

## Styracosaurus (Large, Herbivore)

This large Triceratops-like herbivore's name means “Spiked Lizard”, and does indeed have an impressive spiky array – one huge one on it's beaked nose, and an impressive spiked neck-frill to help protect from attackers.

<http://en.wikipedia.org/wiki/Styracosaurus>

Location (Die Roll)	DR	Wound Level					
Head (1-2)	14	Brains=1	DEAD				
Torso (3-7)	13	Brawn=8	BW=8	BW=7	BW=6	BW=5	DEAD
		Guts=8	GT=7	GT=6	GT=6	GT=5	
		Shiv=5	SH=4	SH=3	SH=3	SH=2	
Legs (8-10)	13	Dodge=3	DG=2	DG=2	DG=1	DG=1	CANNOT MOVE
		Speed=8	SP=8	SP=7	SP=7	SP=6	

Weapon	Close Combat		
	Range	TH	WS*
Horn	1”	+1	BW

\* On a Charge attack, a Styracosaurus earns +3 WS

### Special Abilities

#### Cause Fear Grade 1

**Trample:** Because of its tremendous size, this model can move through models that are one size category smaller without penalty. Any model that it moves through must pass a **DODGE** test or suffer two (2) WS6 hits to a random location and be placed prone 1” from its current location by the opposing player.

*Designer's Note: This dinosaur combines elements of the Stegosaurus & Triceratops in Rattrap's Valley of the Thunder Lizard; most of the stats are from the Stegosaur, the horn attack & such are Triceratops-inspired. Designed for and inspired by the marvellous 28mm Styracosaurus from HLBS, currently out of production – hopefully someone will bring it back soon!*

Brian Burger (Wirelizard)  
brian@wirelizard.ca

