The Hunt

Delgon Roban: 425 points, 3 elites

1 x Roban (250 points)

Enarii, Unique

Movement: **10"**, Attack: **5**, Support: **0**, Save: **3+**, Command Range: **12"**, Stamina: **5**, size: **Large**

Abilities: Combat Trained (2), Commander (4), Critical, Mighty Blow, Powerful, Unstoppable, Very Tough*

1 x KalMalog Veteran (75 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), Ferocity*, Fuel, Sprint* (4), Stamina Limit (4)

2 x KalMalog (100 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)

Abilities Description

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

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

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*.

Critical [T]: If this model is killed then the side with this model in cannot achieve a victory.

Ferocity* [C]: Cast one additional Combat Stone.

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

Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

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.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

Very Tough* [S]: Re-roll a failed Toughness save.