

Starter Kit: Large Trader Caravan

Empire Core: 145 points, 1 elite

1 x Mounted Trader (30 points)

Civilian

Movement: **10"**, Attack: **1**, Support: **0**, Save: **5+**, Command Range: **6"**, Stamina: **0**, Size: **Small**

Abilities: Beast Handler (2)

1 x Trader (20 points)

Civilian

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

Abilities: Beast Handler (2)

2 x Baruk (40 points)

Beast

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

Abilities: Instinctive (0, 2)

2 x Eruk (20 points)

Beast

Movement: **10"**, Attack: **2**, Support: **0**, Save: **5+**, Command Range: **6"**, Stamina: **0**, Size: **Medium**

Abilities: Instinctive (0, 1)

1 x Casanii Scout (30 points)

Elite, Unique

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

Medium

Abilities: Beast Handler (2), Ranger, Solo, Sprint* (4)

Longbow: Movement: **3"**; Range: **18"**; Attack: **2**; **Abilities:** Accurate, Focus*, Long Range* (6), Quick Shot*

1 x Fubarnii Jenta (5 points)

Civilian

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

Abilities: Untrained

Abilities Description

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

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

Focus* [R]: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.

Instinctive (x, y) [T]: This model always casts at least X Erac and Y Oran in combat.

Long Range* (x) [R]: Increase the range of this attack by X".

Quick Shot* [R]: Make an additional Ranged Attack.

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.

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

Untrained [T]: This model may not be Activated Directly.