

To the boats!

Empire Engu: 445 points, 3 elites

1 x Cren Blaak (75 points)

Elite, Unique

Movement: **6"**, Attack: **3**, Support: **1**, Save: **4+**, Command Range: **6"**, Stamina: **2**, size: **Small**

Abilities: Captain (6), Combat Discipline*, Combat Trained (2), Inspire, Powerful, Very Tough*, Shipwright, Sea Legs, Influential (1)

1 x Tahela (30 points)

Beast

Movement: **10"**, Attack: **3**, Support: **1**, Save: **4+**, Command Range: **6"**, Stamina: **0**, size: **Medium**

Abilities: Loyalty (Elite), Charge (1), Combat Trained (1), Swim (5)

2 x Engu Garosa (80 points)

Elite

Movement: **6"**, Attack: **3**, Support: **1**, Save: **4+**, Command Range: **6"**, Stamina: **1**, size: **Small**

Abilities: Captain (4), Combat Discipline*, Combat Trained (2), Loyalty (Elite), Powerful, Sea Legs

6 x Engu Axe (90 points)

Troop

Movement: **6"**, Attack: **2**, Support: **1**, Save: **4+**, Command Range: **6"**, Stamina: **0**, size: **Small**

Abilities: Powerful, Sea Legs

2 x Engu Harpoon (50 points)

Troop

Movement: 6", Attack: 2, Support: 1, Save: 4+, Command Range: 6", Stamina: 0, size: **Small**

Abilities: Powerful, Sea Legs

Harpoon: Movement: 3"; Range: 9"; Attack: 2; **Abilities:** Accurate, Powerful

6 x Engu Draal (60 points)

Troop

Movement: 6", Attack: 2, Support: 1, Save: 4+, Command Range: 6", Stamina: 0, size: **Small**

Abilities: Sea Legs

3 x Councillor (60 points)

Civilian

Movement: 6", Attack: 1, Support: 1, Save: 6+, Command Range: 3", Stamina: 0, size: **Small**

Abilities: Commander (2), Influential (3), Coward

Abilities Description

Accurate [R]: Recast up to one failed Combat Stone for this attack.

Captain (x) [L]: Activate up to X *Friendly Troops* or *Civilians*.

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 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.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites, Troops, or Civilians*.

Coward [T]: If this model is forced to take a Toughness save then it must immediately make an adjacent *Friendly* model take the save on its behalf.

Influential (x) [S]: This model has X Coins which may be used before or during the game. Before the game you may spend Coins to give access to fubarnii models that would not normally be available. One Coin allows you to recruit either two *Troop* or

one *Elite* model. The models cost their normal points, but are treated as the same culture and theme as the model they are accompanying.

During the game you may spend any remaining Coins as follows:

- **Bribery:** Spend one Coin when an opponent's Activation Counter is drawn to choose which model they will activate.
- **Incentives:** Spend one Coin during the model's Activation to let up to three models within Command Range gain one Stamina.

Inspire [T]: All models directly activated by this model gain one Stamina.

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.

Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed *Agility Test*).

Shipwright [A]: An adjacent Boat model may immediately gain one Stamina.

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.

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