Impure Science

Dhogu Core: 290 points, 3 elites

1 x Tak Sirahn (60 points)

Elite, Unique

Movement: **6"**, Attack: **3**, Support: **0**, Save: **4+**, Command Range: **12"**, Stamina: **3**, Size: **Small**

Abilities: Beast Handler (8), Combat Trained (1), Favoured Allies (Yartain), Ranger, Storm Summoner*, Terrain (2, Snowdrifts)

6 x Setir Skerrat (45 points)

Beast, Troop

Movement: **10"**, Attack: **1**, Support: **1**, Save: **6+**, Command Range: **6"**, Stamina: **0**, Size: **Small**

Abilities: Evasive, Ranger

1 x Dhogu Archer (40 points)

Elite

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

Abilities: Captain (6), Combat Trained (1), Concentrated Fire*, Ranger

Bow: Movement: **3"**; Range: **9"**; Attack: **2**; **Abilities:** Accurate

2 x Dhogu Bow (30 points)

Troop

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

Abilities: Ranger

Bow: Movement: **3"**; Range: **9"**; Attack: **2**; **Abilities:** Accurate

1 x Dhogu Captain (40 points)

Elite

Movement: **6"**, Attack: **3**, Support: **2**, Save: **5+**, Command Range: **6"**, Stamina: **1**, Size: **Small**

Abilities: Captain (6), Combat Discipline*, Combat Trained (1), Ranger

5 x Dhogu Spear (75 points)

Troop

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

Abilities: Combat Trained (1), Ranger

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 Discipline* [C]: Recast any or all Combat Stones.

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.

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

Favoured Allies (x) [T]: This model allows you to take models of type X as *Allies*. Those models and this model may treat each other as being *Friendly*.

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

Storm Summoner* [A]: Place a 3 inches Smoke Template within this model's Command Range.

Terrain (x, y) [T]: After deploying this model you may immediately place X pieces of terrain of type Y within its Command Range. The terrain may not be placed over any models or other terrain features. Note: as a general principle, "within" just means that some part of the model/Template is within the area. "Completely within" means that it must be entirely within the area.