

# 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**

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.