

Delgon Core: 190 points, 2 elites

1 x NuraKira (20 points)

Elite

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

Abilities: Authority (2), Protected (2)

2 x KalDromar (30 points)

Troop

Movement: 6", Attack: 2, Support: 1, Save: 4+, Command Range: 0.5", Stamina: 0, size: Small

Abilities: Bodyguard, Defender, Initiative, Rare

4 x KalJoran (60 points)

Troop

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

Abilities: Charge (1), Defensive Line

1 x KalGush (30 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*

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.

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.

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

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.

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

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.

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.

Vent* [A]: Place a 3" 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.