Small Troop of Mercenary Bandits

Empire Core: 200 points, 3 elites

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 Dravu Raya (20 points)

Troop, Unique

Movement: **6"**, Attack: **3**, Support: **1**, Save: **4+**, Command Range: **6"**, Stamina: **0**, Size: **Small**

Abilities: Combat Trained (2), Loyalty (Ora Chey), Powerful, Retinue (Ora Chey), Solo, Evasive

1 x Ora Chey (20 points)

Troop, Unique

Movement: **6"**, Attack: **3**, Support: **1**, Save: **5+**, Command Range: **6"**, Stamina: **0**, Size: **Small**

Abilities: Combat Trained (2), Loyalty (Dravu Raya), Pathfinder (4), Retinue (Dravu Raya), Solo, Ranger

Throwing Knives: Movement: **6"**; Range: **6"**; Attack: **2**; **Abilities:** Accurate

1 x Casanii Scout (30 points)

Elite, Unique

Movement: **6"**, Attack: **3**, Support: **1**, Save: **3+**, Command Range: **6"**, Stamina: **2**, Size: **Medium**

Abilities: Beast Handler (2), Ranger, Solo, Sprint* (4)

Longbow: Movement: **3"**; Range: **18"**; Attack: **2**; **Abilities:** Accurate, Focus*, Long Range* (6), Quick Shot*

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.

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

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

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 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.

Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.

Focus* [R]: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.

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.

Long Range* (x) [R]: Increase the range of this attack by X".

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.

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

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

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

Retinue (x) [T]: This model starts with one Stamina if deployed within 3 inches of X. While within 3 inches of X this model gains one Stamina during the End Phase.

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

Sprint* (x) [A]: Move up to X". This ability may only be used after this model has performed a Basic Movement.