

# Starter Kit: Danakan's Caravan

*Empire Core: 190 points, 2 elites*

## 1 x Trader (20 points)

### Civilian

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

**Abilities:** Beast Handler (2)

## 2 x Baruk (40 points)

### Beast

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

**Abilities:** Instinctive (0, 2)

## 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\*

## 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 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*.

**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.

**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*.

**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.

**Instinctive (x, y) [T]:** This model always casts at least X Erac and Y Oran in combat.

**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.

**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.

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