Salute Demo Force: KalMalog

Delgon Core: 190 points, 3 elites

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)

1 x Delgon Mechanic (15 points)

Troop

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

Abilities: Initiative, Tune Up

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.

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

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

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.

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

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.

Tune Up [A]: An adjacent *Mechanical* model may immediately gain one Stamina.