

Starter Kit: Delgon Invaders

Delgon Core: 275 points, 2 elites

1 x NuraSen (40 points)

Elite

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

Abilities: Authority (4), Protected (4)

2 x KalDreman (40 points)

Troop

Movement: **6"**, Attack: **2**, Support: **2**, Save: **5+**, Command Range: **0.5"**, Stamina: **0**, size: **Small**

Abilities: Bodyguard, Combat Trained (1), 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 NuraLehn (15 points)

Troop

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

Small

Abilities: Authority (1)

6 x KalGarkii (60 points)

Troop

Movement: 6", Attack: 2, Support: 1, Save: 5+, Command Range: 0.5", Stamina: 0, size: Small

2 x KalDru (40 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

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.

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.

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.

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.