Delgon Core: 190 points, 1 elite

# 1 x NuraKira (20 points)

#### Elite

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

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

# 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

# 2 x KalDru (40 points)

### Mechanical, Troop

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

Light Derak: Movement: 3"; Range: blast; Attack: 3; Abilities: Point Blank

### 6 x KalJoran (90 points)

### Troop

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

Abilities: Charge (1), Defensive Line

## **Abilities Description**

**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.

**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.

**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.

**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.

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

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

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