KalGush

Delgon Core: 260 points, 2 elites

2 x NuraKira (40 points)

Elite

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

Abilities: Authority (2), Protected (2)

2 x KalDreman (40 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

8 x KalJoran (120 points)

Troop

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

Abilities: Charge (1), Defensive Line

2 x KalGush (60 points)

Mechanical, Troop

Movement: **6"**, Attack: **1**, Support: **0**, Save: **5+**, Command Range: **0"**, Stamina: **3**, Size: **Small**

Abilities: Gasmask, Persistent, Safety Valve (3), Vent*

Gushrak: Movement: **3"**; Range: **blast**; Attack: **2**; **Abilities:** Focus*, Wide Spray*

Abilities Description

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.

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 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.

Defensive Line [C]: During any combat while adjacent to another *Friendly* model with Defensive Line[C], if all successful casts are Oran then each success cancels two opposing Erac.

Focus* [R]: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.

Gasmask [T]: This model is immune to effects caused by Cloud Templates.

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.

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

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.

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

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.

Wide Spray* [R]: Place an additional Blast Template adjacent to the first when selecting targets. Each model under the Templates can be targeted once by this attack.