

Scavenging The Caravan

Empire Engu: 255 points, 2 elites

1 x Engu Kapa (75 points)

Elite

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

Abilities: Captain (6), Combat Discipline*, Combat Trained (2), Powerful, Sea Legs

1 x Tahela (30 points)

Beast

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

Abilities: Loyalty (Elite), Charge (1), Combat Trained (1), Swim (5)

1 x Engu Garosa (40 points)

Elite

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

Abilities: Captain (4), Combat Discipline*, Combat Trained (2), Loyalty (Elite), Powerful, Sea Legs

2 x Engu Axe (30 points)

Troop

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

Abilities: Powerful, Sea Legs

2 x Engu Harpoon (50 points)

Troop

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

Abilities: Powerful, Sea Legs

Harpoon: Movement: **3"**; Range: **9"**; Attack: **2**; **Abilities:** Accurate, Powerful

3 x Engu Draal (30 points)

Troop

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

Abilities: Sea Legs

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*.

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 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.

Loyalty (x) [T]: Select a *Friendly X* model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed *Agility Test*).

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.