**Accurate [R]:** Recast up to one failed Combat Stone for this attack.

**Aggressive (x) [T]:** This model always gets a Combat Action if there are any *Enemy* models within X".

**Agility [T]:** This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed *Agility Test*.

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

**Always On The Move (x) [T]:** When activated, this model must move and must end its move at least X" from its starting position.

**Ambush [S]:** Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6 inches of the marker at the start of a Combat Phase then immediately deploy this model so that its base covers the marker.

**Aquatic [T]:** The model may move normally through shallow and deep water.

**Aromatherapy** [A]:** If the model is not *Engaged* and has not moved this Turn, every *Friendly* model within Command Range gain one Stamina. A *Friendly* model loses the Stamina immediately if it moves out of Command Range.

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

**Assistant [T]:** This model is allocated a Master at the start of the game and will always activate for free when his Master is activated so long he is in his Command Range.

**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.

**Bomber [A]:** If this model is adjacent to a model with the Bomb Carrier[T] ability then it may take one Ishkarru bomb. It may discard a bomb before making a Ranged Attack to cast an additional Combat Stone.

**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.

**Captain (x) [L]:** Activate up to X *Friendly Troops* or *Civilians*.

**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 Discipline* [C]:** Recast any or all Combat Stones.

**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*.

**Concentrated Fire* [A]:** Place a Target Marker in Line of Sight at least 4 inches away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2 inches of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase.

**Confuse* [A]:** Select a *Beast* model within this model's Command Range. The model may not use any Combat abilities or Activation abilities for the rest of the Turn.

**Contraption (x) [S]:** This model may be equipped with X *Contraption* items.

**Coordinated Strike* [A]:** Fight a combat against an adjacent *Enemy* model. Both sides may benefit from Support.

**Coward [T]:** If this model is forced to take a Toughness save then it must immediately make an adjacent *Friendly* model take the save on its behalf.

**Creator (x, y) [T]:** This model receives X Automata at the start of the game. The Automata gain Loyalty[T] Y.

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

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

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

**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 Stance [T]:** Cast one additional Combat Stone if targeted by a Charge[A] attack.

**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*.

**Dodge* [C]:** Force your opponent to turn over one successful Erac.

**Dug In [T]:** Sacrifice this model's movement to gain concealment and +2 to any Toughness saves until the model moves or uses a Combat Action.

**Engineer (x) [L]:** Activate up to X *Friendly Contraptions*.

**Entangle (x) [C]:** The first X blows caused by this attack do no damage but the target model takes one 'Entangled Counter' per blow instead of making a Toughness save.

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

**Falconer (x) [T]:** This model is equipped with X falcons for free at the start of the game. Those models gain the Loyalty[T] ability for this model.

**Fan (x, y) [A]:** Cast X Combat Stones. Move a Cloud Template that this model is touching Y" directly away for each success.

**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*.

**Flit [C]:** Use this model's Combat Action to move up to 3 inches.

**Flying [T]:** This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

**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.

**Get 'em!* [A]:** Select one *Friendly Beast* model within this model's Command Range to initiate a Combat Action. Both sides may benefit from Support.

**Good Fortune* [S]:** One *Friendly* model within this model's Command Range may immediately recast one Combat Stone or re-roll a die.

**Grab [A]:** Immediately after this model's Basic Movement, select one Small model that was contacted by this model during that movement. Place the model adjacent to this model.

**Graku Master [T]:** This model may treat Graku as *Troops*.

**Hook (x) [A]:** After a normal movement, select one *Object* or model

of equal size or smaller within X" and move it adjacent to this model.

**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.

**Inspire [T]:** All models directly activated by this model gain one Stamina.

**Instinctive (x, y) [T]:** This model always casts at least X Erac and Y Oran in combat.

**Juicebar [T]:** Any non-Beast model that starts its Activation adjacent to this model may gain one Stamina but may only *Move Cautiously* this Turn.

**Kin in Arms [T]:** This model casts one additional Combat Stone if it is adjacent to another model with Kin in Arms[T].

**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.

**Lunge (x) [C]:** Use this model's Combat Action to attack a model within X". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.

**Master (x) [T]:** This model may be accompanied by up to X Assistants.

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

**Momentum [S]:** Gain one Stamina and move up to 2 inches if this model destroys another model.

**Obstructing [T]:** Models on this model count as *Obstructed* if targeted by Ranged Attacks.

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

**Overflight [C]:** This model may Move after its Combat Action.

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

**Pack Hunter [C]:** This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].

**Passive [T]:** This model may not attack as a Combat Action.

**Pathfinder (x) [S]:** At the start of the game you may choose not to deploy this model and up to X other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any *Enemy* models. The models may be activated during the Turn.

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

**Pitch (x) [C]:** If this model lands a blow on a model of equal size or smaller then it may move the model up to X" in any direction before they make their Toughness save roll.

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

**Pounce (x) [C]:** Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

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

**Powerful Charge [T]:** If this model ends its move more than 4 inches from its starting position during its Turn it gains Powerful[C] (any blows that are landed by this model must be saved with a -1 modifier) until the end of the next Combat Phase.

**Prod (x, y) [A]:** Select a *Beast* within X" and move it up to Y" directly away from this model.

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

**Proud [T]:** This model may only be Activated Directly.

**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.

**Resourceful* (x) [S]:** This model gains X of the Activation abilities below. Each ability costs one Stamina to activate
• Confused orders [A]: The model may select one *Enemy Troop* within Command Range that has not yet been activated this Turn. He may activate it and get it to move and use any Activation abilities it has as if it was on its side. This ability may never be used to initiate combat.
• I can teach it tricks! [A]: The model may select one *Friendly Beast* within Command Range. The *Beast* gains Combat TrainedC for the remainder of the Turn.
• Lay of the land [A]: The model may select up to three *Enemy Troop* within Command Range. These may only *Move Cautiously* for the remainder of the Turn, and may not use any abilities that would increase their movement.
• Over There! [A]: The model may select one *Friendly Troop* within Command Range. That *Troop* gains +2" movement on their Activation that Turn.
• Tactics, Lass! [A]: The model may select one *Friendly Troop* within Command Range, who in turn selects 2 other *Troop* within its Command Range. These may immediately *Move Cautiously*. This does not count as having been activated.
• Up and to the left a little… [A]: The model may select one *Friendly Troop* within Command Range. The *Troop* gains Combat TrainedC on one Ranged Attack on that Turn.

**Rider [T]:** This model may be moved by a model with the Transport[A] ability.

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

**Savage [C]:** If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

**Scatter! (x, y) [C]:** This model and any *Friendly* X models within Command Range that are currently *Engaged* with an *Enemy* model may move up to Y". They may not end their movement *Engaged* with an *Enemy*.

**Sea Legs [T]:** While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed *Agility Test*).

**Shipwright [A]:** An adjacent Boat model may immediately gain one Stamina.

**Slaver (x) [T]:** This model may be accompanied by up to X Slaves. Those models gain the Loyalty[T] ability for this model.

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

**Solo [T]:** If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.

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

**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.

**Surefooted [T]:** This model may re-roll a failed *Agility Test*.

**Swim (x) [A]:** This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.

**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.

**Terrain (x, y) [T]:** After deploying this model you may immediately place X pieces of terrain of type Y within its Command Range. The terrain may not be placed over any models or other terrain features. Note: as a general principle, "within" just means that some part of the model/Template is within the area. "Completely within" means that it must be entirely within the area.

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

**Transport (x) [A]:** Immediately after this model's Basic Movement, select up to X *Friendly* or *Allied* models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

**Travelling Biologist (x) [T]:** This model may be accompanied by up to X *Beast* models selected from any Culture or Theme by paying the usual points cost. The *Beasts* count as *Allies*, but this model treats them as *Friendly*.

**Unruly [T]:** If this model is not within Command Range of a model with Slaver[T] then it treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.

**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.

**Unwieldy [T]:** A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

**Vehicle (x) [T]:** This model may carry up to X Small *Friendly* models as Crew.

**Venerated [T]:** If this model is killed then permanently discard one of this player's Initiative Counters from the pool.

**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.

**Well-Travelled [T]:** This model treats all *Allies* as *Friendly* models.

**Whistle [T]:** This model may double its Command Range when using Leadership abilities.

**Wild Animal [T]:** This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.