Travellers

Empire Core: 355 points, 4 elites

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*

2 x Light Cavalry (40 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 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*

3 x Slinger (45 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 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

1 x Danakan (20 points)

Civilian, Unique

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

Abilities: Captain (2), Commander (1), Diplomat (Delgon), Proud

1 x Muri (0 points)

Civilian, Unique

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

Abilities: Loyalty (Danakan)

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 KalJoran (30 points)

Troop

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

Abilities: Charge (1), Defensive Line

2 x KalDreman (40 points)

Troop

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

Abilities: Bodyguard, Combat Trained (1), Defender, Initiative, Rare

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.

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

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*.

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.

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

Concentrated Fire* [A]: Place a Target Marker in Line of Sight at least 4 inches away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2 inches 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.

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.

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*.

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.

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.

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

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.

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 inches from any *Enemy* models. The models may be activated during the Turn.

Protected (x) [T]: This model may be accompanied by up to X Rare[T] models.

Proud [T]: This model may only be Activated Directly.

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

Ranger [T]: This model may move over difficult terrain without *Moving Cautiously*.

Rare [T]: This model can only be taken to accompany a model with the Protected[T] ability.

Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.