



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 cyro-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 cyro-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 (Shield Wall, 5x Bash (A1)) | 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

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).

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) | |
| <i>Replace Magic Blast:</i> | |
| +5pts | Magic Beam (12", A1, AP(2), Deadly(3)) |
| +5pts | Magic Shock (18", A3) |
| <i>Upgrade with any:</i> | |
| +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) | |
| <i>Replace Veteran Pistol:</i> | |
| +10pts | Veteran Spike Pistol (9", A3, Rending) |
| +15pts | Veteran Carbine (18", A3) |
| <i>Replace CCW:</i> | |
| +5pts | Power Spear (A2, Lance) |
| +10pts | Power Claw (A2, AP(1), Rending) |
| +20pts | Power Mace (A2, AP(4)) |
| <i>Upgrade with one:</i> | |
| +35pts | Zealot (Fury of the Gods) |
| +45pts | Coordinator (Pack Hunter) |
| +70pts | Crusader (Will of the Gods) |
| <i>Upgrade with one:</i> | |
| +10pts | Raptor (Fast, Devour) |
| +10pts | Hardened Elite (Heavy Shield) |
| +380pts | Tyrannosaur (Crushing Jaws (A6, AP(2)), Fear(2), Stomp (A4, AP(1)), Tough(12), Defense(1), Primal Roar) |

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

| 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) | |
| <i>Replace any Heavy Mace:</i> | |
| +10pts | Power Knuckle (A3, AP(2)) |
| +10pts | Power Spike (A1, AP(4), Deadly(3)) |
| <i>Upgrade with:</i> | |
| +10pts | Rapid Missile Pod (18", A3, AP(1), Limited, Lock-On) |
| <i>Upgrade with one:</i> | |
| +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 | |
| <i>Replace all Energy Shields:</i> | |
| +10pts | CCW (A2) |
| <i>Upgrade all models with:</i> | |
| +15pts | Phase Backpacks (Teleport) |

| Saurian Warriors [5] - 100 pts | |
|--------------------------------------|---------------------------------------|
| Quality 4+ | Defense 4+ |
| 5x CCW (A2) | |
| 5x Pistol (12", A1) | |
| Fearless, Predator | |
| <i>Replace all Pistols and CCWs:</i> | |
| +20pts | Carbine (18", A2), CCW (A1) |
| <i>Replace one Pistol:</i> | |
| +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 | |
| <i>Upgrade all models with:</i> | |
| +10pts | Demo Charges (A1, AP(4), Limited) |
| <i>Upgrade one model with:</i> | |
| +10pts | Advanced Locator (Beacon) |

| Saurian Guardians [5] - 160 pts | |
|---------------------------------|--|
| Quality 3+ | Defense 3+ |
| 5x Hammer (A2, AP(2)) | |
| Fearless, Predator | |
| <i>Replace all Hammers:</i> | |
| +30pts | Mace-Shots (12", A2, AP(1)), Mace (A2) |
| <i>Replace one Hammer:</i> | |
| +5pts | Great Hammer (A1, AP(2), Blast(3)) |
| <i>Upgrade all models with:</i> | |
| +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 | |
| <i>Replace all Shock Lances:</i> | |
| +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) | |
| <i>Replace all Energy Shields and CCWs:</i> | |
| +10pts | Shock Rifle (18", A1, AP(4)) |
| +15pts | Shock Pistol (12", A1, AP(4)), Energy Shields (Shield Wall) |
| <i>Upgrade all models with one:</i> | |
| +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 | |
| <i>Replace any Pistol:</i> | |
| +5pts | Spike Pistol (9", A2, Rending) |
| <i>Replace any CCW:</i> | |
| +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) | |
| <i>Replace any Bludgeon:</i> | |
| +5pts | Heavy Shooter (12", A2, AP(1)) |
| +5pts | Power Claw (A1, AP(1), Rending) |
| +5pts | Power Knuckle (A1, AP(2)) |
| <i>Upgrade any model with:</i> | |
| +5pts | Missile Pod (18", A1, AP(1), Limited, Lock-On) |

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

| 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) | |
| <i>Upgrade with:</i> | |
| +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) | |
| <i>Upgrade with:</i> | |
| +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) | |
| <i>Replace Carrier Platform:</i> | |
| +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) | |
| <i>Upgrade with any:</i> | |
| +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) | |
| <i>Replace Twin Fusion Cannon:</i> | |
| +55pts | Heavy Plasma Burster (30", A4, AP(4), Blast(3)) |
| <i>Upgrade with:</i> | |
| +10pts | Advanced Locator (Beacon) |