



INTRO

Saurian Starhosts are an ancient coalition of humanoid reptiles led by giant Frog Mages. Their armies combine advanced technology with genetically modified predators to make them fearsome foes.

The Saurians are perhaps the most ancient race in the galaxy, but most of their species lie dormant in cryo-pyramids. The Saurians seek to awaken their host to prevent a prophesied disaster, however many of their pyramids have been lost or destroyed, and some have begun to fear that they have already failed their mission.

ABOUT OPR

OPR (www.onepagerules.com) is the home of many free games which are designed to be fast to learn and easy to play.

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BACKGROUND STORY

Saurians claim that the Frog-Mages who created them existed before time began. Their Mages teach them that their purpose is to fulfill a great prophecy which they have held from the beginning: in time, the fabric of reality would break, and their fate would be to save it. The Frog-Mages created cryo-pyramids and scattered themselves through the galaxy to ensure that they would be ready to fulfill their purpose when their time came.

In their absence, a number of new species began to explore and settle throughout the galaxy. This led to a surge of psychic power which awoke one of the dormant Frog-Mages, who was now alone in the galaxy. The lone Frog-Mage found a galaxy at war, and fearing that this was the beginning of the end, he hoped to awaken his fellow Mages before it was too late.

The Frog-Mage gathered a conclave of helpers, but it was soon clear that they would not be able to succeed alone. The Mages used their vast knowledge of genetic engineering and psychic abilities to create new allies, in order to seek out the rest of their kind. Together, they created the first Starhost. Each member of a Starhost has their fate defined by the Frog-Mages at birth, and they are created to fulfill this single mission in order to help the Frog-Mages complete the prophecy. These missions define much of the culture of the various species in each Starhost.

The first Starhost began to seek out and awaken other Mages. The newly awakened Mages would create additional Starhosts in order to fulfill their purpose, who would then create their own Starhosts in order to seek out more of their kind throughout the galaxy, including in the Sirius Sector. Much has changed in the galaxy since the Saurians first entered the cryo-pyramids however, and rediscovering the pyramids has proven a more difficult task than expected. Some cryo-pyramids have been destroyed by exploding stars or marauding treasure hunters, others have been buried beneath deserts, oceans or even cities. Worse still, some have begun to fail on their own, leaving the Frog-Mages inside to die.

These setbacks have cast doubt on the reliability of the Frog-Mages and their prophecies, while others are beginning to fear that the Frog-Mages have already failed in their great prophecy.

How will you face your destiny?

GF - SAURIAN STARHOST v3.4.1

Name [size]	Qua	Def	Equipment	Special Rules	Cost
Frog-Mage [1]	2+	2+	Magic Blast (12", A3, Rending), Heavy Pulse (A6)	Caster(3), Fear(1), Hero, Strider, Tough(6)	255pts
Saurian Veteran [1]	3+	3+	Veteran Pistol (12", A2), CCW (A2)	Fearless, Hero, Predator, Tough(3)	60pts
Gecko Champion [1]	5+	5+	Champion Shock Pistol (12", A2, AP(4)), CCW (A2)	Fearless, Hero, Strider, Tough(3)	40pts
Gator Veteran [1]	4+	3+	2x Heavy Mace (A1, AP(1), Blast(3)), Stomp (A2, AP(1))	Fear(1), Fearless, Hero, Predator, Tough(6)	125pts
Gecko Cohort [5]	5+	5+	5x Shock Pistol (12", A1, AP(4)), Energy Shield (5x Bash (A1), Shield Wall)	Fearless, Strider	80pts
Saurian Warriors [5]	4+	4+	5x Pistol (12", A1), 5x CCW (A2)	Fearless, Predator	100pts
Chameleons [5]	5+	5+	5x Toxin Gun (18", A2, Poison), 5x CCW (A1)	Fearless, Good Shot, Scout, Stealth, Strider	135pts
Saurian Guardians [5]	3+	3+	5x Hammer (A2, AP(2))	Fearless, Predator	160pts
Gecko Snipers [3]	5+	5+	3x Sniper Rifle (30", A1, AP(1), Sniper), 3x CCW (A1)	Fearless, Strider	120pts
Deinonychus Riders [5]	5+	5+	5x Shock Lance (A1, AP(4))	Bounding, Fearless, Impact(1), Shield Wall, Strider	105pts
Dactyl Riders [3]	5+	5+	3x CCW (A1), 3x Claws (A1), Energy Shield (Shield Wall)	Fast, Fearless, Flying, Impact(2), Tough(3)	145pts
Raptor Riders [5]	4+	3+	5x Pistol (12", A1), 5x CCW (A2)	Devour, Fast, Fearless, Predator	135pts
Gators [3]	4+	3+	3x Bash (A2), 6x Bludgeon (A1, Lance)	Fearless, Predator, Tough(3)	165pts
Cyber Swarms [3]	6+	6+	3x Swarm Attacks (A3, Poison)	Fearless, Strider, Tough(3)	60pts
Dragon Lizard [1]	4+	3+	Flame Burst (12", A2, AP(1), Blast(3), Reliable), Heavy Claws (A3, AP(1))	Fearless, Furious, Strider, Tough(6)	160pts
Spiked Lizard [1]	4+	3+	Arch Rockets (18", A2, Blast(3), Indirect), Heavy Claws (A3, AP(1))	Fearless, Heavy Shield, Strider, Tough(6)	155pts
Triceratops [1]	4+	2+	Horns (A6, Rending), Stomp (A4, AP(1)), Carrier Platform (Transport(11))	Fear(2), Fearless, Tough(12)	320pts
Spinosaurus [1]	4+	2+	Spit Venom (18", A2, Blast(3), Poison), Stomp (A4, AP(1)), Toxic Bite (A6, Poison)	Fear(2), Fearless, Predator, Tough(12)	325pts
Ankylosaurus [1]	4+	2+	Twin Fusion Cannon (24", A2, AP(4), Deadly(6)), Mace Tail (A4, AP(2)), Stomp (A4, AP(1))	Fear(2), Fearless, Heavy Shield, Tough(12)	505pts
Dread Titan [1]	2+	2+	Stomp (A6, AP(2)), Vicious Jaws (A4, AP(4), Deadly(3))	Fear(3), Tough(18)	690pts

SPECIAL RULES

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

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).

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

Beacon: Friendly units using Ambush may ignore distance restrictions from enemies if they are deployed within 6" of this model.

Bounding: When this unit is activated, you may place all models with this rule in it anywhere within D3+1" of their position.

Deep Strike: This model and its unit get Ambush.

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

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

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).

Impact(X): 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).

Legendary Guard(X): If this model is part of a unit of X, they count as having Quality 2+.

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

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.

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

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

Vicious Attack: This model and its unit get Furious. If they already had Furious, they get extra hits from Furious on unmodified rolls of 5-6 to hit instead.

Will of the Gods: This model and its unit get AP(+1) when shooting.

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.

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Frog-Mage [1] - 255 pts	
Quality 2+	Defense 2+
Heavy Pulse (A6)	
Magic Blast (12", A3, Rending)	
Caster(3), Fear(1), Hero, Strider, Tough(6)	
Replace Magic Blast:	
+5pts	Magic Beam (12", A1, AP(2), Deadly(3))
+5pts	Magic Shock (18", A3)
Upgrade with any:	
+15pts	Magic Protection (Heavy Shield)
+20pts	Supreme Mage (Caster(1))
+150pts	Temple Guardian (Legendary Guard(Saurian Guardians))

Saurian Veteran [1] - 60 pts	
Quality 3+	Defense 3+
CCW (A2)	
Veteran Pistol (12", A2)	
Fearless, Hero, Predator, Tough(3)	
Replace Veteran Pistol:	
+10pts	Veteran Spike Pistol (9", A3, Rending)
+15pts	Veteran Carbine (18", A3)
Replace CCW:	
+5pts	Power Spear (A2, Lance)
+10pts	Power Claw (A2, AP(1), Rending)
+20pts	Power Mace (A2, AP(4))
Upgrade with one:	
+35pts	Zealot (Fury of the Gods)
+45pts	Coordinator (Pack Hunter)
+70pts	Crusader (Will of the Gods)
Upgrade with one:	
+10pts	Raptor (Devour, Fast)
+10pts	Hardened Elite (Heavy Shield)
+380pts	Tyrannosaur (Crushing Jaws (A6, AP(2)), Stomp (A4, AP(1)), Defense(1), Fear(2), Primal Roar, Tough(12))

Gecko Champion [1] - 40 pts	
Quality 5+	Defense 5+
CCW (A2)	
Champion Shock Pistol (12", A2, AP(4))	
Fearless, Hero, Strider, Tough(3)	
Replace Champion Shock Pistol and CCW:	
+5pts	Shock Lance (A3, AP(4)), Energy Shield (Shield Wall)
+45pts	Champion Sniper Rifle (30", A2, AP(1), Sniper), Dagger (A1)
Replace Champion Shock Pistol:	
+5pts	Champion Shock Rifle (18", A2, AP(4))
+5pts	Champion Toxin Gun (18", A3, Poison)
Replace CCW:	
+5pts	Sacred Mace (A1, Blast(3))
+5pts	Bash (A1), Energy Shield (Shield Wall)
Upgrade with one:	
+10pts	Phase Backpack (Teleport)
+15pts	Chameleon (Good Shot, Scout, Stealth)
Upgrade with one:	
+15pts	Pit Master (Vicious Attack)
+25pts	Spearhead (Deep Strike)
+35pts	Priest (Caster(2))
Upgrade with one:	
+10pts	Deinonychus (Bounding, Impact(1))
+35pts	Palanquin (Pulse (A3), Tough(3))
+65pts	Ripjawdactyl (Claws (A1), Bait, Fast, Flying, Impact(2), Joust, Tough(3))
+65pts	Pterodactyl (Claws (A1), Assault Bomb, Fast, Flying, Impact(2), Tough(3))

Gator Veteran [1] - 125 pts	
Quality 4+	Defense 3+
2x Heavy Mace (A1, AP(1), Blast(3))	
Stomp (A2, AP(1))	
Fear(1), Fearless, Hero, Predator, Tough(6)	
Replace any Heavy Mace:	
+10pts	Power Knuckle (A3, AP(2))
+10pts	Power Spike (A1, AP(4), Deadly(3))
Upgrade with:	
+10pts	Rapid Missile Pod (18", A3, AP(1), Limited, Lock-On)
Upgrade with one:	
+10pts	Primordial Warden (Primal Roar)
+25pts	Storm Leader (Deep Strike)
+35pts	Zealot (Fury of the Gods)
+70pts	Crusader (Will of the Gods)

Gecko Cohort [5] - 80 pts	
Quality 5+	Defense 5+
5x Shock Pistol (12", A1, AP(4))	
Energy Shield (5x Bash (A1), Shield Wall)	
Fearless, Strider	
Replace all Energy Shields:	
+10pts	CCW (A2)
Upgrade all models with:	
+15pts	Phase Backpacks (Teleport)

Saurian Warriors [5] - 100 pts	
Quality 4+	Defense 4+
5x CCW (A2)	
5x Pistol (12", A1)	
Fearless, Predator	
Replace all Pistols and CCWs:	
+20pts	Carbine (18", A2), CCW (A1)
Replace one Pistol:	
+15pts	Spike Shooter (18", A2, Rending)
+20pts	Shock Charger (24", A1, AP(4))
+20pts	Flamer (12", A1, Blast(3), Reliable)
+25pts	Blast Gun (12", A1, AP(4), Deadly(3))

Chameleons [5] - 135 pts	
Quality 5+	Defense 5+
5x CCW (A1)	
5x Toxin Gun (18", A2, Poison)	
Fearless, Good Shot, Scout, Stealth, Strider	
Upgrade all models with:	
+10pts	Demo Charges (A1, AP(4), Limited)
Upgrade one model with:	
+10pts	Advanced Locator (Beacon)

Saurian Guardians [5] - 160 pts	
Quality 3+	Defense 3+
5x Hammer (A2, AP(2))	
Fearless, Predator	
Replace all Hammers:	
+30pts	Mace-Shots (12", A2, AP(1)), Mace (A2)
Replace one Hammer:	
+5pts	Great Hammer (A1, AP(2), Blast(3))
Upgrade all models with:	
+10pts	Hardened Elites (Heavy Shield)

Gecko Snipers [3] - 120 pts	
Quality 5+	Defense 5+
3x CCW (A1)	
3x Sniper Rifle (30", A1, AP(1), Sniper)	
Fearless, Strider	

Deinonychus Riders [5] - 105 pts	
Quality 5+	Defense 5+
5x Shock Lance (A1, AP(4))	
Bounding, Fearless, Impact(1), Shield Wall, Strider	
Replace all Shock Lances:	
+15pts	Shock Pistol (12", A1, AP(4)), CCW (A1)

Dactyl Riders [3] - 145 pts	
Quality 5+	Defense 5+
3x CCW (A1)	
3x Claws (A1)	
Energy Shield (Shield Wall)	
Fast, Fearless, Flying, Impact(2), Tough(3)	
Replace all Energy Shields and CCWs:	
+10pts	Shock Rifle (18", A1, AP(4))
+15pts	Shock Pistol (12", A1, AP(4)), Energy Shields (Shield Wall)
Upgrade all models with one:	
+30pts	Ripjaw Breed (Bait, Joust)
+30pts	Ptero Breed (Assault Bomb)

Raptor Riders [5] - 135 pts	
Quality 4+	Defense 3+
5x CCW (A2)	
5x Pistol (12", A1)	
Devour, Fast, Fearless, Predator	
Replace any Pistol:	
+5pts	Spike Pistol (9", A2, Rending)
Replace any CCW:	
+5pts	Power Spear (A2, Lance)
+10pts	Power Claw (A2, AP(1), Rending)
+15pts	Power Mace (A2, AP(4))

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Gators [3] - 165 pts	
Quality 4+	Defense 3+
3x Bash (A2)	
6x Bludgeon (A1, Lance)	
Fearless, Predator, Tough(3)	
Replace any Bludgeon:	
+5pts	Heavy Shooter (12", A2, AP(1))
+5pts	Power Claw (A1, AP(1), Rending)
+5pts	Power Knuckle (A1, AP(2))
Upgrade any model with:	
+5pts	Missile Pod (18", A1, AP(1), Limited, Lock-On)

Cyber Swarms [3] - 60 pts	
Quality 6+	Defense 6+
3x Swarm Attacks (A3, Poison)	
Fearless, Strider, Tough(3)	

Dragon Lizard [1] - 160 pts	
Quality 4+	Defense 3+
Heavy Claws (A3, AP(1))	
Flame Burst (12", A2, AP(1), Blast(3), Reliable)	
Fearless, Furious, Strider, Tough(6)	
Upgrade with:	
+5pts	Lizard Handlers (Predator)

Spiked Lizard [1] - 155 pts	
Quality 4+	Defense 3+
Heavy Claws (A3, AP(1))	
Arch Rockets (18", A2, Blast(3), Indirect)	
Fearless, Heavy Shield, Strider, Tough(6)	
Upgrade with:	
+5pts	Lizard Handlers (Predator)

Triceratops [1] - 320 pts	
Quality 4+	Defense 2+
Stomp (A4, AP(1))	
Horns (A6, Rending)	
Carrier Platform (Transport(11))	
Fear(2), Fearless, Tough(12)	
Replace Carrier Platform:	
+20pts	Gecko Crew (18", A6, AP(1))
+55pts	Gecko Crew (18", A6, AP(1)), Gecko Priest (Caster(2))
+140pts	Heavy Rocket Launcher (24", A4, AP(1), Blast(3), Indirect)
+180pts	Heavy Missile Launcher (30", A4, AP(2), Deadly(3), Lock-On)

Spinosaurus [1] - 325 pts	
Quality 4+	Defense 2+
Stomp (A4, AP(1))	
Spit Venom (18", A2, Blast(3), Poison)	
Toxic Bite (A6, Poison)	
Fear(2), Fearless, Predator, Tough(12)	
Upgrade with any:	
+10pts	Primal Roar
+15pts	Chief Rider (Impact(3))

Ankylosaurus [1] - 505 pts	
Quality 4+	Defense 2+
Stomp (A4, AP(1))	
Twin Fusion Cannon (24", A2, AP(4), Deadly(6))	
Mace Tail (A4, AP(2))	
Fear(2), Fearless, Heavy Shield, Tough(12)	
Replace Twin Fusion Cannon:	
+55pts	Heavy Plasma Burster (30", A4, AP(4), Blast(3))
Upgrade with:	
+10pts	Advanced Locator (Beacon)

Dread Titan [1] - 690 pts	
Quality 2+	Defense 2+
Stomp (A6, AP(2))	
Vicious Jaws (A4, AP(4), Deadly(3))	
Fear(3), Tough(18)	
Upgrade with one:	
+535pts	Scorcher (Scorcher Cannon (18", A8, AP(1), Blast(3), Reliable), Tough(6))
+920pts	Behemoth (Quad Beam Cannon (24", A4, AP(4), Deadly(6)), Tough(6))