

Wild Creature Abilities

Abject Terror [T]: Any model within Command Range is *Stunned*. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

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.

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

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

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

Blitz (x) [C]: If this model casts X or more successful Erac in combat then you may immediately discard one of your opponent's Combat Stones for the duration of the combat.

Camouflage [T]: Sacrifice this model's movement to gain concealment until the model moves or uses a Combat Action. While concealed, this model gains Sturdy[T], and can only be attacked in close combat if the attacking model rolls a 6 on a D6.

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.

Constrict (x) [C]: This model provides X additional Combat Stones if supporting another model with Constrict[C].

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

Crunch (x) [C]: Cast an extra X Erac Combat Stones when attacking (as opposed to being attacked).

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.

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*.

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*.

Frenzied [C]: This model gets an extra Combat Action in each Combat Phase.

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.

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

Indomitable [C]: This model does not lose its Combat Action if it is attacked.

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

Leap* (x) [A]: Leap up to X", ignoring intervening models. This

move ignores the *Move Cautiously* rule.

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.

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

Nest [S]: At the start of the game you may choose not to deploy this model and up to X identical models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9" from any *Enemy* models. The models may be activated during the Turn.

Nimble [S]: This model may make use its Activation abilities at any point during its move.

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

Overflight [C]: This model can 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" from any *Enemy* models. The models may be activated during the Turn.

Pitch (x) [S]: 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.

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" 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.

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

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

River Akitiin [S]: The River Akitiin is made up of four Body Sections: a Head, two Coils and a Tail.

- All the *Body Sections* are considered as separate models but are part of the same creature, that activates together and has a single pool of Stamina. The Akitiin will not attack itself with Wild Animal[T].

- If you are using a River Akitiin in your game then you must place a river or large lake during game set-up.

- At the start of the game you may deploy a single Coil section anywhere in the water, regardless of normal deployment rules. If possible, this must be at least 9" from any *Enemy* models.

- During the Activation of any *Body Section* you may spend one Stamina to deploy one other *Body Section* within 6". The deployed *Body Section* may not activate this Turn.

- After completing a *Body Section's* Activation, it is removed if it is not within 6" of another *Body Section*, or if any other *Body Sections* are more than 12" away, unless it is the only section on the table.

- If a *Body Section* fails a Toughness save roll it is removed as normal, but can be returned as part of a future Activation as long as there is at least one section on the table. If all *Body Sections* have

been removed then the River Akitiin is treated as a casualty.

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

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

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.

Sqwak! [S]: If a blow is landed on this model, it screams at the top of its lungs: all *Beasts* within its Command Range (from closest to farthest) immediately move straight towards it, stopping if they come into base contact with another model. This ability can only be used once per Turn.

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

Sweep [C]: Attack another model in range if the preceding attack kills its target.

Swift [T]: This model may be activated any number of times each Turn.

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.

Terror [T]: Any model within this model's Command Range casts one less Combat Stone in combat and when making Ranged Attacks. They must also cast a successful stone before regaining Stamina.

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.

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.

Very Heavy [T]: This model may be moved up to 6" if pulled by 1 Huge, 2 Large or 4 Medium models, or 3" if pulled by 1 Large or 2 Medium models.

Very Powerful [C]: Any blows that are landed by this model must be saved with a -2 modifier.

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

Weak [C]: Blows landed by this model are saved with a +1 modifier.

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.