

# Starter Kit: Followers of the Storm

*Dhogu Core: 330 points, 4 elites*

## 1 x Tak Sirahn (60 points)

**Elite, Unique**

**Movement:** 6", **Attack:** 3, **Support:** 0, **Save:** 4+, **Command Range:** 12", **Stamina:** 3, **Size:** Small

**Abilities:** Beast Handler (8), Combat Trained (1), Favoured Allies (Yartain), Ranger, Storm Summoner\*, Terrain (2, Snowdrifts)

## 1 x Dhogu Captain (40 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

## 5 x Dhogu Spear (75 points)

**Troop**

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

**Abilities:** Combat Trained (1), Ranger

## 1 x Dhogu Trapper (40 points)

**Elite**

**Movement:** 6", **Attack:** 3, **Support:** 1, **Save:** 5+, **Command Range:** 6", **Stamina:** 1, **Size:** Small

**Abilities:** Beast Handler (6), Combat Trained (2), Coordinated Strike\*, Pathfinder (6), Ranger, Solo

**Bow:** Movement: 3"; Range: 9"; Attack: 2; **Abilities:** Accurate

## 1 x Dhogu Archer (40 points)

## Elite

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

**Abilities:** Captain (6), Combat Trained (1), Concentrated Fire\*, Ranger

**Bow:** Movement: **3"**; Range: **9"**; Attack: **2**; **Abilities:** Accurate

## 2 x Dhogu Bow (30 points)

### Troop

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

**Abilities:** Ranger

**Bow:** Movement: **3"**; Range: **9"**; Attack: **2**; **Abilities:** Accurate

## 6 x Setir Skerrat (45 points)

### Beast, Troop

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

**Abilities:** Evasive, Ranger

## Abilities Description

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

**Beast Handler (x) [L]:** Activate up to X *Friendly Beasts*.

**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.

**Concentrated Fire\* [A]:** Place a Target Marker in Line of Sight at least 4 inches away from any *Friendly* models. Any *Friendly* Ranged Attacks against a model within 2 inches of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase.

**Coordinated Strike\* [A]:** Fight a combat against an adjacent *Enemy* model. Both sides may benefit from Support.

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

**Favoured Allies (x) [T]:** This model allows you to take models of type X as *Allies*. Those models and this model may treat each other as being *Friendly*.

**Pathfinder (x) [S]:** At the start of the game you may choose not to deploy this model and up to X other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any *Enemy* models. The models may be activated during the Turn.

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

**Solo [T]:** If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.

**Storm Summoner\* [A]:** Place a 3 inches Smoke Template within this model's Command Range.

**Terrain (x, y) [T]:** After deploying this model you may immediately place X pieces of terrain of type Y within its Command Range. The terrain may not be placed over any models or other terrain features. Note: as a general principle, "within" just means that some part of the model/Template is within the area. "Completely within" means that it must be entirely within the area.