

# Entering The Forest

*Delgon Core: 205 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)

1 x KalDreman (20 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

4 x KalJoran (60 points)

**Troop**

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

**Abilities:** Charge (1), Defensive Line

1 x NuraLehn (15 points)

**Troop**

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

**Abilities:** Authority (1)

5 x KalGarkii (50 points)

**Troop**

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

size: **Small**

## 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

## **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.