

# Salute Demo Force: KalMalog

*Delgon Core: 190 points, 3 elites*

## 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)

## 1 x Delgon Mechanic (15 points)

### Troop

Movement: **6"**, Attack: **1**, Support: **0**, Save: **5+**, Command Range: **0.5"**, Stamina: **0**, size: **Small**

**Abilities:** Initiative, Tune Up

## 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.

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

**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.

**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.