

The Garkrid Nest

Empire Core: 270 points, 3 elites

4 x Slinger (60 points)

Troop

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

Staff Sling: Movement: 3"; Range: 18"; Attack: 2

1 x Reyad (40 points)

Elite

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

Abilities: Captain (6), Concentrated Fire*

Staff Sling: Movement: 3"; Range: 18"; Attack: 2; **Abilities:** Accurate, Quick Shot*

1 x Mounted Reyad (50 points)

Elite

Movement: 10", Attack: 3, Support: 1, Save: 5+, Command Range: 6", Stamina: 1, size: **Small**

Abilities: Captain (6), Concentrated Fire*

Staff Sling: Movement: 3"; Range: 18"; Attack: 2; **Abilities:** Accurate, Quick Shot*

3 x Light Cavalry (60 points)

Troop

Movement: 10", Attack: 3, Support: 1, Save: 5+, Command Range: 6", Stamina: 0, size: **Small**

Spear: Movement: 10"; Range: 4"; Attack: 3; **Abilities:** Light Weapon

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

2 x Graku (30 points)

Beast

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

Abilities: Pack Hunter, Ranger

Abilities Description

Accurate [R]: Recast up to one failed Combat Stone for this attack.

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

Captain (x) [L]: Activate up to X *Friendly Troops* or *Civilians*.

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

Concentrated Fire* [A]: Place a Target Marker in Line of Sight at least 4” away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2” of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase.

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.

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.

Light Weapon [R]: This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

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.

Quick Shot* [R]: Make an additional Ranged Attack.

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.