

# Totem

*Empire Core: 275 points, 3 elites*

## 1 x NuraKira Obal (30 points)

### Elite, Unique

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

**Abilities:** Authority (2), Diplomat (Empire), Protected (2)

## 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\*

## 1 x KalDromar (15 points)

### Troop

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

**Abilities:** Bodyguard, Defender, Initiative, Rare

## 1 x Militia Captain (50 points)

### Elite

Movement: **6"**, Attack: **3**, Support: **2**, Save: **5+**, Command Range: **6"**, Stamina: **1**, size: **Small**

**Abilities:** Captain (8), Combat Discipline\*, Combat Trained (2), Coordinated Strike\*, Defender

## 5 x Militia (50 points)

### Troop

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

**Abilities:** Defender

## 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\*

## 2 x Slinger (30 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**

# Abilities Description

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

**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.

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

**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.

**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.

**Coordinated Strike\* [A]:** Fight a combat against an adjacent *Enemy* model. Both sides may benefit from Support.

**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.

**Diplomat (x) [T]:** This model may be taken as *Allies* in a force from the X Culture, accompanied by up to 100 points of *Friendly Troops* and/or *Elites*. These models count as an *Allies*.

**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.

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

**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" 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.