

Delgon Roban: 375 points, 3 elites

1 x Roban (200 points)

Enarii, Unique

Movement: 10", Attack: 5, Support: 0, Save: 3+, Command Range: 12", Stamina: 5, Size: Large

Abilities: Combat Trained (2), Commander (4), Critical, Mighty Blow, Powerful, Unstoppable, Very Tough*

1 x KalMalog Veteran (75 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), Ferocity*, Fuel, Sprint* (4), Stamina Limit (4)

2 x KalMalog (100 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.

Cadre (x) [L]: Activate up to X Friendly models with the Cadre [L] ability.

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

Commander (x) [L]: Activate up to X Friendly or Allied Elites, Troops, or Civilians.

Critical [T]: If this model is killed then the side with this model in cannot achieve a victory.

Ferocity* [C]: Cast one additional Combat Stone.

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

Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.

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

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

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.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

Very Tough* [S]: Re-roll a failed Toughness save.