

Starter Kit: Plutom's Mechanicals

Delgon Core: 285 points, 3 elites

1 x NuraSen Plutom (60 points)

Elite, Unique

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

Abilities: Authority (4), Protected (4), Refuel* (3), Tune Up

2 x KalDromar (30 points)

Troop

Movement: **6"**, Attack: **2**, Support: **1**, Save: **4+**, Command Range: **0.5"**, Stamina: **0**, size: **Small**

Abilities: Bodyguard, Defender, Initiative, Rare

1 x KalMalog (50 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 KalGush (30 points)

Mechanical, Troop

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

Abilities: Gasmask, Persistent, Safety Valve (3), Vent*

Gushrak: Movement: **3"**; Range: **blast**; Attack: **2**; **Abilities:** Focus*, Wide Spray*

1 x KalDru (20 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

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)

5 x KalJoran (75 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

Assassinate* [A]: Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

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.

Cadre (x) [L]: Activate up to X *Friendly* models with the Cadre[L] ability.

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.

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

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

Gasmask [T]: This model is immune to effects caused by Cloud Templates.

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.

Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina.

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.

Refuel* (x) [A]: An adjacent model with the Fuel[T] ability may immediately replenish up to X Stamina.

Safety Valve (x) [T]: If this model has X Stamina when a Combat Counter is drawn then it immediately uses the Vent[A] ability.

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.

Vent* [A]: Place a 3" Cloud Template over the model. All models count as *Stunned* while in the Cloud Template. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

Wide Spray* [R]: Place an additional Blast Template adjacent to the first when selecting targets. Each model under the Templates can be targeted once by this attack.