Abilities

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All Abilities

Abject Terror [T]: Any model within Command Range is *Stunned*. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

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

Aggression Pheromones (x) [T]: Any X model within this model's Command Range loses Passive[T] and gains Instinctive[T] (2,0).

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed *Agility Test*.

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

Alpha [T]: You may only have one model with the Alpha[T] trait in a Force.

Always On The Move (x) [T]: When activated, this model must move and must end its move at least X" from its starting position.

Ambush [S]: Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6 inches of the marker at the start of a Combat Phase then immediately deploy this model so that its base covers the marker.

Aquatic [T]: The model may move normally through shallow and deep water.

Aromatherapy [A]:** If the model is not *Engaged* and has not moved this Turn, every *Friendly* model within Command Range gain one Stamina. A *Friendly* model loses the Stamina immediately if it moves out of Command Range.

Assassinate* [A]: Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

Assistant [T]: This model is allocated a Master at the start of the game and will always activate for free when his Master is activated so long he is in his Command Range.

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.

Barreling Charge [T]: If this model ends its move more than 4 inches from its starting position during its Turn it gains Very Powerful[C] (any blows that are landed by this model must be saved with a -2 modifier) until the end of the next Combat Phase.

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

Beast-Powered (x) [T]: You may use one Crew Activation to increase or decrease this model's forward speed by up to X". At the start of a Turn, the model's speed is half the speed it had the preceding Turn (rounded down).

Blitz (x) [C]: If this model casts X or more successful Erac in combat then you may immediately discard one of your opponent's Combat Stones for the duration of the combat.

Bluff* (x, y) [C]: You may replace X successful Oran with Y Erac, which must be recast.

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.

Bomb [S]: Whenever a model picks up or Operates this model, and at the start of any Activation where it is carrying or Operating it, it must roll a 2+ Toughness save. If failed, the model is removed as a casualty.

Bomb Carrier [T]: Any Frenu that begin their Activation within this model's Command Range lose Weak[C] and gain the Charge[A] (2) ability for the duration of the Activation.

Bomber [A]: If this model is adjacent to a model with the Bomb Carrier[T] ability then it may take one Ishkarru bomb. It may discard a bomb before making a Ranged Attack to cast

an additional Combat Stone.

Bombs Away! [R]: Bombs can only be dropped if at least one passenger (not Crew) is on board. As many bombs can be dropped per Turn as passengers are on board.

Bushwack [R]: This model may make its Ranged Attack at any point during its move.

Cadre (x) [L]: Activate up to X *Friendly* models with the Cadre[L] ability.

Camouflage [T]: Sacrifice this model's movement to gain concealment until the model moves or uses a Combat Action. While concealed, this model gains Sturdy[T], and can only be attacked in close combat if the attacking model rolls a 6 on a D6.

Captain (x) [L]: Activate up to X *Friendly Troops* or *Civilians*.

Captor (x) [L]: Activate up to X adjacent *Enemy Civilians*.

Cautious [A]: This model will *Move Cautiously* if activated.

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*.

Chobana Skerrat Trainer (x, y) [T]: At the start of the game, up to X Chobana Skerrat(s) in the force may be given the Y ability.

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.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites*, *Troops*, or *Civilians*.

Concealed [T]: This model may not be targeted by Ranged Attacks from more than 6 inches away.

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.

Confuse* [A]: Select a *Beast* model within this model's Command Range. The model may not use any Combat abilities or Activation abilities for the rest of the Turn.

Constrict (x) [C]: This model provides X additional Combat Stones if supporting another model with Constrict[C].

Contraption (x) [S]: This model may be equipped with X *Contraption* items.

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

Coward [T]: If this model is forced to take a Toughness save then it must immediately make an adjacent *Friendly* model take the save on its behalf.

Creator (x, y) [T]: This model receives X Automata at the start of the game. The Automata gain Loyalty[T] Y.

Crew (x) [L]: Activate up to X *Friendly* models with the Crew[L] ability.

Critical [T]: If this model is killed then the side with this model in cannot achieve a victory.

Critter (x) [L]: Activate up to X *Friendly* models with the Critter[L] ability.

Crunch (x) [C]: Cast an extra X Erac Combat Stones when attacking (as opposed to being attacked).

Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model or 2 Small models, or 3 inches if pulled by 1 Small model.

Death From Above [R]: This attack ignores the *Engaged* and *Obstructed* conditions.

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.

Defensive Stance [T]: Cast one additional Combat Stone if targeted by a Charge[A] attack.

Diplomat (x) [T]: This model may be taken as *Allies* in a force from the X Culture, accompanied by up to 100 points of *Friendly Troops* and/or *Elites*. These models count as an *Allies*.

Dodge* [C]: Force your opponent to turn over one successful Erac.

Dormant Menace [T]: At the start of the game, before any other model that does not have Dormant Menace[T] deploys, you may choose to deploy this model anywhere on the board. Until this model uses an Ability it does not count as being an *Enemy* model.

Dug In [T]: Sacrifice this model's movement to gain concealment and +2 to any Toughness saves until the model moves or uses a Combat Action.

Engineer (x) [L]: Activate up to X *Friendly Contraptions*.

Entangle (x) [C]: The first X blows caused by this attack do no damage but the target model takes one 'Entangled Counter' per blow instead of making a Toughness save.

Erratic (x) [T]: This model is difficult to control. Place a Target Marker within movement range. Cast X Combat Stones and scatter the destination 2 inches from the target for each miss (roll a D6 to determine direction). Stamina can be used to recast stones.

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

Explode (x) [S]: If this model rolls a 1 on its Toughness save, the bombs it was carrying all explode at once. Place a 3 inches Template over the base: all models (partially) within it suffer a X Combat Stones Ranged Attack. Remove the model from play (the Persistent[T] Ability is ignored in this case).

Extreme Steer (x) [T]: During the Activation Phase, this model may be steered X Templates. All models on board must roll an *Agility Test*.

Falconer (x) [T]: This model is equipped with X falcons for free at the start of the game. Those models gain the Loyalty[T] ability for this model.

Fan (x, y) [A]: Cast X Combat Stones. Move a Cloud Template that this model is touching Y" directly away for each success.

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*.

Feint* [C]: Force your opponent to recast all their Combat Stones.

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

Fire Resistant [C]: This model rolls X extra Oran when in a combat with fire.

Flit [C]: Use this model's Combat Action to move up to 3 inches.

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

Flying Transport (x) [A]: If this model is "on the ground", select up to X *Friendly* or *Allied* models that are in base contact with it to board the transport (place the models on the side of the game board). A Medium model counts as 2 models, a Large model counts as 4, a Huge model counts as 8. Models can only disembark if the model is "on the ground".

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

Forward Only [T]: This model cannot move in reverse.

Frenzied [C]: This model gets an extra Combat Action in each Combat Phase.

Frenzy [C]: All *Friendly* models within this model's Command Range gain Aggressive[T] (1) and Pounce[C] (1).

Fuel [T]: This model does not recover Stamina during the End Phase.

Gang (x) [L]: Activate up to X *Friendly* models with the Gang[L] ability.

Garkrid Swarm (x) [L]: Activate up to X *Friendly* Garkrid.

Gasmask [T]: This model is immune to effects caused by Cloud Templates.

Get 'em!* [A]: Select one *Friendly Beast* model within this model's Command Range to initiate a Combat Action. Both sides may benefit from Support.

Good Fortune* [S]: One *Friendly* model within this model's Command Range may immediately recast one Combat Stone or re-roll a die.

Grab [A]: Immediately after this model's Basic Movement, select one Small model that was contacted by this model during that movement. Place the model adjacent to this model.

Graku Master [T]: This model may treat Graku as *Troops*.

Grishak Trainer (x, y) [T]: At the start of the game, up to X Grishak(s) in the force may be given the Y ability.

Haphazard (x, y) [R]: Place a Target Marker within range. Cast X Combat Stones and scatter the impact 2 inches from the target for each miss (roll a D6 to determine direction). The operating models may use their Stamina to recast stones. Place a Y" Template on the impact point: all models under the Template are hit. Leave the target in place, if the target for the next shot is within 3 inches of the target then you may recast one failed Combat Stone when rolling to scatter.

Hatch (x) [S]: Roll a die at the start of each Combat Phase. On a 5 or 6 the *Egg* hatches: replace this model with a X. The newly-hatched X can participate in combat.

Heavy [T]: This model may be moved up to 6 inches if pulled by 3 Small models, 2 Medium or 1 Large (or larger) model, or 3 inches if pulled by 2 Small or 1 Medium model.

Hook (x) [A]: After a normal movement, select one *Object* or model of equal size or smaller within X" and move it adjacent to this model.

Impetuous [T]: This model always activates when your first Initiative Counter is drawn each Turn. This is in addition to other models you select to activate.

Imprecise (x) [R]: Place a Target Marker in contact with the base of the ship. Cast X Combat Stones and scatter the impact 2 inches from the target for each miss (roll a D6 to determine direction). The model dropping the bomb may use its Stamina to recast stones. Place a 3 inches Template on the impact point: all models under the Template are hit.

In The Air* [A]:

• This model may start the game either "on the ground" or "in the air". During Activation, instead of moving the model may spend one Stamina to go up "in the air" (if "on the ground"), or down "on the ground" (if "in the air")

• If at any time the model does not have Crew, it is considered out of control and lost (remove the model from the board).

• When "in the air", the model can only engage in Close Combat with other flying models.

Incendiary (x) [C]: The first X blows to a *Contraption* caused by this attack do no damage but the target model takes one 'Fire Token' per blow.

Indomitable [C]: This model does not lose its Combat Action if it is attacked.

Influential (x) [S]: This model has X Coins which may be used before or during the game. Before the game you may spend Coins to gain access to fubarnii models that would not normally be available. One Coin allows you to recruit either two *Troop* or one *Elite* model. The models cost their normal points, but are treated as the same culture and theme as the model they are accompanying.

During the game you may spend any remaining Coins as follows:

• Bribery: Spend one Coin when an opponent's Activation Counter is drawn to choose which model they will activate.

• Incentives: Spend one Coin during the model's Activation to let up to three fubarnii models within Command Range gain one Stamina.

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.

Inspire [T]: All models directly activated by this model gain one Stamina.

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

Intense Spray* [R]: Place an additional Blast Template, its short end must touch an existing Blast Template.

Intimidate* (x) [L]: Activate up to X *Friendly*, *Neutral* or *Enemy Civilians*.

Juicebar [T]: Any non-Beast model that starts its Activation adjacent to this model may gain one Stamina but may only *Move Cautiously* this Turn.

Kin in Arms [T]: This model casts one additional Combat Stone if it is adjacent to another model with Kin in Arms[T].

Leap* (x) [A]: Leap up to X", ignoring intervening models. This move ignores the *Move Cautiously* rule.

Light Weapon [R]: This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

Linked (x, y) [T]: This model may never move more than Y" from its X.

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

Loyalty (x) [T]: Select a *Friendly* X model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

Lunge (x) [C]: Use this model's Combat Action to attack a model within X". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.

Manipulate Swarm [A]: When manipulating a swarm all the Frenu and swarms can be removed anywhere within this model's Command Range. When placing a swarm it may be necessary to nudge other models back to make space.

• Create: Discard three Frenu and place a Small Frenu Swarm over the location of one of those Frenu. The swarm may not activate this Turn.

• Disband: Discard a Small Frenu Swarm/Medium Frenu Swarm and place three/six Frenu within 6 inches of the swarm's location.

• Grow: Discard a Small Frenu Swarm and three Frenu or two Small Frenu Swarms and place a Medium Frenu Swarm over the location of one of the swarms. The swarm may not activate this Turn.

Master (x) [T]: This model may be accompanied by up to X Assistants.

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

Maternal [C]: Use before a Melee Combat. Cast one additional Combat Stone if there are any *Friendly Eggs* within 12 inches.

Matriarch (x) [L]: Activate up to X *Friendly Jenta*.

Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.

Mob (x) [L]: Activate up to X *Friendly* models with the Mob[L] ability.

Momentum [S]: Gain one Stamina and move up to 2 inches if this model destroys another model.

Nest [S]: At the start of the game you may choose not to deploy this model and up to X identical 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.

Nimble [S]: This model may make use its Activation abilities at any point during its move.

Non Lethal [R]: If any blows are landed then no damage is caused, but the target model may not activate this Turn.

Oar-Powered (x) [T]: You may increase or decrease this model's speed by up to X" (+1" if Powerful[C]) per 2 Crew Activations. At the start of a Turn, the model's speed is half the speed it had the preceding Turn (rounded down).

Obstructing [T]: Models on this model count as *Obstructed* if targeted by Ranged Attacks.

Old Salt (x) [T]: This model may add up to X"

to the Speed of a Boat model it is standing on. A given Boat may benefit once per Turn only.

Operated (x) [R]: This model may be fired if it has not moved this Turn and there are least X Unengaged *Friendly* Operators models adjacent to it. Each Operator[T] must spend its Activation in order to fire.

Operator (x) [T]: This model may operate a X if it is adjacent to it and is Unengaged.

Outcast [T]: This model may be not be used in a force that contains a Devanu Kopa or a Devanu Sempa.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

Overflight [C]: This model may Move after its Combat Action.

Pack (x) [L]: Activate up to X *Friendly* models with the Pack[L] ability.

Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].

Pack Instinct [C]: Recast up to one failed Combat Stone for each model with Pack Instinct[C] that is supporting.

Packmaster (x) [L]: Activate up to X *Friendly Elites*.

Paddle-Powered (x) [T]: You may increase or decrease this model's speed by up to X" (+1" if Powerful[C]) per Crew Activation. At the start of a Turn, the model's speed is half the speed it had the preceding Turn (rounded down).

Passive [T]: This model may not attack as a Combat Action.

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.

Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina.

Pitch (x) [C]: If this model lands a blow on a model of equal size or smaller then it may move the model up to X" in any direction before they make their Toughness save roll.

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Powerful Charge [T]: If this model ends its move more than 4 inches from its starting position during its Turn it gains Powerful[C] (any blows that are landed by this model must be saved with a -1 modifier) until the end of the next Combat Phase.

Precarious [T]: All models on this model must roll an *Agility Test* before taking any Combat Action (including Ranged Attacks). The target of an attack may forgo throwing Combat Stones in order not to roll the test.

Prisoner (x) [T]: When this model is adjacent to a X model it counts as Prisoner and can be activated for free with that model. The Prisoner may not attack in combat, but will support any model that attacks its captor. If there are no X models adjacent to the Prisoner, then it may be controlled by the Dissident player.

Prod (x, y) [A]: Select a *Beast* within X" and move it up to Y" directly away from this model.

Protected (x) [T]: This model may be accompanied by up to X Rare[T] models.

Proud [T]: This model may only be Activated Directly.

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

Ram [C]: This model may use Charge[A] even if had to *Move Cautiously*.

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

Rapid Strike [C]: Use this model's Combat Action to fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

Rare [T]: This model can only be taken to accompany a model with the Protected[T]

ability.

Recoil (x) [T]: If this model is placed on a surface or model that can be damaged, when this model is fired, roll a X Combat Stones attack against the surface / model it is mounted on. The surface / model may not defend.

Refuel* (x) [A]: An adjacent model with the Fuel[T] ability may immediately replenish up to X Stamina.

Rescuer (x) [L]: Activate up to X *Friendly Civilians*.

Resourceful* (x) [S]: This model gains X of the Activation abilities below. Each ability costs one Stamina to activate

• Confused orders [A]: The model may select one *Enemy Troop* within Command Range that has not yet been activated this Turn. He may activate it and get it to move and use any Activation abilities it has as if it was on its side. This ability may never be used to initiate combat.

• I can teach it tricks! [A]: The model may select one *Friendly Beast* within Command Range. The *Beast* gains Combat Trained[C] (2) for the remainder of the Turn.

• Lay of the land [A]: The model may select up to three *Enemy Troop* within Command Range. These may only *Move Cautiously* for the remainder of the Turn, and may not use any abilities that would increase their movement.

• Over There! [A]: The model may select one *Friendly Troop* within Command Range. That *Troop* gains +2" movement on their Activation that Turn.

• Tactics, Lass! [A]: The model may select one *Friendly Troop* within Command Range, who in turn selects 2 other *Troop* within its Command Range. These may immediately *Move Cautiously*. This does not count as having been activated.

• Up and to the left a little… [A]: The model may select one *Friendly Troop* within Command Range. The *Troop* gains Combat Trained[C] (2) on one Ranged Attack on that Turn.

Retinue (x) [T]: This model starts with one Stamina if deployed within 3 inches of X. While within 3 inches of X this model gains one Stamina during the End Phase.

Reverse [T]: This model may move in reverse.

Rider [T]: This model may be moved by a model with the Transport[A] ability.

River Akitiin [S]: The River Akitiin is made up of four Body Sections: a Head, two Coils and a Tail.

• All the *Body Sections* are considered as separate models but are part of the same creature, that activates together and has a single pool of Stamina. The Akitiin will not attack itself with Wild Animal[T].

• If you are using a River Akitiin in your game then you must place a river or large lake during game set-up.

• At the start of the game you may deploy a single Coil section anywhere in the water, regardless of normal deployment rules. If possible, this must be at least 9 inches from any *Enemy* models.

• During the Activation of any *Body Section* you may spend one Stamina to deploy one other *Body Section* within 6 inches. The deployed *Body Section* may not activate this Turn.

• After completing a Body Section's Activation, it is removed if it is not within 6 inches of another *Body Section*, or if any other *Body Sections* are more than 12 inches away, unless it is the only section on the table.

• If a *Body Section* fails a Toughness save roll it is removed as normal, but can be returned as part of a future Activation as long as there is at least one section on the table. If all *Body Sections* have been removed then the River Akitiin is treated as a casualty.

Sacrifice [S]: Discard a *Friendly* model from within this model's Command Range to gain a Stamina. This may be done at any time.

Safe Speed Limit (x) [T]: This model has a maximum safe speed of X". After any move where this speed is exceeded, the model must roll as many Toughness saves as inches of speed above the limit. Each Toughness save is made at -1 per inch of speed above the limit.

Safety Valve (x) [T]: If this model has X Stamina when a Combat Counter is drawn then it immediately uses the Vent[A] ability.

Sail-Powered (x, y) [T]: This model may

move up to the current wind speed if one Crew is manning the sails (tailwind: X", crosswind: Y", headwind: 1 inch, no wind: no movement). If no Crew is manning the sails, the model will move at half-speed (rounded down). In crosswind and tailwind, you may spend extra Activations to increase the speed by 1 inch per Activation used, up to a maximum of 3 inches.

Savage [C]: If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

Scatter! (x, y) [C]: This model and any *Friendly* X models within Command Range that are currently *Engaged* with an *Enemy* model may move up to Y". They may not end their movement *Engaged* with an *Enemy*.

Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed *Agility Test*).

Setir Skerrat Trainer (x, y) [T]: At the start of the game, up to X Setir Skerrat(s) in the force may be given the Y ability.

Shatter [R]: This attack ignores the Sturdy[T] ability.

Shipwright [A]: An adjacent Boat model may immediately gain one Stamina.

Sibling [C]: This model provides one additional Combat Stone if supporting another model with Sibling[C] or Matriarch[L].

Slaver (x) [T]: This model may be accompanied by up to X Slaves. Those models gain the Loyalty[T] ability for this model.

Smelling Salts* [S]: A *Friendly* model in base contact with this model that fails its Toughness save may re-roll it.

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

Spawn Frenu* [S]: Place one Frenu adjacent to the model. You may never have more Frenu on the board than you started the game with, so you may not Spawn Frenu[S] that have been removed through Manipulate Swarm[A].

Spawn Garkrid* [S]: Place one Garkrid adjacent to the model. You may never have more Garkrid on the board than you started the game with.

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

Sqwak! [S]: If a blow is landed on this model, it screams at the top of its lungs: all *Beasts* within its Command Range (from closest to farthest) immediately move straight towards it, stopping if they come into base contact with another model.

Stable [T]: A model on this model rolls *Agility Tests* with a +1 modifier.

Stamina Limit (x) [T]: This model may never use more than X Stamina during one Turn.

Standard [T]: Adjacent *Friendly* models may use this model's Command Range for their Leadership abilities and may activate twice as many models as usual.

Steam-Powered (x) [T]: You may use Crew Activations to increase or decrease this model's speed by up to X" per Turn per Activation.

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

Stun [C]: This attack does no damage, but if any blows are landed then the attacked model is *Stunned*. Roll to remove the effect on a 4+ at the start of the End Phase. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

Sturdy [T]: This model cannot be targeted by Ranged Attacks.

Swarm (x) [L]: Activate up to X *Friendly* Frenu.

Sweep [C]: Attack another model in range if the preceding attack kills its target.

Swift [T]: This model may be activated any number of times each Turn.

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.

Tactician [S]:** Use immediately after an Activation Counter has been drawn to return it to the bag and draw another counter. This ability costs two Stamina to use.

Taunt* [C]: You may force your opponent to

cast their Combat Stones before you pick and cast yours.

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.

Terror [T]: Any model within this model's Command Range casts one less Combat Stone in combat and when making Ranged Attacks. They must also cast a successful stone before regaining Stamina.

Trainer (x, y) [T]: At the start of the game, up to X models in the force may be given the Y ability.

Transport (x) [A]: Immediately after this model's Basic Movement, select up to X *Friendly* or *Allied* models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

Travelling Biologist (x) [T]: This model may be accompanied by up to X *Beast* models selected from any Culture or Theme by paying the usual points cost. The *Beasts* count as *Allies*, but this model treats them as *Friendly*.

Tune Up [A]: An adjacent *Mechanical* model may immediately gain one Stamina.

Uncommitted [T]: If this model is not within Command Range of a model with Slaver[T] then it uses its movement to move as far away as possible from all models in the same force that do not possess the Uncommitted[T] ability. If this movement takes it beyond the borders of the board, it is removed from play.

Unruly [T]: If this model is not within Command Range of a model with Slaver[T] then it treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.

Unstable (x, y) [T]: Each Turn, roll a Y+ Toughness save with no re-roll allowed before each Stamina beyond the first X already spent this Turn is spent. If failed, this model Vents and is then removed as a casualty. All models under the cloud when it is placed are hit with a 2 Combat Stones Ranged Attack. If this happens during a combat it ends immediately and no blows are landed by either side.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Vehicle (x) [T]: This model may carry up to X Small *Friendly* models as Crew.

Venerated [T]: If this model is killed then permanently discard one of this player's Initiative Counters from the pool.

Vengeance (x) [T]: If a *Friendly* X model within this model's Command Range is killed by an *Enemy* then gain one Stamina.

Vent* [A]: Place a 3 inches Cloud Template over the model. All models count as *Stunned* while in the Cloud Template. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

Very Heavy [T]: This model may be moved up to 6 inches if pulled by 1 Huge, 2 Large or 4 Medium models, or 3 inches if pulled by 1 Large or 2 Medium models.

Very Powerful [C]: Any blows that are landed by this model must be saved with a -2 modifier.

Very Strong [T]: This model counts as a Large model for pulling a Log Wagon or a Belderak Bombard.

Very Tough* [S]: Re-roll a failed Toughness save.

Weak [C]: Blows landed by this model are saved with a +1 modifier.

Well-Travelled [T]: This model treats all *Allies* as *Friendly* models.

Whirlwind [C]: When using its Combat

Action, this model attacks every model in base contact with it.

Whistle [T]: This model may double its Command Range when using Leadership abilities.

Wide Spray* [R]: Place an additional Blast Template adjacent to the first when selecting targets. Each model under the Templates can be targeted once by this attack.

Wild Animal [T]: This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.

Casanii Abilities

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

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed *Agility Test*.

Assassinate* [A]: Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

Barreling Charge [T]: If this model ends its move more than 4 inches from its starting position during its Turn it gains Very Powerful[C] (any blows that are landed by this model must be saved with a -2 modifier) until the end of the next Combat Phase.

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

Blitz (x) [C]: If this model casts X or more successful Erac in combat then you may immediately discard one of your opponent's Combat Stones for the duration of the combat.

Bushwack [R]: This model may make its Ranged Attack at any point during its move.

Captain (x) [L]: Activate up to X *Friendly Troops* or *Civilians*.

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 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.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites*, *Troops*, or *Civilians*.

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

Diplomat (x) [T]: This model may be taken as *Allies* in a force from the X Culture, accompanied by up to 100 points of *Friendly Troops* and/or *Elites*. These models count as an *Allies*.

Dodge* [C]: Force your opponent to turn over one successful 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*.

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

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

Get 'em!* [A]: Select one *Friendly Beast* model within this model's Command Range to initiate a Combat Action. Both sides may benefit from Support.

Inspire [T]: All models directly activated by this model gain one Stamina.

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

Leap* (x) [A]: Leap up to X", ignoring intervening models. This move ignores the *Move Cautiously* rule.

Light Weapon [R]: This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

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

Loyalty (x) [T]: Select a *Friendly* X model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

Obstructing [T]: Models on this model count as *Obstructed* if targeted by Ranged Attacks.

Pack (x) [L]: Activate up to X *Friendly* models with the Pack[L] ability.

Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].

Packmaster (x) [L]: Activate up to X *Friendly Elites*.

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.

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Powerful Charge [T]: If this model ends its move more than 4 inches from its starting position during its Turn it gains Powerful[C] (any blows that are landed by this model must be saved with a -1 modifier) until the end of the next Combat Phase.

Proud [T]: This model may only be Activated Directly.

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

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

Retinue (x) [T]: This model starts with one Stamina if deployed within 3 inches of X. While within 3 inches of X this model gains one Stamina during the End Phase.

Rider [T]: This model may be moved by a model with the Transport[A] ability.

Savage [C]: If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

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.

Tactician [S]:** Use immediately after an Activation Counter has been drawn to return it to the bag and draw another counter. This ability costs two Stamina to use.

Trainer (x, y) [T]: At the start of the game, up to X models in the force may be given the Y ability.

Transport (x) [A]: Immediately after this model's Basic Movement, select up to X *Friendly* or *Allied* models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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

Vehicle (x) [T]: This model may carry up to X Small *Friendly* models as Crew.

Very Tough* [S]: Re-roll a failed Toughness save.

Delgon Abilities

Assassinate* [A]: Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

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.

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

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.

Bushwack [R]: This model may make its Ranged Attack at any point during its move.

Cadre (x) [L]: Activate up to X *Friendly* models with the Cadre[L] ability.

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.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites*, *Troops*, or *Civilians*.

Critical [T]: If this model is killed then the side with this model in cannot achieve a victory.

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.

Diplomat (x) [T]: This model may be taken as *Allies* in a force from the X Culture, accompanied by up to 100 points of *Friendly Troops* and/or *Elites*. These models count as an *Allies*.

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*.

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

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

Fuel [T]: This model does not recover Stamina during the End Phase.

Gang (x) [L]: Activate up to X *Friendly* models with the Gang[L] ability.

Gasmask [T]: This model is immune to effects caused by Cloud Templates.

Impetuous [T]: This model always activates when your first Initiative Counter is drawn each Turn. This is in addition to other models you select to activate.

Influential (x) [S]: This model has X Coins which may be used before or during the game. Before the game you may spend Coins to gain access to fubarnii models that would not normally be available. One Coin allows you to recruit either two *Troop* or one *Elite* model. The models cost their normal points, but are treated as the same culture and theme as the model they are accompanying.
During the game you may spend any remaining Coins as follows:
• Bribery: Spend one Coin when an opponent's Activation Counter is drawn to choose which model they will activate.
• Incentives: Spend one Coin during the

model's Activation to let up to three fubarnii models within Command Range gain one Stamina.

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.

Intense Spray* [R]: Place an additional Blast Template, its short end must touch an existing Blast Template.

Light Weapon [R]: This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

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

Loyalty (x) [T]: Select a *Friendly* X model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina.

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Protected (x) [T]: This model may be accompanied by up to X Rare[T] models.

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

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

Rare [T]: This model can only be taken to accompany a model with the Protected[T] ability.

Refuel* (x) [A]: An adjacent model with the Fuel[T] ability may immediately replenish up to X Stamina.

Retinue (x) [T]: This model starts with one Stamina if deployed within 3 inches of X. While within 3 inches of X this model gains one Stamina during the End Phase.

Safety Valve (x) [T]: If this model has X Stamina when a Combat Counter is drawn then it immediately uses the Vent[A] ability.

Shatter [R]: This attack ignores the Sturdy[T] ability.

Smelling Salts* [S]: A *Friendly* model in base contact with this model that fails its Toughness save may re-roll it.

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.

Standard [T]: Adjacent *Friendly* models may use this model's Command Range for their Leadership abilities and may activate twice as many models as usual.

Tactician [S]:** Use immediately after an Activation Counter has been drawn to return it to the bag and draw another counter. This ability costs two Stamina to use.

Trainer (x, y) [T]: At the start of the game, up to X models in the force may be given the Y ability.

Tune Up [A]: An adjacent *Mechanical* model may immediately gain one Stamina.

Unstable (x, y) [T]: Each Turn, roll a Y+ Toughness save with no re-roll allowed before each Stamina beyond the first X already spent this Turn is spent. If failed, this model Vents and is then removed as a casualty. All models under the cloud when it is placed are hit with a 2 Combat Stones Ranged Attack. If this happens during a combat it ends immediately and no blows are landed by either side.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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

Vent* [A]: Place a 3 inches Cloud Template over the model. All models count as *Stunned* while in the Cloud Template. A *Stunned* model

loses one Combat Stone and one Support Stone and does not recover Stamina.

Very Tough* [S]: Re-roll a failed Toughness save.

Wide Spray* [R]: Place an additional Blast Template adjacent to the first when selecting targets. Each model under the Templates can be targeted once by this attack.

Devanu Abilities

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

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed *Agility Test*.

Alpha [T]: You may only have one model with the Alpha[T] trait in a Force.

Assassinate* [A]: Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

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

Captain (x) [L]: Activate up to X *Friendly Troops* or *Civilians*.

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 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.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites*, *Troops*, or *Civilians*.

Concealed [T]: This model may not be targeted by Ranged Attacks from more than 6 inches away.

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.

Coward [T]: If this model is forced to take a Toughness save then it must immediately make an adjacent *Friendly* model take the save on its behalf.

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.

Dodge* [C]: Force your opponent to turn over one successful Erac.

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*.

Feint* [C]: Force your opponent to recast all their Combat Stones.

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

Flit [C]: Use this model's Combat Action to move up to 3 inches.

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

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

Grishak Trainer (x, y) [T]: At the start of the game, up to X Grishak(s) in the force may be given the Y ability.

Inspire [T]: All models directly activated by this model gain one Stamina.

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

Leap* (x) [A]: Leap up to X", ignoring intervening models. This move ignores the

Move Cautiously rule.

Light Weapon [R]: This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

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

Maternal [C]: Use before a Melee Combat. Cast one additional Combat Stone if there are any *Friendly Eggs* within 12 inches.

Matriarch (x) [L]: Activate up to X *Friendly Jenta*.

Momentum [S]: Gain one Stamina and move up to 2 inches if this model destroys another model.

Outcast [T]: This model may be not be used in a force that contains a Devanu Kopa or a Devanu Sempa.

Pack (x) [L]: Activate up to X *Friendly* models with the Pack[L] ability.

Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].

Pack Instinct [C]: Recast up to one failed Combat Stone for each model with Pack Instinct[C] that is supporting.

Packmaster (x) [L]: Activate up to X *Friendly Elites*.

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

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

Rapid Strike [C]: Use this model's Combat Action to fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

Retinue (x) [T]: This model starts with one Stamina if deployed within 3 inches of X. While within 3 inches of X this model gains one Stamina during the End Phase.

Savage [C]: If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

Sibling [C]: This model provides one additional Combat Stone if supporting another model with Sibling[C] or Matriarch[L].

Slaver (x) [T]: This model may be accompanied by up to X Slaves. Those models gain the Loyalty[T] ability for this model.

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.

Trainer (x, y) [T]: At the start of the game, up to X models in the force may be given the Y ability.

Uncommitted [T]: If this model is not within Command Range of a model with Slaver[T] then it uses its movement to move as far away as possible from all models in the same force that do not possess the Uncommitted[T] ability. If this movement takes it beyond the borders of the board, it is removed from play.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Venerated [T]: If this model is killed then permanently discard one of this player's Initiative Counters from the pool.

Vengeance (x) [T]: If a *Friendly* X model within this model's Command Range is killed by an *Enemy* then gain one Stamina.

Very Tough* [S]: Re-roll a failed Toughness save.

Wild Animal [T]: This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.

Shogu Abilities

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

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

Bushwack [R]: This model may make its Ranged Attack at any point during its move.

Captain (x) [L]: Activate up to X *Friendly Troops* or *Civilians*.

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 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.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites*, *Troops*, or *Civilians*.

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*.

Gang (x) [L]: Activate up to X *Friendly* models with the Gang[L] ability.

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

Light Weapon [R]: This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

Obstructing [T]: Models on this model count as *Obstructed* if targeted by Ranged Attacks.

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.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Powerful Charge [T]: If this model ends its move more than 4 inches from its starting position during its Turn it gains Powerful[C] (any blows that are landed by this model must be saved with a -1 modifier) until the end of the next Combat Phase.

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.

Trainer (x, y) [T]: At the start of the game, up to X models in the force may be given the Y ability.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and

may move through Small *Enemy* models.

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

Vehicle (x) [T]: This model may carry up to X Small *Friendly* models as Crew.

Very Strong [T]: This model counts as a Large model for pulling a Log Wagon or a Belderak Bombard.

Very Tough* [S]: Re-roll a failed Toughness save.

Empire Abilities

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

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed *Agility Test*.

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

Always On The Move (x) [T]: When activated, this model must move and must end its move at least X" from its starting position.

Ambush [S]: Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6 inches of the marker at the start of a Combat Phase then immediately deploy this model so that its base covers the marker.

Aquatic [T]: The model may move normally through shallow and deep water.

Aromatherapy [A]:** If the model is not *Engaged* and has not moved this Turn, every *Friendly* model within Command Range gain one Stamina. A *Friendly* model loses the Stamina immediately if it moves out of Command Range.

Assassinate* [A]: Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

Assistant [T]: This model is allocated a Master at the start of the game and will always activate for free when his Master is activated so long he is in his Command Range.

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

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.

Bomber [A]: If this model is adjacent to a model with the Bomb Carrier[T] ability then it may take one Ishkarru bomb. It may discard a bomb before making a Ranged Attack to cast an additional Combat Stone.

Bushwack [R]: This model may make its Ranged Attack at any point during its move.

Cadre (x) [L]: Activate up to X *Friendly* models with the Cadre[L] ability.

Captain (x) [L]: Activate up to X *Friendly Troops* or *Civilians*.

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 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.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites*, *Troops*, or *Civilians*.

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.

Confuse* [A]: Select a *Beast* model within this model's Command Range. The model may not use any Combat abilities or Activation abilities for the rest of the Turn.

Contraption (x) [S]: This model may be equipped with X *Contraption* items.

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

Coward [T]: If this model is forced to take a Toughness save then it must immediately make an adjacent *Friendly* model take the save on its behalf.

Creator (x, y) [T]: This model receives X Automata at the start of the game. The Automata gain Loyalty[T] Y.

Critical [T]: If this model is killed then the side with this model in cannot achieve a victory.

Critter (x) [L]: Activate up to X *Friendly* models with the Critter[L] ability.

Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model or 2 Small models, or 3 inches if pulled by 1 Small model.

Death From Above [R]: This attack ignores the *Engaged* and *Obstructed* conditions.

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 Stance [T]: Cast one additional Combat Stone if targeted by a Charge[A] attack.

Diplomat (x) [T]: This model may be taken as *Allies* in a force from the X Culture, accompanied by up to 100 points of *Friendly Troops* and/or *Elites*. These models count as an *Allies*.

Dodge* [C]: Force your opponent to turn over one successful Erac.

Dug In [T]: Sacrifice this model's movement to gain concealment and +2 to any Toughness saves until the model moves or uses a Combat Action.

Engineer (x) [L]: Activate up to X *Friendly Contraptions*.

Entangle (x) [C]: The first X blows caused by this attack do no damage but the target model takes one 'Entangled Counter' per blow instead of making a Toughness save.

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

Falconer (x) [T]: This model is equipped with X falcons for free at the start of the game. Those models gain the Loyalty[T] ability for this model.

Fan (x, y) [A]: Cast X Combat Stones. Move a Cloud Template that this model is touching Y" directly away for each success.

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*.

Flit [C]: Use this model's Combat Action to move up to 3 inches.

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

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

Fuel [T]: This model does not recover Stamina during the End Phase.

Gang (x) [L]: Activate up to X *Friendly* models with the Gang[L] ability.

Gasmask [T]: This model is immune to effects caused by Cloud Templates.

Get 'em!* [A]: Select one *Friendly Beast* model within this model's Command Range to initiate a Combat Action. Both sides may benefit from Support.

Good Fortune* [S]: One *Friendly* model within this model's Command Range may immediately recast one Combat Stone or re-roll a die.

Grab [A]: Immediately after this model's Basic Movement, select one Small model that was contacted by this model during that movement. Place the model adjacent to this model.

Graku Master [T]: This model may treat Graku as *Troops*.

Hook (x) [A]: After a normal movement, select one *Object* or model of equal size or smaller within X" and move it adjacent to this model.

Influential (x) [S]: This model has X Coins which may be used before or during the game. Before the game you may spend Coins to gain access to fubarnii models that would not normally be available. One Coin allows you to recruit either two *Troop* or one *Elite* model. The models cost their normal points, but are

treated as the same culture and theme as the model they are accompanying.
During the game you may spend any remaining Coins as follows:
• Bribery: Spend one Coin when an opponent's Activation Counter is drawn to choose which model they will activate.
• Incentives: Spend one Coin during the model's Activation to let up to three fubarnii models within Command Range gain one Stamina.

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.

Inspire [T]: All models directly activated by this model gain one Stamina.

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

Intimidate* (x) [L]: Activate up to X *Friendly*, *Neutral* or *Enemy Civilians*.

Juicebar [T]: Any non-Beast model that starts its Activation adjacent to this model may gain one Stamina but may only *Move Cautiously* this Turn.

Kin in Arms [T]: This model casts one additional Combat Stone if it is adjacent to another model with Kin in Arms[T].

Light Weapon [R]: This Ranged ability may be used even if the model is *Engaged*. The model does need to disengage (*Moving Cautiously*) first.

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

Loyalty (x) [T]: Select a *Friendly* X model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

Lunge (x) [C]: Use this model's Combat Action to attack a model within X". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.

Master (x) [T]: This model may be accompanied by up to X Assistants.

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

Momentum [S]: Gain one Stamina and move up to 2 inches if this model destroys another model.

Obstructing [T]: Models on this model count as *Obstructed* if targeted by Ranged Attacks.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

Overflight [C]: This model may Move after its Combat Action.

Pack (x) [L]: Activate up to X *Friendly* models with the Pack[L] ability.

Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].

Passive [T]: This model may not attack as a Combat Action.

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.

Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina.

Pitch (x) [C]: If this model lands a blow on a model of equal size or smaller then it may move the model up to X" in any direction before they make their Toughness save roll.

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Powerful Charge [T]: If this model ends its move more than 4 inches from its starting position during its Turn it gains Powerful[C] (any blows that are landed by this model must be saved with a -1 modifier) until the end of the next Combat Phase.

Prod (x, y) [A]: Select a *Beast* within X" and

move it up to Y" directly away from this model.

Protected (x) [T]: This model may be accompanied by up to X Rare[T] models.

Proud [T]: This model may only be Activated Directly.

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

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

Rare [T]: This model can only be taken to accompany a model with the Protected[T] ability.

Refuel* (x) [A]: An adjacent model with the Fuel[T] ability may immediately replenish up to X Stamina.

Resourceful* (x) [S]: This model gains X of the Activation abilities below. Each ability costs one Stamina to activate

• Confused orders [A]: The model may select one *Enemy Troop* within Command Range that has not yet been activated this Turn. He may activate it and get it to move and use any Activation abilities it has as if it was on its side. This ability may never be used to initiate combat.

• I can teach it tricks! [A]: The model may select one *Friendly Beast* within Command Range. The *Beast* gains Combat Trained[C] (2) for the remainder of the Turn.

• Lay of the land [A]: The model may select up to three *Enemy Troop* within Command Range. These may only *Move Cautiously* for the remainder of the Turn, and may not use any abilities that would increase their movement.

• Over There! [A]: The model may select one *Friendly Troop* within Command Range. That *Troop* gains +2" movement on their Activation that Turn.

• Tactics, Lass! [A]: The model may select one *Friendly Troop* within Command Range, who in turn selects 2 other *Troop* within its Command Range. These may immediately *Move Cautiously*. This does not count as having been activated.

• Up and to the left a little… [A]: The model may select one *Friendly Troop* within Command Range. The *Troop* gains Combat Trained[C] (2) on one Ranged Attack on that Turn.

Rider [T]: This model may be moved by a model with the Transport[A] ability.

Safety Valve (x) [T]: If this model has X Stamina when a Combat Counter is drawn then it immediately uses the Vent[A] ability.

Savage [C]: If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

Scatter! (x, y) [C]: This model and any *Friendly* X models within Command Range that are currently *Engaged* with an *Enemy* model may move up to Y". They may not end their movement *Engaged* with an *Enemy*.

Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed *Agility Test*).

Shipwright [A]: An adjacent Boat model may immediately gain one Stamina.

Slaver (x) [T]: This model may be accompanied by up to X Slaves. Those models gain the Loyalty[T] ability for this model.

Smelling Salts* [S]: A *Friendly* model in base contact with this model that fails its Toughness save may re-roll it.

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.

Standard [T]: Adjacent *Friendly* models may use this model's Command Range for their Leadership abilities and may activate twice as many models as usual.

Surefooted [T]: This model may re-roll a failed *Agility Test*.

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.

Tactician [S]:** Use immediately after an Activation Counter has been drawn to return it to the bag and draw another counter. This ability costs two Stamina to use.

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.

Trainer (x, y) [T]: At the start of the game, up to X models in the force may be given the Y ability.

Transport (x) [A]: Immediately after this model's Basic Movement, select up to X *Friendly* or *Allied* models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

Travelling Biologist (x) [T]: This model may be accompanied by up to X *Beast* models selected from any Culture or Theme by paying the usual points cost. The *Beasts* count as *Allies*, but this model treats them as *Friendly*.

Unruly [T]: If this model is not within Command Range of a model with Slaver[T] then it treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.

Unstable (x, y) [T]: Each Turn, roll a Y+ Toughness save with no re-roll allowed before each Stamina beyond the first X already spent this Turn is spent. If failed, this model Vents and is then removed as a casualty. All models under the cloud when it is placed are hit with a 2 Combat Stones Ranged Attack. If this happens during a combat it ends immediately and no blows are landed by either side.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Vehicle (x) [T]: This model may carry up to X Small *Friendly* models as Crew.

Venerated [T]: If this model is killed then permanently discard one of this player's Initiative Counters from the pool.

Vent* [A]: Place a 3 inches Cloud Template over the model. All models count as *Stunned* while in the Cloud Template. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

Very Tough* [S]: Re-roll a failed Toughness save.

Well-Travelled [T]: This model treats all *Allies* as *Friendly* models.

Whistle [T]: This model may double its Command Range when using Leadership abilities.

Wild Animal [T]: This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.

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

Bomb [S]: Whenever a model picks up or Operates this model, and at the start of any Activation where it is carrying or Operating it, it must roll a 2+ Toughness save. If failed, the model is removed as a casualty.

Bombs Away! [R]: Bombs can only be dropped if at least one passenger (not Crew) is on board. As many bombs can be dropped per Turn as passengers are on board.

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*.

Cumbersome [T]: This model may be moved up to 6 inches if pulled by 1 Medium (or larger) model or 2 Small models, or 3 inches if pulled by 1 Small model.

Death From Above [R]: This attack ignores the *Engaged* and *Obstructed* conditions.

Entangle (x) [C]: The first X blows caused by this attack do no damage but the target model takes one 'Entangled Counter' per blow instead of making a Toughness save.

Erratic (x) [T]: This model is difficult to control. Place a Target Marker within movement range. Cast X Combat Stones and scatter the destination 2 inches from the target for each miss (roll a D6 to determine direction). Stamina can be used to recast stones.

Fan (x, y) [A]: Cast X Combat Stones. Move a Cloud Template that this model is touching Y" directly away for each success.

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

Flying Transport (x) [A]: If this model is "on the ground", select up to X *Friendly* or *Allied* models that are in base contact with it to board the transport (place the models on the side of the game board). A Medium model counts as 2 models, a Large model counts as 4, a Huge model counts as 8. Models can only disembark if the model is "on the ground".

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

Fuel [T]: This model does not recover Stamina during the End Phase.

Haphazard (x, y) [R]: Place a Target Marker within range. Cast X Combat Stones and scatter the impact 2 inches from the target for each miss (roll a D6 to determine direction). The operating models may use their Stamina to recast stones. Place a Y" Template on the impact point: all models under the Template are hit. Leave the target in place, if the target for the next shot is within 3 inches of the target then you may recast one failed Combat Stone when rolling to scatter.

Heavy [T]: This model may be moved up to 6 inches if pulled by 3 Small models, 2 Medium or 1 Large (or larger) model, or 3 inches if pulled by 2 Small or 1 Medium model.

Imprecise (x) [R]: Place a Target Marker in contact with the base of the ship. Cast X Combat Stones and scatter the impact 2 inches from the target for each miss (roll a D6 to determine direction). The model dropping the bomb may use its Stamina to recast stones. Place a 3 inches Template on the impact point: all models under the Template are hit.

In The Air* [A]:

• This model may start the game either "on the ground" or "in the air". During Activation, instead of moving the model may spend one Stamina to go up "in the air" (if "on the ground"), or down "on the ground" (if "in the air")

• If at any time the model does not have Crew, it is considered out of control and lost (remove

the model from the board).
• When ”in the air”, the model can only engage in Close Combat with other flying models.

Incendiary (x) [C]: The first X blows to a *Contraption* caused by this attack do no damage but the target model takes one ‘Fire Token’ per blow.

Intense Spray* [R]: Place an additional Blast Template, its short end must touch an existing Blast Template.

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

Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.

Obstructing [T]: Models on this model count as *Obstructed* if targeted by Ranged Attacks.

Operated (x) [R]: This model may be fired if it has not moved this Turn and there are least X Unengaged *Friendly* Operators models adjacent to it. Each Operator[T] must spend its Activation in order to fire.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Recoil (x) [T]: If this model is placed on a surface or model that can be damaged, when this model is fired, roll a X Combat Stones attack against the surface / model it is mounted on. The surface / model may not defend.

Safety Valve (x) [T]: If this model has X Stamina when a Combat Counter is drawn then it immediately uses the Vent[A] ability.

Shatter [R]: This attack ignores the Sturdy[T] ability.

Stamina Limit (x) [T]: This model may never use more than X Stamina during one Turn.

Stun [C]: This attack does no damage, but if any blows are landed then the attacked model is *Stunned*. Roll to remove the effect on a 4+ at the start of the End Phase. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

Sturdy [T]: This model cannot be targeted by Ranged Attacks.

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X” if the move is entirely within water.

Unstable (x, y) [T]: Each Turn, roll a Y+ Toughness save with no re-roll allowed before each Stamina beyond the first X already spent this Turn is spent. If failed, this model Vents and is then removed as a casualty. All models under the cloud when it is placed are hit with a 2 Combat Stones Ranged Attack. If this happens during a combat it ends immediately and no blows are landed by either side.

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

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Vehicle (x) [T]: This model may carry up to X Small *Friendly* models as Crew.

Vent* [A]: Place a 3 inches Cloud Template over the model. All models count as *Stunned* while in the Cloud Template. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

Very Powerful [C]: Any blows that are landed by this model must be saved with a -2 modifier.

Very Tough* [S]: Re-roll a failed Toughness save.

Wide Spray* [R]: Place an additional Blast Template adjacent to the first when selecting targets. Each model under the Templates can be targeted once by this attack.

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

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

Ambush [S]: Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6 inches of the marker at the start of a Combat Phase then immediately deploy this model so that its base covers the marker.

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

Bomb [S]: Whenever a model picks up or Operates this model, and at the start of any Activation where it is carrying or Operating it, it must roll a 2+ Toughness save. If failed, the model is removed as a casualty.

Bomb Carrier [T]: Any Frenu that begin their Activation within this model's Command Range lose Weak[C] and gain the Charge[A] (2) ability for the duration of the Activation.

Bomber [A]: If this model is adjacent to a model with the Bomb Carrier[T] ability then it may take one Ishkarru bomb. It may discard a bomb before making a Ranged Attack to cast an additional Combat Stone.

Captain (x) [L]: Activate up to X *Friendly Troops* or *Civilians*.

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 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.

Commander (x) [L]: Activate up to X *Friendly* or *Allied Elites*, *Troops*, or *Civilians*.

Confuse* [A]: Select a *Beast* model within this model's Command Range. The model may not use any Combat abilities or Activation abilities for the rest of the Turn.

Critter (x) [L]: Activate up to X *Friendly* models with the Critter[L] ability.

Crunch (x) [C]: Cast an extra X Erac Combat Stones when attacking (as opposed to being attacked).

Dodge* [C]: Force your opponent to turn over one successful Erac.

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

Flit [C]: Use this model's Combat Action to move up to 3 inches.

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It may also move at full rate even if forced to *Move Cautiously*.

Get 'em!* [A]: Select one *Friendly Beast* model within this model's Command Range to initiate a Combat Action. Both sides may benefit from Support.

Hatch (x) [S]: Roll a die at the start of each Combat Phase. On a 5 or 6 the *Egg* hatches: replace this model with a X. The newly-hatched X can participate in combat.

Impetuous [T]: This model always activates when your first Initiative Counter is drawn each Turn. This is in addition to other models you select to activate.

Indomitable [C]: This model does not lose its Combat Action if it is attacked.

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

Lunge (x) [C]: Use this model's Combat Action to attack a model within X". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.

Manipulate Swarm [A]: When manipulating a swarm all the Frenu and swarms can be

removed anywhere within this model's Command Range. When placing a swarm it may be necessary to nudge other models back to make space.

• Create: Discard three Frenu and place a Small Frenu Swarm over the location of one of those Frenu. The swarm may not activate this Turn.

• Disband: Discard a Small Frenu Swarm/Medium Frenu Swarm and place three/six Frenu within 6 inches of the swarm's location.

• Grow: Discard a Small Frenu Swarm and three Frenu or two Small Frenu Swarms and place a Medium Frenu Swarm over the location of one of the swarms. The swarm may not activate this Turn.

Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.

Nest [S]: At the start of the game you may choose not to deploy this model and up to X identical 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.

Operated (x) [R]: This model may be fired if it has not moved this Turn and there are least X Unengaged *Friendly* Operators models adjacent to it. Each Operator[T] must spend its Activation in order to fire.

Pack (x) [L]: Activate up to X *Friendly* models with the Pack[L] ability.

Passive [T]: This model may not attack as a Combat Action.

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.

Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina.

Point Blank [R]: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Prod (x, y) [A]: Select a *Beast* within X" and move it up to Y" directly away from this model.

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

Rider [T]: This model may be moved by a model with the Transport[A] ability.

Sacrifice [S]: Discard a *Friendly* model from within this model's Command Range to gain a Stamina. This may be done at any time.

Savage [C]: If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

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

Spawn Frenu* [S]: Place one Frenu adjacent to the model. You may never have more Frenu on the board than you started the game with, so you may not Spawn Frenu[S] that have been removed through Manipulate Swarm[A].

Stun [C]: This attack does no damage, but if any blows are landed then the attacked model is *Stunned*. Roll to remove the effect on a 4+ at the start of the End Phase. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

Surefooted [T]: This model may re-roll a failed *Agility Test*.

Swarm (x) [L]: Activate up to X *Friendly* Frenu.

Swift [T]: This model may be activated any number of times each Turn.

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.

Tactician [S]:** Use immediately after an Activation Counter has been drawn to return it to the bag and draw another counter. This ability costs two Stamina to use.

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.

Terror [T]: Any model within this model's Command Range casts one less Combat Stone in combat and when making Ranged Attacks. They must also cast a successful stone before regaining Stamina.

Trainer (x, y) [T]: At the start of the game, up to X models in the force may be given the Y ability.

Transport (x) [A]: Immediately after this model's Basic Movement, select up to X *Friendly* or *Allied* models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

Travelling Biologist (x) [T]: This model may be accompanied by up to X *Beast* models selected from any Culture or Theme by paying the usual points cost. The *Beasts* count as *Allies*, but this model treats them as *Friendly*.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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

Venerated [T]: If this model is killed then permanently discard one of this player's Initiative Counters from the pool.

Very Powerful [C]: Any blows that are landed by this model must be saved with a -2 modifier.

Very Tough* [S]: Re-roll a failed Toughness save.

Weak [C]: Blows landed by this model are saved with a +1 modifier.

Whistle [T]: This model may double its Command Range when using Leadership abilities.

Wild Animal [T]: This model treats all models as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.

Mercenary Abilities

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

Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed *Agility Test*.

Assassinate* [A]: Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

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

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.

Dodge* [C]: Force your opponent to turn over one successful Erac.

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*.

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

Get 'em!* [A]: Select one *Friendly Beast* model within this model's Command Range to initiate a Combat Action. Both sides may benefit from Support.

Influential (x) [S]: This model has X Coins which may be used before or during the game. Before the game you may spend Coins to gain access to fubarnii models that would not normally be available. One Coin allows you to recruit either two *Troop* or one *Elite* model. The models cost their normal points, but are treated as the same culture and theme as the model they are accompanying.
During the game you may spend any remaining Coins as follows:
• Bribery: Spend one Coin when an opponent's Activation Counter is drawn to choose which model they will activate.
• Incentives: Spend one Coin during the model's Activation to let up to three fubarnii models within Command Range gain one Stamina.

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.

Loyalty (x) [T]: Select a *Friendly* X model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

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.

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

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

Retinue (x) [T]: This model starts with one Stamina if deployed within 3 inches of X. While within 3 inches of X this model gains one Stamina during the End Phase.

Shipwright [A]: An adjacent Boat model may immediately gain one Stamina.

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

Tune Up [A]: An adjacent *Mechanical* model may immediately gain one Stamina.

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

Wild Creature Abilities

Abject Terror [T]: Any model within Command Range is *Stunned*. A *Stunned* model loses one Combat Stone and one Support Stone and does not recover Stamina.

Aggression Pheromones (x) [T]: Any X model within this model's Command Range loses Passive[T] and gains Instinctive[T] (2,0).

Aggressive (x) [T]: This model always gets a Combat Action if there are any *Enemy* models within X".

Agility [T]: This model casts one additional Oran if it is the target of a Ranged Attack. This model may re-roll a failed *Agility Test*.

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

Always On The Move (x) [T]: When activated, this model must move and must end its move at least X" from its starting position.

Ambush [S]: Do not deploy this model initially, but instead deploy a marker anywhere on the table. If there are any models within 6 inches of the marker at the start of a Combat Phase then immediately deploy this model so that its base covers the marker.

Assassinate* [A]: Fight a combat against an adjacent *Enemy* model. Neither side may benefit from Support.

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

Blitz (x) [C]: If this model casts X or more successful Erac in combat then you may immediately discard one of your opponent's Combat Stones for the duration of the combat.

Camouflage [T]: Sacrifice this model's movement to gain concealment until the model moves or uses a Combat Action. While concealed, this model gains Sturdy[T], and can only be attacked in close combat if the attacking model rolls a 6 on a D6.

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*.

Chobana Skerrat Trainer (x, y) [T]: At the start of the game, up to X Chobana Skerrat(s) in the force may be given the Y ability.

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.

Concealed [T]: This model may not be targeted by Ranged Attacks from more than 6 inches away.

Constrict (x) [C]: This model provides X additional Combat Stones if supporting another model with Constrict[C].

Critter (x) [L]: Activate up to X *Friendly* models with the Critter[L] ability.

Crunch (x) [C]: Cast an extra X Erac Combat Stones when attacking (as opposed to being attacked).

Dodge* [C]: Force your opponent to turn over one successful Erac.

Dormant Menace [T]: At the start of the game, before any other model that does not have Dormant Menace[T] deploys, you may choose to deploy this model anywhere on the board. Until this model uses an Ability it does not count as being an *Enemy* model.

Dug In [T]: Sacrifice this model's movement to gain concealment and +2 to any Toughness saves until the model moves or uses a Combat Action.

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*.

Flying [T]: This model may move over *Enemy* models as long as it has sufficient movement. It

may also move at full rate even if forced to *Move Cautiously*.

Frenzied [C]: This model gets an extra Combat Action in each Combat Phase.

Frenzy [C]: All *Friendly* models within this model's Command Range gain Aggressive[T] (1) and Pounce[C] (1).

Garkrid Swarm (x) [L]: Activate up to X *Friendly* Garkrid.

Grab [A]: Immediately after this model's Basic Movement, select one Small model that was contacted by this model during that movement. Place the model adjacent to this model.

Heavy [T]: This model may be moved up to 6 inches if pulled by 3 Small models, 2 Medium or 1 Large (or larger) model, or 3 inches if pulled by 2 Small or 1 Medium model.

Indomitable [C]: This model does not lose its Combat Action if it is attacked.

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

Leap* (x) [A]: Leap up to X", ignoring intervening models. This move ignores the *Move Cautiously* rule.

Loyalty (x) [T]: Select a *Friendly* X model in this force at the start of the game to be this model's Master. While within its Master's Command Range this model may be activated for free with the Master.

Lunge (x) [C]: Use this model's Combat Action to attack a model within X". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.

Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.

Nest [S]: At the start of the game you may choose not to deploy this model and up to X identical 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.

Nimble [S]: This model may make use its Activation abilities at any point during its move.

Overdrive* [C]: Use before combat. Cast one additional Combat Stone.

Overflight [C]: This model may Move after its Combat Action.

Pack (x) [L]: Activate up to X *Friendly* models with the Pack[L] ability.

Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].

Passive [T]: This model may not attack as a Combat Action.

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.

Pitch (x) [C]: If this model lands a blow on a model of equal size or smaller then it may move the model up to X" in any direction before they make their Toughness save roll.

Pounce (x) [C]: Use this model's Combat Action to move up to X" and fight a combat against an adjacent *Enemy* model.

Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.

Powerful Charge [T]: If this model ends its move more than 4 inches from its starting position during its Turn it gains Powerful[C] (any blows that are landed by this model must be saved with a -1 modifier) until the end of the next Combat Phase.

Proud [T]: This model may only be Activated Directly.

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

River Akitiin [S]: The River Akitiin is made up of four Body Sections: a Head, two Coils and a Tail.

• All the *Body Sections* are considered as separate models but are part of the same creature, that activates together and has a single pool of Stamina. The Akitiin will not attack itself with Wild Animal[T].

• If you are using a River Akitiin in your game then you must place a river or large lake during game set-up.
• At the start of the game you may deploy a single Coil section anywhere in the water, regardless of normal deployment rules. If possible, this must be at least 9 inches from any *Enemy* models.
• During the Activation of any *Body Section* you may spend one Stamina to deploy one other *Body Section* within 6 inches. The deployed *Body Section* may not activate this Turn.
• After completing a Body Section's Activation, it is removed if it is not within 6 inches of another *Body Section*, or if any other *Body Sections* are more than 12 inches away, unless it is the only section on the table.
• If a *Body Section* fails a Toughness save roll it is removed as normal, but can be returned as part of a future Activation as long as there is at least one section on the table. If all *Body Sections* have been removed then the River Akitiin is treated as a casualty.

Savage [C]: If all successful casts are Erac then any blows landed on the *Enemy* must be saved with a -1 modifier.

Setir Skerrat Trainer (x, y) [T]: At the start of the game, up to X Setir Skerrat(s) in the force may be given the Y ability.

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

Spawn Garkrid* [S]: Place one Garkrid adjacent to the model. You may never have more Garkrid on the board than you started the game with.

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

Sqwak! [S]: If a blow is landed on this model, it screams at the top of its lungs: all *Beasts* within its Command Range (from closest to farthest) immediately move straight towards it, stopping if they come into base contact with another model.

Sturdy [T]: This model cannot be targeted by Ranged Attacks.

Sweep [C]: Attack another model in range if the preceding attack kills its target.

Swift [T]: This model may be activated any number of times each Turn.

Swim (x) [A]: This model may *Move Cautiously* through both shallow and deep water. It may move up to X" if the move is entirely within water.

Terror [T]: Any model within this model's Command Range casts one less Combat Stone in combat and when making Ranged Attacks. They must also cast a successful stone before regaining Stamina.

Transport (x) [A]: Immediately after this model's Basic Movement, select up to X *Friendly* or *Allied* models with Rider[T] that were contacted by this model during that movement. Place the Rider[T] models adjacent to this model.

Unstoppable [T]: This model moves at full rate even if forced to *Move Cautiously*, and may move through Small *Enemy* models.

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

Unwieldy [T]: A model can only carry one Unwieldy[T] *Object*. Small models *Move Cautiously* if carrying an Unwieldy[T] *Object*. A model carrying an Unwieldy[T] *Object* must pay an extra Stamina before it uses a Stamina ability. Huge models ignore the Unwieldy[T] trait.

Very Heavy [T]: This model may be moved up to 6 inches if pulled by 1 Huge, 2 Large or 4 Medium models, or 3 inches if pulled by 1 Large or 2 Medium models.

Very Powerful [C]: Any blows that are landed by this model must be saved with a -2 modifier.

Very Strong [T]: This model counts as a Large model for pulling a Log Wagon or a Belderak Bombard.

Very Tough* [S]: Re-roll a failed Toughness save.

Weak [C]: Blows landed by this model are saved with a +1 modifier.

Wild Animal [T]: This model treats all models

as *Enemies* and will always use its Combat Action to initiate a combat with the nearest model.