunted

Devastating Charge

Immediately after making a CC Test this Model may re-roll the Attribute Die. In addition, this Model gains +1/+2 Speed when declaring a Charge.

When you would apply Damage during a Charge Action by this Model, (regardless of whether this Model is successful in CC), apply 1 Damage to each Enemy Model with whom its Charge Move brings it in to Base to Base contact. This Damage will have the special effects of this Model's Close Combat weapon.