

Egg Hunters

Empire Core: 240 points, 2 elites

1 x Hunter (30 points)

Elite

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

Abilities: Beast Handler (4), Combat Trained (2), Confuse*, Get 'em!*, Pathfinder (4), Ranger, Solo

4 x Graku (60 points)

Beast

Movement: 8", Attack: 2, Support: 1, Save: 5+, Command Range: 3", Stamina: 0, size: **Small**

Abilities: Pack Hunter, Ranger

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

2 x Knight (50 points)

Troop

Movement: 10", Attack: 3, Support: 1, Save: 4+, Command Range: 6", Stamina: 0, size: **Medium**

Abilities: Combat Trained (2)

Abilities Description

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

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.

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.

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.

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.

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

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.

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

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