1.5 Dino Roar • 1500pts

Gecko Cohort [5] - 80pts

Quality 5+	Defense 5+

Fearless, Strider, Shield Wall

Weapon	RNG	ATK	AP	SPE
5x Shock Pistols	12"	A1	4	-
5x Bashes	-	A1	-	-
Upgrade			SPE	
Energy Shield			Shield Wall	

Saurian Warriors [5] - 100pts

Quality 4+	Defense 4+

Fearless, Predator

Weapon	RNG	ATK	AP	SPE
5x Pistols	12"	A1	-	-
5x CCWs	-	A2	-	-

2x Chameleons [5] - 135pts

Quality 5+	Defense 5+

Fearless, Good Shot, Scout, Stealth, Strider

Weapon	RNG	ATK	AP	SPE
5x Toxin Guns	18"	A2	-	Poison
5x CCWs	-	A1	-	-

Gator Veteran [1] - 160pts

⊖ Joined to Gators

Quality 4+	Defense 3+	Tough 6

Fear(1), Fearless, Hero, Predator, Tough(6), Deep Strike

Weapon	RNG	ATK	AP	SPE
2x Heavy Maces	-	A1	1	Blast(3)
Stomp	-	A2	1	-
Rapid Missile Pod	18"	A3	1	Lock-On, Limited
Upgrade			SPE	
Storm Leader			Deep Strike	

Gators [3] - 165pts

Quality 4+	Defense 3+	Tough 3

Fearless, Predator, Tough(3)

Weapon	RNG	ATK	AP	SPE
3x Bashes	-	A2	-	-
6x Bludgeons	-	A1	-	Lance

Triceratops [1] - 375pts

Quality 4+	Defense 2+	Tough 12

Fear(2), Fearless, Tough(12), Caster(2)

Weapon	RNG	ATK	AP	SPE
Horn	-	A6	-	Rending
Stomp	-	A4	1	-
Gecko Crew	18"	A6	1	-
Upgrade			SPE	
Gecko Priest			Caster(2)	

Spinosaurus [1] - 350pts

Quality 4+	Defense 2+	Tough 12

Fear(2), Fearless, Predator, Tough(12), Primal Roar, Impact(3)

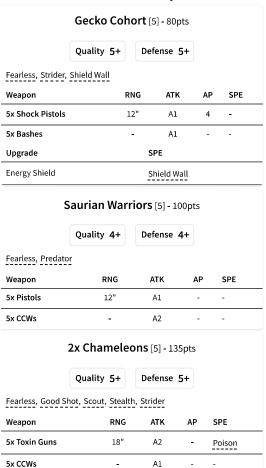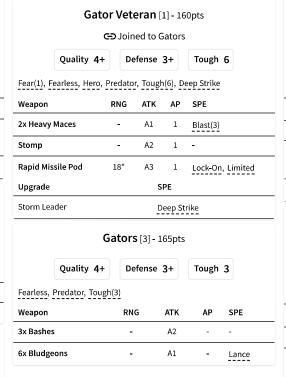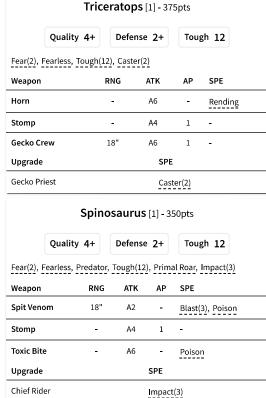| Weapon	RNG	ATK	AP	SPE
Spit Venom	18"	A2	-	Blast(3), Poison
Stomp	-	A4	1	-
Toxic Bite	-	A6	-	Poison
Upgrade			SPE	
Chief Rider			Impact(3)	

Special Rules

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

Ambush: May be set aside before deployment. At the start of any round after the first, may be deployed anywhere over 9" away from enemy units. Players alternate in placing Ambush units, starting with the player that activates next. Units that deploy via Ambush can't seize or contest objectives on the round they deploy.

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.

Deep Strike: This model and its unit get Ambush.

Defense: Gets +X to Defense rolls.

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.

Good Shot: This model shoots at Quality 4+.

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.

Ignores Regeneration: This weapon ignores Regeneration.

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

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

Limited: May only be used once per game.

Lock-On: Ignores cover and all negative modifiers to hit rolls and range.

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.

Rending: Ignores Regeneration, and unmodified rolls of 6 to hit get AP(4).

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.

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).

Transport: May transport up to X models or Heroes with up to Tough(6), and non-Heroes with up to Tough(3) which occupy 3 spaces each. Transports may deploy with units inside, and units may enter/exit by using any move action, but must stay fully within 6" of it when exiting. When a transport is destroyed, units inside must take a dangerous terrain test, are Shaken, and must be placed fully within 6" of the transport before removing it.