

3K Heavy Saurus • 3000pts

Saurian Starhost 3.4.1

Carno [1] - 480pts

Saurian Veteran

Quality 3+

Defense 2+

Tough 15

Fearless, Hero, Predator, Tough(15), Fury of the Gods, Fear(2), Defense(1)*, Primal Roar

Weapon	RNG	ATK	AP	SPE
Veteran Pistol	12"	A2	-	-
Power Spear	-	A2	-	Lance
Crushing Jaw	-	A6	2	-
Stomp	-	A4	1	-
Upgrade	SPE			
Zealot	Fury of the Gods			
Tyrannosaur	Fear(2), Tough(+12), Defense(1)*, Primal Roar			

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

Pterodactyl [1] - 160pts

Gecko Champion

Quality 5+

Defense 5+

Tough 6

Fearless, Hero, Strider, Tough(6), Caster(2), Fast, Flying, Impact(2), Assault Bomb, Good Shot, Scout, Stealth

Weapon	RNG	ATK	AP	SPE
CCW	-	A2	-	-
Champion Toxin Gun	18"	A3	-	Poison
Claw	-	A1	-	-
Upgrade	SPE			
Priest	Caster(2)			
Pterodactyl	Fast, Flying, Impact(2), Tough(+3), Assault Bomb			
Chameleon	Good Shot, Scout, Stealth			

Gecko Cohort [10] - 190pts

Quality 5+

Defense 5+

Fearless, Strider, Shield Wall, Teleport

Weapon	RNG	ATK	AP	SPE
10x Shock Pistols	12"	A1	4	-
10x Bashes	-	A1	-	-
Upgrade	SPE			
Energy Shield	Shield Wall			
Phase Backpacks	Teleport			

Gecko Cohort [10] - 160pts

Quality 5+

Defense 5+

Fearless, Strider, Shield Wall

Weapon	RNG	ATK	AP	SPE
10x Shock Pistols	12"	A1	4	-
10x Bashes	-	A1	-	-
Upgrade	SPE			
Energy Shield	Shield Wall			

2x Chameleons [10] - 270pts

Quality 5+

Defense 5+

Fearless, Good Shot, Scout, Stealth, Strider

Weapon	RNG	ATK	AP	SPE
10x Toxin Guns	18"	A2	-	Poison
10x CCWs	-	A1	-	-

Randy Raptor [1] - 105pts

Saurian Veteran

Joined to Raptor Riders

Quality 3+

Defense 3+

Tough 3

Fearless, Hero, Predator, Tough(3), Fast, Devour, Fury of the Gods

Weapon	RNG	ATK	AP	SPE
Veteran Pistol	12"	A2	-	-
CCW	-	A2	-	-
Upgrade	SPE			
Raptor	Fast, Devour			
Zealot	Fury of the Gods			

Has lance for simplicity 5 points off

Raptor Riders [5] - 160pts

Quality 4+

Defense 3+

Devour, Fast, Fearless, Predator

Weapon	RNG	ATK	AP	SPE
5x Pistols	12"	A1	-	-
5x Power Spears	-	A2	-	Lance

Gator Veteran [1] - 150pts

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	-
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

Frank [1] - 165pts

Dragon Lizard

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			

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.

Assault Bomb: Once per game, once during its activation when this model moves over enemy units, pick one of them and roll one die. On a 2+ it takes 3 hits with AP(1).

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.

Devour: Whenever this model attacks in melee, roll one die. On a roll of 6+ the target takes 1 wound.

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).

Fury of the Gods: This model and its unit get AP(+1) in melee.

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.

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.

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+.

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.

Teleport: Once per activation, before attacking, place this model anywhere within 6" of its position.

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.

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.