

# Inferno (campaign game)

*Delgon Core: 240 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 NuraKira (20 points)

**Elite**

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

**Abilities:** Authority (2), Protected (2)

## 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 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 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

## 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.

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

**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.

**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.

**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.