



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.

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

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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.

GF - Saurian Starhost v2.50

Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Frog-Mage [1]	2+	2+	Magic Blast (12", A3, Rending), Pulse (A3)	Hero, Psychic(2), Strider, Tough(3)	A	145pts
Saurian Veteran [1]	3+	3+	Pistol (12", A1), CCW (A2)	Fearless, Hero, Predator, Tough(3)	B	55pts
Gecko Champion [1]	5+	5+	Shock Pistol (12", A1, AP(4)), CCW (A2)	Fearless, Hero, Strider, Tough(3)	C	35pts
Gator Veteran [1]	4+	3+	Great Energy Hammer (A2, AP(2), Blast(3))	Fear, Fearless, Hero, Predator, Tough(6)	D	120pts
Geckos [5]	5+	5+	Shock Pistols (12", A1, AP(4)), CCWs (A2)	Fearless, Strider	E	85pts
Saurian Warriors [5]	4+	4+	Pistols (12", A1), CCWs (A2)	Fearless, Predator	F	100pts
Chameleons [5]	5+	5+	Toxin Carbines (12", A2, Poison), CCWs (A1)	Fearless, Good Shot, Scout, Stealth, Strider	G	120pts
Saurian Guardians [5]	3+	3+	Hammers (A2, AP(2))	Fearless, Predator	H	150pts
Gators [3]	4+	3+	Bashes (A2), 2x Power Knuckles (A1, AP(2))	Fearless, Predator, Tough(3)	I	165pts
Pterodactyl Riders [3]	5+	5+	Shock Rifles (18", A1, AP(4)), Claws (A2)	Fast, Fearless, Flying, Impact(2), Tough(3)	J	150pts
Raptor Riders [5]	4+	3+	Pistols (12", A1), CCWs (A2), Claws (A1, AP(1))	Fast, Fearless, Impact(1), Predator	K	165pts
Cyber Swarms [3]	6+	6+	Swarm Attacks (A3, Poison)	Fearless, Strider, Tough(3)	-	70pts
Dragon Lizard [1]	4+	3+	Flame Burst (12", A6, AP(1)), Claws (A3, AP(1))	Fearless, Furious, Strider, Tough(6)	L	120pts
Spiked Lizard [1]	4+	2+	Arch Rockets (18", A2, Blast(3), Indirect), Claws (A3, AP(1))	Fearless, Strider, Tough(6)	L	145pts

A | Replace Magic Blast:

Magic Beam (12", A1, AP(2), Deadly(3))	+10pts
Magic Shock (18", A3)	+10pts

Upgrade with one:

Cyber Palanquin (Fear, Tough(+3), Pulse (A3))	+105pts
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B | 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
Tyrannosaur (Defense +1, Fear, Tough(+12), Crushing Jaws (A6, AP(2)), Stomp (A4, AP(1)))	+320pts

Take one Tyrannosaur upgrade:

Primal Roar	+20pts
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C | 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
Pterodactyl (Fast, Flying, Impact(2), Tough(+3), Claws (A2))	+55pts

Take one Pterodactyl upgrade:

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

D | Upgrade with one:

Blessed One (Will of the Gods)	+25pts
Primordial Warden (Primal Roar)	+20pts
Storm Leader (Deep Strike)	+45pts

E | Replace all Shock Pistols and CCWs:

Sniper Rifles (30", A1, AP(1), Sniper), Daggers (A1)	+125pts
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Replace all CCWs:

Daggers (A1), Energy Shields (Shield Wall)	+10pts
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Upgrade all models with:

Phase Backpacks (Teleport)	+20pts
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F | Replace all Pistols and CCWs:

Carbines (18", A2), CCWs (A1)	+20pts
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Replace one 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

G | Upgrade all models with:

Explosives (AP(4) in melee)	+15pts
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Upgrade one model with:

Advanced Locator (Beacon)	+10pts
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H | Replace all Hammers:

Mace Shots (12", A2, AP(1)), Maces (A2)	+30pts
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Replace up to two Hammers:

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

Hardened Elites (Heavy Shield)	+20pts
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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 any model with:

Missile Pod (18", A1, AP(2), Lock-On)	+10pts
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J | Replace all Shock Rifles:

CCWs (A2), Energy Shields (Shield Wall)	+25pts
Shock Pistols (12", A1, AP(4)), Energy Shields (Shield Wall)	+30pts

Upgrade all models with one:

Ripjaw Breed (Furious, Impact(+2))	+20pts
Bomb Carriers (Drop Bombs)	+75pts

Upgrade all models with:

Sky-Assault (Ambush)	+20pts
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K | 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

L | Upgrade with:

Lizard Handlers (Predator)	+5pts
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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 its unit get the Ambush special rule.
- 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, which 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, which 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:** The hero and its unit get the Furious special rule.
- Will of the Gods:** The hero and its unit 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.

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Name [size]	Qua	Def	Equipment	Special Rules	Upgrades	Cost
Triceratops [1]	4+	2+	Gecko Crew (18", A6, AP(1)), Stomp (A4, AP(1)), Horns (A6, Rending)	Fear, Fearless, Tough(12)	A	290pts
Spinosaurus [1]	4+	2+	Spit Venom (18", A2, Blast(3), Poison), Stomp (A4, AP(1)), Toxic Bite (A6, Poison)	Fear, Fearless, Predator, Tough(12)	B	305pts
Ankylosaurus [1]	4+	2+	Twin Fusion Cannon (24", A2, AP(4), Deadly(6)), Mace Tail (A4, AP(2)), Stomp (A4, AP(1))	Fear, Fearless, Heavy Shield, Tough(12)	C	375pts
Dread Titan [1]	2+	2+	Stomp (A6, AP(2)), Vicious Jaws (A4, AP(4), Deadly(3))	Fear, Tough(18)	D	545pts

A | *Replace Gecko Crew:*

Carrier Platform (Transport(11))	-5pts
Gecko Crew (18", A6, AP(1)),	+25pts
Gecko Priest (Psychic(1))	
Heavy Rocket Launcher (24", A4, Blast(3), AP(1), Indirect)	+80pts
Heavy Missile Launcher (30", A4, AP(2), Deadly(3), Lock-On)	+130pts

B | *Upgrade with any:*

Primal Roar	+20pts
Priest Rider (Psychic(1))	+25pts

C | *Replace Twin Fusion Cannon:*

Heavy Plasma Burster (30", A4, Blast(3), AP(4))	+50pts
<i>Upgrade with:</i>	
Advanced Locator (Beacon)	+10pts

D | *Upgrade with one:*

Scorcher (Tough(+6)),	+365pts
Scorcher Cannon (18", A24, Rending))	
Behemoth (Tough(+6)),	+605pts
Quad Beam Cannon (24", A4, AP(4), Deadly(6))	

Special Rules

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

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

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, which may roll extra attacks on results of 5-6 next time they attack.

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.