

SAURUS ROVERS



V.0.2

Name [Squad Size]	Base	Cost	Move	Str	Def	Evd	HP	Can Equip	Item Slots	Spell Slots	Activated Abilities	Passive	Keywords
Hehak, The Gatherer [1]	100mm	200	6"	4+4D6	4	4+	14	Soulwhisper Warstaff	1	1	Devastation Roar / Summon Saurus Totems	Predator, Gargantuan, Nomads	SAURUS, LEADER, MOUNT
Unega Raptors [10-30]	25mm	10	12"	1	2	4+	1	Coil Fangs, Claws	1	0	Pincer Hunting	Elusive Prey, Nomads	SAURUS, CREW
Unega Protectors [4-8]	35mm	40	9"	4	4	3+	2	Bone Tomahawk, Gunstuck War Club, Moonrock Dagger, Spirit Gas bomb	2	0	Skillful Finesse	Elusive Prey, Seizing Opportunity, Nomads	SAURUS, INFANTRY, CREW
Banaag Fletchers [4-8]	35mm	30	8"	2	3	4+	2	Bow, Jai Alai Bomb	2	0	Surefire Shot	Seizing Opportunity, Nomads	SAURUS, INFANTRY, CREW
Saurian Sentinels [1-2]	60mm	120	16"	4+2D6	4	4+	6	Bone Tomahawk, Jai Alai Bomb	1	0	Sky Dive Attack	Sky Sentinel, Predator, Nomads	SAURUS, MOUNT
Gozhoo Spirit Channelers [1-2]	50mm	80	6"	4	3	5+	4	Windcaller Staff, Soulweaver Senser	2	2	-	Predator, Nomads	SAURUS
Unega Justiciars [2-4]	60mm	80	8"	8	4	5+	6	Heavy Bone Mace, Shield	2	0	Extra Limit Breaker	Predator, Nomads	SAURUS
Saurian Bulkhauler [1]	100mm	60	6"	-	5	6+	10	-	-	0	Shatterquake	Siegebreaker, Gargantuan, Steady Pace	SAURUS, TRANSPORT
Saurus Totems [1]	40	-	-	1	6+	2	-	-	-	0	Relocate	Spirit Ceremony	SAURUS

Items	Slots Used	Range	Strength (Hit Dice)	Cost	Ability
Claws	1	Melee	User	0	If this attack hits an enemy, it can be used one additional time per turn.
Coil Fangs	1	2"	+1	5	If this attack hits an enemy, it can be used one additional time per turn.
Bone Tomahawk	1	X	+4	20	This item's Range is equal to the Strength you subtracted from it.
Moonrock Dagger	1	Melee	User	0	-
Gunstuck War Club	1	Melee	+1	5	At the end of the Combat Phase, if this item was used to attack this turn, it gains +1 Strength for the rest of the game.
Bow	2	24"	+2	0	-
Jai Alai Bomb	1	20"	+4	20	If this item deals damage to target squad, that squad cannot target this squad until your next Starting Phase. This ability is triggered by only one model from the squad carrying this weapon.
Spirit Gas Bomb	0	8"	D3	10	If this item deals damage to target squad, that squad cannot target this squad until your next Starting Phase. A squad can only carry one Gasbomb.
Shield	1	-	-	10	Wielder gets Defense +1.
Heavy Bone Mace	1	Melee	XD6	20	Every time you attack with this item, add one additional D6 to its Strength.
Windcaller Staff	1	Melee	+2	50	All Spell Cast Difficulties for this model are reduced by 2. You can only carry one Windcaller Staff per model.
Soulweaver Senser	1	Melee	User	30	All Spell Cast Difficulties for this model are reduced by 1.
Soulwhisper Warstaff	1	Melee	+2	50	During your End Phase, select an enemy squad within 12". Deal 2D6 Damage to that squad.

Spells	Cast Difficulty	Range	Effect
Blessed Rain	6	10"	Choose another target squad within range, improve its Defense Stat, or Evade Rolls by 1 until your next Starting Phase.
Ancestral Recall	8	5"	Choose target squad. Bring back to game up to three 25mm-base models, or two 35mm-base models that have been destroyed from that squad.
Dark Cloud Chant	9	20"	Choose target enemy Squad within range and reduce its Movement in half until your next Starting phase.
Polyar, Purifying Star	11	25"	Choose another target squad within range. Until your next Starting Phase it can not be targetted by the opponent.

Activated Abilities	Effect
Summon Saurus Totem	Activate at anytime. Place a Saurus Totem at 6" from this model. You can do this twice per game.
Devastation Roar	Activate during your Starting Phase. Select up to two enemy squads in line of sight within 8" range. Reduce the target squads Strength in half (rounded down) until your next Starting Phase.
Pincer Hunting	Activate during your Starting Phase. You can split this squad into two. They stay separated until the end of the game.
Skillful Finesse	This squad can re-roll any hit dice result once, this ability only activates once per game.
Surefire Shot	Activate during your Starting Phase. This squad can not move this turn. Target a squad up to 24", its Evade roll becomes 5+ until the end of the Combat Phase.
Sky Dive Attack	Activate during your Starting Phase. Move 8" instead of 16" in your Movement Phase. During your End Phase, move 8" in any direction.
Extra Limit Breaker	Activate during your Starting Phase. Subtract X amount of Defense to this squad. For every 1 you subtract, add 2" to its Move stat until your next Starting Phase.
Shatterquake	Activate during your Starting Phase. All enemy units within 5" of this unit receive D3 Direct Damage.
Relocate	Activate at any time. If any SAURUS model is within 3" from this totem, you can move this totem up to 8" in any direction.

Passive	Effect
Elusive Prey	If this squad is beign target of a ranged attack this turn, it gets +1 to Evade Rolls against it.
Seizing Opportunity	Each time this squad successfully deals 6 Damage or more, it gains one additional attack.
Sky Sentinel	If this squad did not attack or contest a map objective this turn, this squad cannot be target of melee attacks until your next Starting Phase.
Predator	This squad can attack in melee even if it has no items equipped using this model's Strength Stat.
Siegebreaker	During your Deployment, select up to 15 CREW models. These models can be deployed within 1" from Saurian Bulkhauler at any point during any Starting Phase during the game. If Saurian Bulkhauler is destroyed, models can be deployed within 1" where Saurian Bulkhauler was destroyed.
Nomads	This squad gets a +1" Move if it is within 2" from another SAURUS model.
Spirit Ceremony	At the beginning of the game or when a Saurus Totem is created, select a Totem Spirit effect. That effect applies throughout the game and cannot be changed.
Gargantuan	Line of sight does not apply to this model when it's attacked.
Steady Pace	This Squad cannot Rush.

Totem Spirit	Effect
Spirit of the Bear	Select target enemy squad within 10" and deal D6 damage to it. This can only be used once per turn, per game.
Spirit of the Wolf	At the beginning of your End Phase, all enemy squads within 3" receive D3 Direct Damage.
Spirit of the Eagle	Select target squad within 5" and remove up to 2 Wounds. This can only be used once per turn, per game.
Spirit of the Stag	All other allied squads within 1" from this Totem cannot be the target of ranged attacks.

You are no longer saurians but saurus, shepherds, and guardians of all saurians. You must scatter to all corners of Eluan and find the remaining saurians. Follow Polyar! The Moving Star of the Night Sky. It will guide and protect you. When the last of the saurians is found, you will gather in one single path, and Polyar will turn red and point towards Terremer, a land on the fringes of the world where the saurians and you shall be safe.

We give you intelligence, and we give you orgone so that you defeat all dangers. Go, and venture into the world.

