

# Catch The Belan!

*Delgon Core: 255 points, 2 elites*

## 1 x NuraSen (40 points)

### Elite

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

**Abilities:** Authority (4), Protected (4)

## 3 x KalDreman (60 points)

### Troop

Movement: **6"**, Attack: **2**, Support: **2**, Save: **5+**, Command Range: **0.5"**, Stamina: **0**, size: **Small**

**Abilities:** Bodyguard, Combat Trained (1), Defender, Initiative, Rare

## 1 x NuraLehn (15 points)

### Troop

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

**Abilities:** Authority (1)

## 5 x KalGarkii (50 points)

### Troop

Movement: **6"**, Attack: **2**, Support: **1**, Save: **5+**, Command Range: **0.5"**, Stamina: **0**, size: **Small**

## 2 x KalDru (40 points)

### Mechanical, Troop

Movement: **6"**, Attack: **1**, Support: **0**, Save: **5+**, Command Range: **0.5"**, Stamina: **0**, size: **Small**

**Light Derak:** Movement: **3"**; Range: **blast**; Attack: **3**; **Abilities:** Point Blank

## 1 x KalMalog (50 points)

### Elite, Mechanical

Movement: **8"**, Attack: **3**, Support: **1**, Save: **4+**, Command Range: **6"**, Stamina: **6**, size: **Medium**

**Abilities:** Assassinate\*, Cadre (1), Combat Trained (2), Fuel, Overdrive\*, Sprint\* (4), Stamina Limit (3)

## Abilities Description

**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.

**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.

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

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

**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.

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

**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.

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

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

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

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

**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.