To the boats!

Delgon Core: 400 points, 2 elites

1 x Dehran (120 points)

Enarii, Unique

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

Abilities: Assassinate*, Combat Trained (2), Critical, Impetuous, Powerful, Protected (4), Unstoppable, Very Tough*

4 x KalDehran (80 points)

Troop

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

Abilities: Combat Trained (1), Loyalty (Dehran), Ranger, Rare, Retinue (Dehran), Sprint* (4)

2 x Dhogu Captain (80 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

4 x Setir Skerrat (30 points)

Beast, Troop

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

Abilities: Evasive, Ranger

6 x Dhogu Spear (90 points)

Troop

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

Abilities: Combat Trained (1), Ranger

Abilities Description

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

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.

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

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

Impetuous [T]: This model always activates when your first Initiative Counter is drawn each Turn. This is in addition to other models you select to activate.

Loyalty (x) [T]: Select a *Friendly* X model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

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

Protected (x) [T]: This model may be accompanied by up to X Rare[T] models.

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

Rare [T]: This model can only be taken to accompany a model with the Protected[T] ability.

Retinue (x) [T]: This model starts with one Stamina if deployed within 3" of X. While within 3" of X this model gains one Stamina during the End Phase.

Sprint* (x) [A]: Move up to X". This ability may only be used after this model has performed a Basic Movement.

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.