

Delgon Abilities

Assassinate* [A]: Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

Authority (x) [L]: Activate up to X *Friendly Troops* or *Civilians*. Any *Troops* activated by this model may immediately activate up to four *Friendly Troops*, who may not use any further Leadership abilities.

Beast Handler (x) [L]: Activate up to X *Friendly Beasts*.

Bodyguard [S]: If an adjacent *Friendly Elite* or *Civilian* model is about to take a Toughness save, this model may make the save in their place. If it is failed then this model is removed as a casualty.

Bushwack [R]: This model may make its Ranged Attack at any point during its move.

Cadre (x) [L]: Activate up to X *Friendly* models with the Cadre[L] ability.

Charge (x) [A]: Fight a combat against an adjacent *Enemy* immediately after this model has moved using its Basic Movement. This model may not benefit from Support but casts X additional Combat Stones. This ability may not be used if this model had to *Move Cautiously*.

Combat Trained (x) [C]: Recast up to X failed Combat Stones. Can be used once per combat.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites, Troops*, or *Civilians*.

Critical [T]: If this model is killed then the side with this model in cannot achieve a victory.

Death From Above [R]: This attack ignores the *Engaged* and *Obstructed* conditions.

Defender [S]: If an adjacent *Friendly* model becomes *Engaged* during the Activation Phase then this model may immediately move to engage the *Enemy* model, but must maintain contact with the *Friendly* model at all times during the movement.

Defensive Line [C]: During any combat while adjacent to another *Friendly* model with Defensive Line[C], if all successful casts are Oran then each success cancels two opposing Erac.

Diplomat (x) [T]: This model may be taken as *Allies* in a force from the X Culture, accompanied by up to 100 points of *Friendly Troops* and/or *Elites*. These models count as an *Allies*.

Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.

Favoured Allies (x) [T]: This model allows you to take models of type X as *Allies*. Those models and this model may treat each other as being *Friendly*.

Ferocity* [C]: Cast one additional Combat Stone.

Focus* [R]: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.

Fuel [T]: This model does not recover Stamina during the End Phase.

Gang (x) [L]: Activate up to X *Friendly* models with the Gang[L] ability.

Gasmask [T]: This model is immune to effects caused by Cloud Templates.

Haphazard (x, y) [R]: Place a Target Marker within range. Cast X Combat Stones and scatter the impact 2 inches from the target for each miss (roll a D6 to determine direction). The operating models may use their Stamina to recast stones. Place a Y" Template on the impact point: all models under the Template are hit. Leave the target in place, if the target for the next shot is within 3 inches of the target then you may recast one failed Combat Stone when rolling to scatter.

Heavy [T]: This model may be moved up to 6 inches if pulled by 3 Small models, 2 Medium or 1 Large (or larger) model, or 3 inches if pulled by 2 Small or 1 Medium model.

Impetuous [T]: This model always activates when your first Initiative Counter is drawn each Turn. This is in addition to other models you select to activate.

Influential (x) [S]: This model has X Coins which may be used before or during the game. Before the game you may spend Coins to gain access to fubarnii models that would not normally be available. One Coin allows you to recruit either two *Troop* or one *Elite* model. The models cost their normal points, but are treated as the same culture and theme as the model they are accompanying.

During the game you may spend any remaining Coins as follows:

- **Bribery:** Spend one Coin when an opponent's Activation Counter is drawn to choose which model they will activate.

- **Incentives:** Spend one Coin during the model's Activation to let up to three fubarnii models within Command Range gain one Stamina.

Initiative [S]: If this model has not already activated and an adjacent *Friendly Elite* or *Civilian* is activated this model may be activated for free.

Intense Spray* [R]: Place an additional Blast Template, its short end must touch an existing Blast Template.

Light Weapon [R]: This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

Long Range* (x) [R]: Increase the range of this attack by X".

Loyalty (x) [T]: Select a *Friendly X* model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.

Operated (x) [R]: This model may be fired at the end of the Turn if it did not move and there are least X Unengaged *Friendly Operators* models adjacent to it.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina.

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Protected (x) [T]: This model may be accompanied by up to X Rare[T] models.

Quick Shot* [R]: Make an additional Ranged Attack.

Ranger [T]: This model may move over difficult terrain without *Moving Cautiously*.

Rare [T]: This model can only be taken to accompany a model with the Protected[T] ability.

Refuel* (x) [A]: An adjacent model with the Fuel[T] ability may immediately replenish up to X Stamina.

Retinue (x) [T]: This model starts with one Stamina if deployed within 3 inches of X. While within 3 inches of X this model gains one Stamina during the End Phase.

Safety Valve (x) [T]: If this model has X Stamina when a Combat Counter is drawn then it immediately uses the Vent[A] ability.

Shatter [R]: This attack ignores the Sturdy[T] ability.

Smelling Salts* [S]: A *Friendly* model in base contact with this model that fails its Toughness save may re-roll it.

Sprint* (x) [A]: Move up to X". This ability may only be used after this model has performed a Basic Movement.

Stamina Limit (x) [T]: This model may never use more than X Stamina during one Turn.

Standard [T]: Adjacent *Friendly* models may use this model's Command Range for their Leadership abilities and may activate twice as many models as usual.

Sturdy [T]: This model cannot be targeted by Ranged Attacks.

Tactician [S]:** Use immediately after an Activation Counter has been drawn to return it to the bag and draw another counter. This ability costs two Stamina to use.

Trainer (x, y) [T]: At the start of the game, up to X models in the force may be given the Y ability.

Tune Up [A]: An adjacent *Mechanical* model may immediately gain one Stamina.

Unstable (x) [T]: Each Turn, roll a 2+ Toughness save with no re-roll allowed before each Stamina beyond the first X is spent. If failed, this model Vent[A]s and is then removed as a casualty. All

models under the cloud when it is placed are hit with a 2 Combat Stones Ranged Attack. If this happens during a combat it ends immediately and no blows are landed by either side.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

Untrained [T]: This model may not be Activated Directly.

Vent* [A]: Place a 3 inches Cloud Template over the model. All models count as *Stunned* while in the Cloud Template. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

Very Tough* [S]: Re-roll a failed Toughness save.

Wide Spray* [R]: Place an additional Blast Template adjacent to the first when selecting targets. Each model under the Templates can be targeted once by this attack.