

Saurian Starhost - Copy • 2990pts

Frog-Mage [1] - 295pts

Quality 2+

Defense 2+

Tough 6

Caster(4), Fear(1), Hero, Strider, Tough(6), Heavy Shield

Weapon	RNG	ATK	AP	SPE
Heavy Pulse	-	A6	-	-
Magic Beam	12"	A1	2	Deadly(3)
Upgrade	SPE			
Magic Protection	Heavy Shield			
Supreme Mage	Caster(+1)			

Saurian Veteran [1] - 505pts

Quality 3+

Defense 2+

Tough 15

Fearless, Hero, Predator, Tough(15), Fear(2), Defense(1)*, Primal Roar, Pack Hunter

Weapon	RNG	ATK	AP	SPE
Veteran Pistol	12"	A2	-	-
Power Mace	-	A2	4	-
Crushing Jaw	-	A6	2	-
Stomp	-	A4	1	-
Upgrade	SPE			
Tyrannosaur	Fear(2), Tough(+12), Defense(1)*, Primal Roar			
Coordinator	Pack Hunter			

*Defense bonus from items are already included in the Def stat.

Gecko Champion [1] - 165pts

Quality 5+

Defense 5+

Tough 6

Fearless, Hero, Strider, Tough(6), Fast, Flying, Impact(2), Bait, Joust, Good Shot, Scout, Stealth, Caster(2), Shield Wall

Weapon	RNG	ATK	AP	SPE
Champion Shock Rifle	18"	A2	4	-
Bash	-	A1	-	-
Claw	-	A1	-	-
Upgrade	SPE			
Ripjawdactyl	Fast, Flying, Impact(2), Tough(+3), Bait, Joust			
Chameleon	Good Shot, Scout, Stealth			
Priest	Caster(2)			
Energy Shield	Shield Wall			

Saurian Warriors [5] - 120pts

Quality 4+

Defense 4+

Fearless, Predator

Weapon	RNG	ATK	AP	SPE
4x Pistols	12"	A1	-	-
5x CCWs	-	A2	-	-
Flamer	12"	A1	-	Blast(3), Reliable

Gecko Snipers [6] - 240pts

Quality 5+

Defense 5+

Fearless, Strider

Weapon	RNG	ATK	AP	SPE
6x Sniper Rifles	30"	A1	1	Sniper
6x CCWs	-	A1	-	-

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2x Gators [6] - 330pts

Quality 4+

Defense 3+

Tough 3

Fearless, Predator, Tough(3)

Weapon	RNG	ATK	AP	SPE
6x Bashes	-	A2	-	-
12x Bludgeons	-	A1	-	Lance

Dragon Lizard [1] - 165pts

Quality 4+

Defense 3+

Tough 6

Fearless, Furious, Strider, Tough(6), Predator

Weapon	RNG	ATK	AP	SPE
Flame Burst	12"	A2	1	Blast(3), Reliable
Heavy Claw	-	A3	1	-
Upgrade	SPE			
Lizard Handlers	Predator			

Spinosaurus [1] - 335pts

Quality 4+

Defense 2+

Tough 12

Fear(2), Fearless, Predator, Tough(12), Primal Roar

Weapon	RNG	ATK	AP	SPE
Spit Venom	18"	A2	-	Blast(3), Poison
Stomp	-	A4	1	-
Toxic Bite	-	A6	-	Poison

Ankylosaurus [1] - 505pts

Quality 4+

Defense 2+

Tough 12

Fear(2), Fearless, Heavy Shield, Tough(12)

Weapon	RNG	ATK	AP	SPE
Twin Fusion Cannon	24"	A2	4	Deadly(6)
Mace Tail	-	A4	2	-
Stomp	-	A4	1	-

Special Rules

AP: Targets get -X to Defense rolls when blocking hits.

Bait: Before the game starts, pick one enemy unit. All models with this special rule get +2 to hit in melee when fighting it.

Blast: Ignores cover, and after resolving other special rules, each hit is multiplied by X, where X is up to as many hits as models in the target unit.

Caster: Gets X spell tokens at the start of each round, but can't hold more than 6 tokens at once. At any point before attacking, spend as many tokens as the spell's value to try casting one or more spells (only one try per spell). Roll one die, on 4+ resolve the effect on a target in line of sight. Models within 18" in line of sight of the caster's unit may spend any number of spell tokens at the same time before rolling, to give the caster +1/-1 to the roll per token.

Deadly: Assign each wound to one model, and multiply it by X. Hits from Deadly must be resolved first, and these wounds don't carry over to other models if the original target is killed.

Defense: Gets +X to Defense rolls.

Fast: Moves +2" when using Advance, and +4" when using Rush/Charge.

Fear: This model counts as having dealt +X wounds when checking who won melee.

Fearless: Whenever a unit where most models have this rule fails a morale test, roll one die. On a 4+ it counts as passed instead.

Flying: May move through units and terrain, and ignores terrain effects whilst moving.

Furious: When charging, unmodified rolls of 6 to hit in melee deal one extra hit (only the original hit counts as a 6 for special rules).

Good Shot: This model shoots at Quality 4+.

Heavy Shield: When units where all models have this rule take hits, those hits count as having AP(-1), to a min. of AP(0).

Hero: Heroes with up to Tough(6) may deploy as part of one multi-model unit without another Hero. The hero may take morale tests on behalf of the unit, but must use the unit's Defense until all other models have been killed.

Impact: Roll X dice when attacking after charging, unless fatigued. For each 2+ the target takes one hit.

Joust: This model's Impact hits get AP(1).

Lance: When charging, gets +1 to hit rolls and AP(+1) in melee.

Pack Hunter: Once per this unit's activation, before attacking, pick one other friendly unit within 12", which may move by up to 6".

Poison: Ignores Regeneration, and the target must re-roll unmodified Defense rolls of 6 when blocking hits.

Predator: For each unmodified roll of 6 to hit when attacking, this model may roll +1 attack with that weapon. This rule doesn't apply to newly generated attacks.

Primal Roar: Once per this unit's activation, pick 2 friendly units within 12" with Predator, which may roll extra attacks on unmodified rolls of 5-6 to hit from Predator next time they attack.

Regeneration: When taking a wound, roll one die. On a 5+ it is ignored.

Reliable: Attacks at Quality 2+.

Scout: May be set aside before deployment. After all other units are deployed, must be deployed and may then be placed anywhere within 12" of their position. Players alternate in placing Scout units, starting with the player that activates next.

Shield Wall: This model gets +1 to defense rolls against hits that are not from spells.

Sniper: Shoots at Quality 2+, and each model with Sniper may pick any model in the target unit as its individual target, which is resolved as if it was a unit of 1. Sniper shooting must be resolved before other weapons.

Stealth: Enemies get -1 to hit rolls when shooting at units where all models have this rule from over 9" away.

Strider: May ignore the effects of difficult terrain when moving.

Tough: This model must take X wounds before being killed. If a model with tough joins a unit without it, then it is removed last when the unit takes wounds. Note that you must continue to put wounds on the tough model with most wounds in the unit until it is killed, before starting to put them on the next tough model (heroes must be assigned wounds last).

Saurian Starhost Army Spells

Scrutiny (1): Target enemy unit within 18" gets -1 to hit rolls next time it fights in melee.

Serpent Egg (1): Target enemy unit within 12" takes 4 hits.

Energy Reservoir (2): Target 2 friendly units within 12" move +2" next time they Advance, or +4" next time they Rush/Charge.

Jaguar Pounce (2): Target enemy model within 12" takes 2 hits with AP(4).

Transcend (3): Target 3 friendly units within 12" get Regeneration next time they take wounds.

Piranha Swarm (3): Target 2 enemy units within 12" take 6 hits each.