

Bug Hunt

Empire Core: 200 points, 2 elites

1 x Militia Captain (50 points)

Elite

Movement: 6", Attack: 3, Support: 2, Save: 5+, Command Range: 6", Stamina: 1, size: **Small**

Abilities: Captain (8), Combat Discipline*, Combat Trained (2), Coordinated Strike*, Defender

5 x Militia (50 points)

Troop

Movement: 6", Attack: 2, Support: 1, Save: 5+, Command Range: 6", Stamina: 0, size: **Small**

Abilities: Defender

1 x Reyad (40 points)

Elite

Movement: 6", Attack: 3, Support: 1, Save: 5+, Command Range: 6", Stamina: 1, size: **Small**

Abilities: Captain (6), Concentrated Fire*

Staff Sling: Movement: 3"; Range: 18"; Attack: 2; **Abilities:** Accurate, Quick Shot*

4 x Slinger (60 points)

Troop

Movement: 6", Attack: 1, Support: 1, Save: 6+, Command Range: 6", Stamina: 0, size: **Small**

Staff Sling: Movement: 3"; Range: 18"; Attack: 2

Abilities Description

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

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

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.

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

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

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.

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