



## About OPR

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

This project was made by gamers for gamers and it can only exist thanks to the support of our awesome community.

If you'd like to support the continued development of our games you can donate on [patreon.com/onepagerules](https://patreon.com/onepagerules).

## Thank you for playing!

## Background Story

Saurian Starhosts are cults of humanoid lizards following the lead of sacred frog mages in search for more of their kin. They use powerful tech combined with their ferocious nature to eliminate anyone that is in the way of their holy mission.

Legend says that before time began, the frog-mages were floating calmly in empty space. Then, a prophecy came to them: In time, the fabric of reality would break, and it was their fate to save it. In response to this they created all of the known stars, planets and species, and retreated into a deep slumber.

In their absence, the species evolved and expanded, so that once the first frog-mages woke up again, they found a galaxy at war around them. They spawned armies of lizards to aid them in finding their long-lost brothers, who are hidden and scattered throughout the galaxy.

If you find a cryo-pyramid underground you better run, because the Starhosts will stop at nothing to rescue its frog-mage.

# GFF - Saurian Starhost v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Saurian Veteran [1]	3+	3+	Pistol (12", A1), CCW (A2)	Fearless, Hero, Predator, Tough(3)	A	55pts
Gecko Champion [1]	5+	5+	Shock Pistol (12", A1, AP(4)), CCW (A2)	Fearless, Hero, Strider, Tough(3)	B	35pts
Gecko [1]	5+	5+	Shock Pistol (12", A1, AP(4)), CCW (A2)	Fearless, Strider	C	15pts
Saurian Warrior [1]	4+	4+	Pistol (12", A1), CCW (A2)	Fearless, Predator	D	20pts
Chameleon [1]	5+	5+	Toxin Carbine (12", A2, Poison), CCW (A1)	Fearless, Good Shot, Scout, Stealth, Strider	E	25pts
Cyber Swarm [1]	6+	6+	Swarm Attack (A3, Poison)	Fearless, Strider, Tough(3)	-	25pts
Saurian Guardian [1]	3+	3+	Hammer (A2, AP(2))	Fearless, Predator	F	30pts
Raptor Rider [1]	4+	3+	Pistol (12", A1), CCW (A2), Claws (A1, AP(1))	Fast, Fearless, Impact(1), Predator	G	35pts
Pterodactyl Rider [1]	5+	5+	Shock Rifle (18", A1, AP(4)), Claws (A2)	Fast, Fearless, Flying, Impact(2), Tough(3)	H	50pts
Gator [1]	4+	3+	Bash (A2), 2x Power Knuckles (A1, AP(2))	Fearless, Predator, Tough(3)	I	55pts

## A | Replace Pistol:

Carbine (18", A2)	+10pts
Spike Pistol (12", A3, Rending)	+15pts

## Replace CCW:

Heavy Power Spear (A2, Impact(2))	+5pts
Power Claw (A2, AP(1), Rending)	+5pts
Power Mace (A2, AP(4))	+10pts

## Upgrade with one:

Crusader (Will of the Gods)	+25pts
Coordinator (Pack Hunter)	+35pts

## Upgrade with one:

Raptor (Fast, Impact(1), Claws (A1, AP(1)))	+20pts
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## Take one Tyrannosaur upgrade:

Primal Roar	+20pts
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## B | Replace Shock Pistol and CCW:

Sniper Rifle (30", A1, AP(1), Sniper), Dagger (A1)	+25pts
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## Replace Shock Pistol:

Shock Rifle (18", A1, AP(4))	+5pts
Toxin Carbine (18", A2, Poison)	+5pts

## Replace CCW:

Sacred Mace (A1, Blast(3))	+5pts
Dagger (A1), Energy Shield (Shield Wall)	+10pts

## Upgrade with one:

Chameleon (Good Shot, Scout, Stealth)	+10pts
Phase Backpack (Teleport)	+10pts

## Upgrade with one:

Pit Master (Vicious Attack)	+15pts
Priest (Psychic(1))	+25pts
Spearhead (Deep Strike)	+45pts

## Upgrade with one:

Palanquin (Tough(+3), Pulse (A3))	+30pts
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## Take one Pterodactyl upgrade:

Ripjaw Breed (Furious, Impact(+2))	+5pts
Bomb Carrier (Drop Bombs)	+25pts

## C | Replace Shock Pistols and CCW:

Sniper Rifles (30", A1, AP(1), Sniper), Daggers (A1)	+25pts
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## Replace CCW:

Daggers (A1), Energy Shields (Shield Wall)	+5pts
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## Upgrade with:

Phase Backpacks (Teleport)	+5pts
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## D | Replace Pistols and CCW:

Carbines (18", A2), CCWs (A1)	+5pts
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## Replace Pistol:

Shock Charger (24", A1, AP(4))	+10pts
Blast Gun (12", A1, AP(4), Deadly(3))	+15pts
Flamethrower (12", A6)	+15pts
Spike Shooter (18", A3, Rending)	+20pts

## E | Upgrade with:

Explosives (AP(4) in melee)	+5pts
Advanced Locator (Beacon)	+10pts

## F | Replace Hammer:

Mace Shots (12", A2, AP(1)), Maces (A2)	+5pts
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## Replace any Hammer:

Great Hammer (A1, AP(2), Blast(3))	+5pts
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## Upgrade with:

Hardened Elites (Heavy Shield)	+5pts
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## G | Replace any Pistol:

Spike Pistol (12", A3, Rending)	+10pts
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## Replace any CCW:

Power Claw (A2, AP(1), Rending)	+5pts
Power Spear (A2, Impact(1))	+5pts
Power Mace (A2, AP(4))	+5pts

## H | Replace Shock Rifle:

CCWs (A2), Energy Shields (Shield Wall)	+10pts
Shock Pistols (12", A1, AP(4)), Energy Shields (Shield Wall)	+10pts

## Upgrade with one:

Ripjaw Breed (Furious, Impact(+2))	+5pts
Bomb Carriers (Drop Bombs)	+25pts

## Upgrade with:

Sky-Assault (Ambush)	+5pts
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## I | Replace any Power Knuckle:

Power Claw (A1, AP(1), Rending)	free
Bludgeon (A1, Impact(1))	+5pts
Heavy Shooter (12", A2, AP(1))	+5pts

## Upgrade with:

Missile Pod (18", A1, AP(2), Lock-On)	+10pts
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## Special Rules

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

**Deep Strike:** The hero and up to half of its army get the Ambush special rule (must deploy within 3" of the hero).

**Drop Bombs:** Whenever this model moves over enemies, pick one of them and roll 1 die. On a 2+ it takes 3 hits with AP(1).

**Good Shot:** This model shoots at Quality 4+.

**Heavy Shield:** Attacks targeting units where all models have this rule count as having AP(-1), to a min. of AP(0).

**Pack Hunter:** Once per activation, before attacking, pick one friendly unit within 12" of this model. That unit, and all friendly unit within 6" may move by up to 6".

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

**Primal Roar:** Once per activation, pick 2 friendly units within 6" with Predator. Those units, and all friendly units within 6" may roll extra attacks on results of 5-6 next time they attack.

**Shield Wall:** Enemies get -1 to hit when they attack units where all models have this rule.

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

**Vicious Attack:** This model and all friendly units within 12" get the Furious special rule.

**Will of the Gods:** This model and all friendly units within 12" get AP(+1) in melee or shooting (pick one).

## Psychic Spells

**Scrutiny (4+):** Target 2 enemy units within 12" get -1 to hit next time they fight in melee.

**Serpent Egg (4+):** Target enemy unit within 12" takes 5 hits.

**Energy Reservoir (5+):** Target 2 friendly units within 6" get +2" next time they Advance, or +4" next time they Charge/Rush.

**Jaguar Pounce (5+):** Target enemy model within 12" takes 2 hits with AP(4).

**Piranha Swarm (6+):** Target 2 enemy units within 6" take 6 hits with AP(1) each.

**Transcend (6+):** Target friendly unit within 12" gets Regeneration next time it takes wounds.