

Denizens of Anyaral

With Abilities Descriptions

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Casanii



Casanii - Alaim



Alaim The Outcast		Enarii - Unique	CASANII ALAIM	Cost 150
Movement	10"	<p>Blitz (2) [C]: If this model casts 2 or more successful Erac in combat then you may immediately discard one of your opponent's Combat Stones for the duration of the combat.</p> <p>Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.</p> <p>Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.</p> <p>Diplomat (Empire) [T]: This model may be taken as Allies in a force from the Empire Culture, accompanied by up to 100 points of Friendly Troops and/or Elites. These models count as an Allies.</p> <p>Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.</p> <p>Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.</p> <p>Transport (1) [A]: Immediately after this model's Basic Movement, select up to 1 Friendly or Allied model with Rider[T] that was contacted by this model during that movement. Place the Rider[T] model adjacent to this model.</p> <p>Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.</p> <p>Barreling Charge (1) [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.</p> <p>Very Tough [S]: Re-roll a failed Toughness save.</p>		
Combat	5			
Support	0			
Save	3+			
CR	6"			
Stamina	4			







Casanii - Core



	Casanii Bodyguard	Troop	CASANII CORE	Cost 60		
Movement	8"	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. Combat Discipline [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Retinue [T]: This model starts with one Stamina if deployed within 3 inches of . While within 3 inches of this model gains one Stamina during the End Phase. Very Tough [S]: Re-roll a failed Toughness save.				
Combat	4					
Support	1					
Save	3+					
CR	6"					
Stamina	2	Move	Rge	CS	Throwing Knives	
		6"	6"	2	Accurate: Recast up to one failed Combat Stone for this attack.	



	Casanii Warrior	Troop	CASANII CORE	Cost 20		
"The mainstay of the casanii forces"		Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Rider [T]: This model may be moved by a model with the Transport[A] ability.				
Movement	8"					
Combat	3					
Support	1					
Save	5+					
CR	6"	Move	Rge	CS	Throwing Spear	
		8"	4"	2	Bushwack: This model may make its Ranged Attack at any point during its move.	



	Casanii Warrior Chief	Elite	CASANII CORE	Cost 80		
"Veterans who have survived countless hunts"		Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Coordinated Strike [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support. Rider [T]: This model may be moved by a model with the Transport[A] ability.				
Movement	8"					
Combat	4					
Support	2					
Save	5+					
CR	9"	Move	Rge	CS	Throwing Spear	
Stamina	2	8"	4"	2	Bushwack: This model may make its Ranged Attack at any point during its move. Focus: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.	



	Crested Grola	Beast	CASANII CORE	Cost 15	
Movement	6"				
Combat	2				
Support	1				
Save	5+				
CR	6"				



 Erillai		Beast	CASANII CORE		Cost 15	
Movement	8"	Instinctive (1, 2) [T]: This model always casts at least 1 Erac and 2 Oran in combat. Leap* (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule. Untrained [T]: This model may not be Activated Directly.				
Combat	3					
Support	0					
Save	4+					
CR	2"					
Stamina	1					



 Erillai Rider		Elite - Troop	CASANII CORE		Cost 30	
"Fast and deadly cavalry"		Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Leap* (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule. Transport (1) [A]: Immediately after this model's Basic Movement, select up to 1 Friendly or Allied model with Rider[T] that was contacted by this model during that movement. Place the Rider[T] model adjacent to this model.				
Movement	8"					
Combat	3					
Support	1					
Save	4+					
CR	6"					
Stamina	1	Move	Rge	CS	Throwing Spear	
		8"	4"	2	Bushwack: This model may make its Ranged Attack at any point during its move.	



 Hadera Rider		Elite - Troop	CASANII CORE		Cost 60	
"Masters of the Casanii plains"		Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Transport (2) [A]: Immediately after this model's Basic Movement, select up to 2 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. Very Tough* [S]: Re-roll a failed Toughness save.				
Movement	10"					
Combat	4					
Support	1					
Save	3+					
CR	6"					
Stamina	2	Move	Rge	CS	Throwing Spear	
		8"	4"	2	Bushwack: This model may make its Ranged Attack at any point during its move.	





 Mounted Shaman (Erillai)		Elite - Unique	CASANII CORE		Cost 60	
Movement	8"	Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously. Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Troops, or Civilians. Inspire [T]: All models directly activated by this model gain one Stamina. Leap* (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule. 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. Transport (1) [A]: Immediately after this model's Basic Movement, select up to 1 Friendly or Allied model with Rider[T] that was contacted by this model during that movement. Place the Rider[T] model adjacent to this model.				
Combat	3					
Support	1					
Save	4+					
CR	6"					
Stamina	3					

		Elite - Unique		CASANII CORE		Cost 90	
Movement	10"	Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously. Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Troops, or Civilians. Inspire [T]: All models directly activated by this model gain one Stamina. 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. Transport (2) [A]: Immediately after this model's Basic Movement, select up to 2 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. Very Tough" [S]: Re-roll a failed Toughness save.					
Combat	4						
Support	1						
Save	3+						
CR	6"						
Stamina	3						

		Elite - Unique		CASANII CORE		Cost 30	
"Muri's other bodyguard"		Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool. Sprint" (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.					
Movement	6"						
Combat	3						
Support	1						
Save	3+	Move	Rge	CS	Longbow		
CR	6"	3"	18"	2	Accurate: Recast up to one failed Combat Stone for this attack. Focus": Use before an attack. Cast an additional Combat Stone against all models targeted by this attack. Long Range" (6): Increase the range of this attack by 6". Quick Shot": Make an additional Ranged Attack.		
Stamina	2						

		Elite		CASANII CORE		Cost 50	
"Ensuring messages are delivered at all costs"		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. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Dodge" [C]: Force your opponent to turn over one successful Erac. Ferocity" [C]: Cast one additional Combat Stone. 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. 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" (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.					
Movement	8"						
Combat	3						
Support	1						
Save	6+						
CR	6"						
Stamina	4						

		Elite - Unique		CASANII CORE		Cost 40	
"Those who walk with the spirits"		Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Troops, or Civilians. Inspire [T]: All models directly activated by this model gain one Stamina. Rider [T]: This model may be moved by a model with the Transport[A] ability. 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.					
Movement	8"						
Combat	3						
Support	1						
Save	6+						
CR	6"						
Stamina	2						





		Troop - Unique		CASANII CORE		Cost
 Tokara						60
<i>"Muri's bodyguard"</i>						
Movement	8"					
Combat	4					
Support	1					
Save	3+					
CR	6"					
Stamina	2	Move	Rge	CS	Throwing Knives	
		6"	6"	2	Accurate: Recast up to one failed Combat Stone for this attack.	
						
 Tracker		Troop		CASANII CORE		Cost
						25
<i>"Unerringly accurate with their bows"</i>						
Movement	8"					
Combat	3					
Support	1					
Save	6+					
CR	6"	Move	Rge	CS	Longbow	
Stamina	1	3"	18"	2	Focus: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack. Quick Shot: Make an additional Ranged Attack.	
						

Casanii - Deyath









Telani Deyath		Elite - Unique		CASANII DEYATH		Cost
						100
"Scourge of those who trespass on his lands"						
Movement	8"					
Combat	4					
Support	2					
Save	4+					
CR	9"	Move	Rge	CS	Koiba	
Stamina	3	8"	4"	3	Bushwack: This model may make its Ranged Attack at any point during its move. Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.	







Casanii - Enyath



 Noh'rilan Enyath		Elite - Unique		CASANII ENYATH		Cost
						90
Movement	10"	<p>Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.</p> <p>Combat Discipline* [C]: Recast any or all Combat Stones.</p> <p>Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.</p> <p>Inspire [T]: All models directly activated by this model gain one Stamina.</p> <p>Packmaster (4) [L]: Activate up to 4 Friendly Elites.</p> <p>Trainer (2, Packmaster(1)) [T]: At the start of the game, up to 2 models in the force may be given the Packmaster(1) ability.</p> <p>Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.</p> <p>Very Tough [S]: Re-roll a failed Toughness save.</p>				
Combat	4					
Support	1					
Save	3+					
CR	9"					
Stamina	2	Move	Rge	CS	Throwing Spear	
		8"	4"	2	Bushwack: This model may make its Ranged Attack at any point during its move.	
					Focus: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.	
 Young Noh'rilan		Elite - Unique		CASANII ENYATH		Cost
						50
Movement	10"	<p>Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.</p> <p>Packmaster (2) [L]: Activate up to 2 Friendly Elites.</p>				
Combat	4					
Support	1					
Save	4+					
CR	6"					
		Move	Rge	CS	Throwing Spear	
		8"	4"	2	Bushwack: This model may make its Ranged Attack at any point during its move.	



Casanii - Feral









 Dompaku		Beast	CASANII FERAL	Cost 60
<i>"Graceful giants who accompany the ferals"</i>				
Movement	6"	<p>Instinctive (1, 3) [T]: This model always casts at least 1 Erac and 3 Oran in combat. Obstructing [T]: Models on this model count as Obstructed if targeted by Ranged Attacks. Proud [T]: This model may only be Activated Directly. Transport (4) [A]: Immediately after this model's Basic Movement, select up to 4 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. Vehicle (3) [T]: This model may carry up to 3 Small Friendly models as Crew. Very Tough [S]: Re-roll a failed Toughness save.</p>		
Combat	5			
Support	1			
Save	3+			
CR	6"			
Stamina	3			
				
 Feral Baksun		Troop	CASANII FERAL	Cost 45
Movement	8"	<p>Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously. Instinctive (1, 1) [T]: This model always casts at least 1 Erac and 1 Oran in combat. Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability. 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. Transport (1) [A]: Immediately after this model's Basic Movement, select up to 1 Friendly or Allied model with Rider[T] that was contacted by this model during that movement. Place the Rider[T] model adjacent to this model.</p>		
Combat	4			
Support	1			
Save	4+			
CR	3"			
				
 Feral Brave		Elite - Troop	CASANII FERAL	Cost 30
<i>"The older ferals who rule the youngsters"</i>				
Movement	6"	<p>Captain (2) [L]: Activate up to 2 Friendly Troops or Civilians. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. 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. Rider [T]: This model may be moved by a model with the Transport[A] ability.</p>		
Combat	2			
Support	1			
Save	6+			
CR	3"			
Stamina	1			
				
 Feral Brave on Rakla		Elite - Troop	CASANII FERAL	Cost 40
<i>"The braves can barely control the huge beasts!"</i>				
Movement	8"	<p>Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Instinctive (2, 0) [T]: This model always casts at least 2 Erac in combat. Pack (2) [L]: Activate up to 2 Friendly models with the Pack[L] ability. Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model. Sprint (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement. Transport (1) [A]: Immediately after this model's Basic Movement, select up to 1 Friendly or Allied model with Rider[T] that was contacted by this model during that movement. Place the Rider[T] model adjacent to this model.</p>		
Combat	4			
Support	1			
Save	4+			
CR	3"			
Stamina	2			
				

		Feral Granok Rider		Troop		CASANII FERAL		Cost 25	
Movement	10"	Instinctive (O, 1) [T]: This model always casts at least 1 Oran in combat. Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability. Transport (1) [A]: Immediately after this model's Basic Movement, select up to 1 Friendly or Allied model with Rider[T] that was contacted by this model during that movement. Place the Rider[T] model adjacent to this model.							
Combat	3								
Support	1								
Save	5+								
CR	3"	Move 10"	Rge 8"	CS 2	Sling Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.				


		Feral Mutt		Beast - Troop		CASANII FERAL		Cost 15		
"All tempered protectors for the young ferals"		Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Pack (O) [L]: This model can be activated by Friendly models with the Pack[L] ability.								
Movement	10"									
Combat	2									
Support	1									
Save	5+									
CR	1"									


		Feral Sling		Troop		CASANII FERAL		Cost 10		
"Hunting their prey from afar"		Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability. Rider [T]: This model may be moved by a model with the Transport[A] ability.								
Movement	6"									
Combat	1									
Support	1									
Save	6+									
CR	1"	Move 3"	Rge 8"	CS 2	Sling					

		Feral Warrior		Troop		CASANII FERAL		Cost 10		
"Young casanii trying to prove themselves"		Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability. Rider [T]: This model may be moved by a model with the Transport[A] ability.								
Movement	6"									
Combat	2									
Support	1									
Save	6+									
CR	1"									

 Jakiin		Troop - Unique	CASANII FERAL	Cost 10
<i>"The youngest of Koi-Koi's ferals"</i>		Loyalty (Koi-Koi) [T]: Select a Friendly Koi-Koi 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. Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.		
Movement	6"			
Combat	2			
Support	1			
Save	6+			
CR	2"			
				
 Lek'Saa		Elite - Unique	CASANII FERAL	Cost 20
<i>"More at home with grishak than her kin"</i>		Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Favoured Allies (Grishak Jenta) [T]: This model allows you to take models of type Grishak Jenta as Allies. Those models and this model may treat each other as being Friendly. 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. Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C]. Pathfinder (4) [S]: At the start of the game you may choose not to deploy this model and up to 4 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.		
Movement	6"			
Combat	2			
Support	1			
Save	6+			
CR	6"			
Stamina	1			
				
 Lek'Saa on Grishak		Elite - Unique	CASANII FERAL	Cost 50
<i>"More at home with grishak than her kin"</i>		Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Favoured Allies (Grishak Jenta) [T]: This model allows you to take models of type Grishak Jenta as Allies. Those models and this model may treat each other as being Friendly. 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. Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C]. Pathfinder (4) [S]: At the start of the game you may choose not to deploy this model and up to 4 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. Savage [C]: If all successful casts are Erac then any blows landed on the Enemy must be saved with a -1 modifier.		
Movement	10"			
Combat	3			
Support	1			
Save	4+			
CR	6"			
Stamina	2			
				
 Lek'Saa on Rakla		Elite - Unique	CASANII FERAL	Cost 30
<i>"More at home with grishak than her kin"</i>		Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Favoured Allies (Grishak Jenta) [T]: This model allows you to take models of type Grishak Jenta as Allies. Those models and this model may treat each other as being Friendly. 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. Instinctive (2, 0) [T]: This model always casts at least 2 Erac in combat. Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C]. Pathfinder (4) [S]: At the start of the game you may choose not to deploy this model and up to 4 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 (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model. Sprint (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement. Transport (1) [A]: Immediately after this model's Basic Movement, select up to 1 Friendly or Allied model with Rider[T] that was contacted by this model during that movement. Place the Rider[T] model adjacent to this model.		
Movement	8"			
Combat	4			
Support	1			
Save	4+			
CR	6"			
Stamina	2			
				





Casanii - Steyar



	Selh'Ban Steyar	Elite - Unique	CASANII STEYAR	Cost 150
<i>"Most renowned of the Onsegar Riders"</i>				
Movement	10"	<p>Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".</p> <p>Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.</p> <p>Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.</p> <p>Combat Discipline (1) [C]: Recast any or all Combat Stones.</p> <p>Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.</p> <p>Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.</p> <p>Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.</p> <p>Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.</p> <p>Very Tough [S]: Re-roll a failed Toughness save.</p>		
Combat	5			
Support	1			
Save	3+			
CR	9"			
Stamina	4			







Delgon



Delgon - Core

		Belderak Bombard	Mechanical - Object	DELGON CORE	Cost 25
Movement	Special	Fuel [T]: This model does not recover Stamina during the End Phase. 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. Untrained [T]: This model may not be Activated Directly.			
Combat	—	Move: 12-24" 2 O" 12-24" 2			
Support	—	Death From Above: This attack ignores the Engaged and Obstructed conditions. Haphazard (4, 3): Place a Target Marker within range. Cast 4 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 3" 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. Operated (2): This model may be fired at the end of the Turn if it did not move and there are least 2 Unengaged Friendly Operator models adjacent to it. Powerful: Any blows that are landed by this model must be saved with a -1 modifier. Shatter: This attack ignores the Sturdy[T] ability.			
Save	2+				
CR	—				
Stamina	1				
		Delgon Civilian	Civilian	DELGON CORE	Cost 5
Movement	6"	Untrained [T]: This model may not be Activated Directly.			
Combat	1				
Support	1				
Save	6+				
CR	2"				
		Delgon Creche Mother	Civilian	DELGON CORE	Cost 5
Movement	6"	Untrained [T]: This model may not be Activated Directly.			
Combat	1				
Support	1				
Save	6+				
CR	2"				
		Delgon Mechanic	Troop	DELGON CORE	Cost 15
Movement	6"	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. Tune Up [A]: An adjacent Mechanical model may immediately gain one Stamina.			
Combat	1				
Support	0				
Save	5+				
CR	0.5"				

		Troop		DELGON CORE		Cost
Delgon Sprog						5
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.				
Combat	1					
Support	1					
Save	5+					
CR	3"					
						

		Troop		DELGON CORE		Cost
Delgon Sprog & Skerrat						10
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.				
Combat	2					
Support	1					
Save	5+					
CR	3"	Move	Rge	CS	Skerrat	
		6"	5"	1	Bushwack: This model may make its Ranged Attack at any point during its move. Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.	
						

		Troop		DELGON CORE		Cost
Delgon Sprog Gang Leader						15
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Gang (2) [L]: Activate up to 2 Friendly models with the Gang[L] ability. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Trainer (3, Gang[o]) [T]: At the start of the game, up to 3 models in the force may be given the Gang[o] ability.				
Combat	1					
Support	1					
Save	5+					
CR	3"	Move	Rge	CS	Skerrat	
		6"	5"	1	Bushwack: This model may make its Ranged Attack at any point during its move. Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.	
						

		Troop		DELGON CORE		Cost
Delgon Sprog Skerrat Rider						20
Movement	8"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Gang (2) [L]: Activate up to 2 Friendly models with the Gang[L] ability. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Trainer (3, Gang[o]) [T]: At the start of the game, up to 3 models in the force may be given the Gang[o] ability.				
Combat	2					
Support	1					
Save	5+					
CR	3"					
						



Delgon Standard Bearer

Troop

DELGON CORE

Cost
20

Movement	6"
Combat	1
Support	1
Save	5+
CR	9"

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.



Heavy KalMalog

Elite - Mechanical

DELGON CORE

Cost
50

Movement	3"
Combat	3
Support	1
Save	3+
CR	0.5"
Stamina	6

Cadre (1) [L]: Activate up to 1 Friendly model with the Cadre[L] ability.
Fuel [T]: This model does not recover Stamina during the End Phase.
Sprint* (3) [A]: Move up to 3". This ability may only be used after this model has performed a Basic Movement.
Unstable (3) [T]: Each Turn, roll a 2+ Toughness save with no re-roll allowed before each Stamina beyond the first 3 is spent. If failed, this model Vent[A]s 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.
Very Tough [S]: Re-roll a failed Toughness save.

Move	Rge	CS	Guns
0"	12"	2	

Ferocity: Cast one additional Combat Stone.
Long Range* (6): Increase the range of this attack by 6".
Quick Shot: Make an additional Ranged Attack.



Heavy KalMalog With Deraks

Elite - Mechanical

DELGON CORE

Cost
50

Movement	3"
Combat	3
Support	1
Save	3+
CR	0.5"
Stamina	6

Cadre (1) [L]: Activate up to 1 Friendly model with the Cadre[L] ability.
Fuel [T]: This model does not recover Stamina during the End Phase.
Sprint* (3) [A]: Move up to 3". This ability may only be used after this model has performed a Basic Movement.
Unstable (3) [T]: Each Turn, roll a 2+ Toughness save with no re-roll allowed before each Stamina beyond the first 3 is spent. If failed, this model Vent[A]s 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.
Very Tough [S]: Re-roll a failed Toughness save.

Move	Rge	CS	Guns
0"	12"	2	

Long Range* (6): Increase the range of this attack by 6".
Overdrive: Use before combat. Cast one additional Combat Stone.
Powerful: Any blows that are landed by this model must be saved with a -1 modifier.
Shatter: This attack ignores the Sturdy[T] ability.



Heavy KalMalog With Gushraks

Elite - Mechanical

DELGON CORE

Cost
50



Movement	3"
Combat	3
Support	1
Save	3+
CR	0.5"
Stamina	6



Cadre (1) [L]: Activate up to 1 Friendly model with the Cadre[L] ability.
Fuel [T]: This model does not recover Stamina during the End Phase.
Sprint* (3) [A]: Move up to 3". This ability may only be used after this model has performed a Basic Movement.
Unstable (3) [T]: Each Turn, roll a 2+ Toughness save with no re-roll allowed before each Stamina beyond the first 3 is spent. If failed, this model Vent[A]s 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.
Very Tough [S]: Re-roll a failed Toughness save.



Move	Rge	CS	Gushrak
0"	blast	3	



Focus: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.
Intense Spray: Place an additional Blast Template, its short end must touch an existing Blast Template.
Quick Shot: Make an additional Ranged Attack.







 KalDreman		Troop		DELGON CORE		Cost 20	
“Elite but headstrong bodyguards”							
Movement	6"	<p>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.</p> <p>Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.</p> <p>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.</p> <p>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.</p> <p>Rare [T]: This model can only be taken to accompany a model with the Protected[T] ability.</p>					
Combat	2						
Support	2						
Save	5+						
CR	0.5"						
							


 KalDromar		Troop		DELGON CORE		Cost 15	
“Stalwart and reliable bodyguards”							
Movement	6"	<p>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.</p> <p>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.</p> <p>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.</p> <p>Rare [T]: This model can only be taken to accompany a model with the Protected[T] ability.</p>					
Combat	2						
Support	1						
Save	4+						
CR	0.5"						
							



 KalDru		Mechanical - Troop		DELGON CORE		Cost 20	
“Devastatingly effective!”							
Movement	6"						
Combat	1						
Support	0						
Save	5+						
CR	0.5"						
		Move	Rge blast	CS	Light Derak Point Blank: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.		
		3"		3			
							

 KalDruKar		Mechanical - Troop		DELGON CORE		Cost 30	
“Unwieldy, but deadly at long range!”							
Movement	6"						
Combat	1						
Support	0						
Save	5+						
CR	0.5"						
Stamina	3	Move	Rge	CS	Derakar Long Range* (4): Increase the range of this attack by 4". Quick Shot: Make an additional Ranged Attack.		
		0"	12"	2			
							

 KalGarkjii		Troop	DELGON CORE		Cost 10
“Inexperienced but unquestioning in their loyalty”					
Movement	6"				
Combat	2				
Support	1				
Save	5+				
CR	0.5"				
					

 KalGush		Mechanical - Troop	DELGON CORE		Cost 30
“Feared by friends and enemies alike!”					
Movement	6"	Gasmask [T]: This model is immune to effects caused by Cloud Templates. Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina. Safety Valve (3) [T]: If this model has 3 Stamina when a Combat Counter is drawn then it immediately uses the Vent[A] ability. 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.			
Combat	1				
Support	0				
Save	5+				
CR	0"	Move 3"	Rge blast	CS 2	Gushrak Focus: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack. Wide Spray: Place an additional Blast Template adjacent to the first when selecting targets. Each model under the Templates can be targeted once by this attack.
Stamina	3				
					

 KalJoran		Troop	DELGON CORE		Cost 15
“Ferocious shock troopers who lead the charge”					
Movement	6"	Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously. 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.			
Combat	2				
Support	1				
Save	5+				
CR	0.5"				
					

 KalMalog		Elite - Mechanical	DELGON CORE		Cost 50
“Crampling all beneath their metal hooves!”					
Movement	8"	Assassinate* [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support. Cadre (1) [L]: Activate up to 1 Friendly model with the Cadre[L] ability. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Fuel [T]: This model does not recover Stamina during the End Phase. Overdrive* [C]: Use before combat. Cast one additional Combat Stone. Sprint* (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement. Stamina Limit (3) [T]: This model may never use more than 3 Stamina during one Turn.			
Combat	3				
Support	1				
Save	4+				
CR	6"				
Stamina	6				
					



KalMalog Veteran

Elite - Mechanical

DELGON CORE

Cost

75

"Trampling all beneath their metal hooves!"

Movement	8"
Combat	3
Support	1
Save	4+
CR	6"
Stamina	6

Assassinate* [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support.
 Cadre (1) [L]: Activate up to 1 Friendly model with the Cadre[L] ability.
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.
 Ferocity* [C]: Cast one additional Combat Stone.
 Fuel [T]: This model does not recover Stamina during the End Phase.
 Sprint* (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.
 Stamina Limit (4) [T]: This model may never use more than 4 Stamina during one Turn.



Mounted NuraSen

Elite

DELGON CORE

Cost

50

"All must bow to the Enari!"

Movement	8"
Combat	1
Support	1
Save	5+
CR	6"

Authority (4) [L]: Activate up to 4 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.
 Protected (4) [T]: This model may be accompanied by up to 4 Rare[T] models.



NuraFehn

Troop

DELGON CORE

Cost

15

Movement	6"
Combat	1
Support	0
Save	5+
CR	0.5"

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



NuraKira

Elite

DELGON CORE

Cost





20



"For the Gods!"



Movement	6"
Combat	1
Support	1
Save	6+
CR	6"

Authority (2) [L]: Activate up to 2 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.
 Protected (2) [T]: This model may be accompanied by up to 2 Rare[T] models.









 NuraKira Obal		Elite - Unique	DELGON CORE	Cost 30
<i>"I aim only to bring peace to these lands"</i>				
Movement	6"	Authority (2) [L]: Activate up to 2 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. Diplomat (Empire) [T]: This model may be taken as Allies in a force from the Empire Culture, accompanied by up to 100 points of Friendly Troops and/or Elites. These models count as an Allies. Protected (2) [T]: This model may be accompanied by up to 2 Rare[T] models.		
Combat	1			
Support	1			
Save	6+			
CR	6"			
				
 NuraLehn		Troop	DELGON CORE	Cost 15
<i>"The young Acolytes lead from the front lines"</i>				
Movement	6"	Authority (1) [L]: Activate up to 1 Friendly Troop or Civilian. Any Troop activated by this model may immediately activate up to four Friendly Troops, who may not use any further Leadership abilities.		
Combat	1			
Support	1			
Save	6+			
CR	6"			
				
 NuraSen		Elite	DELGON CORE	Cost 40
<i>"All must bow to the Enari!"</i>				
Movement	6"	Authority (4) [L]: Activate up to 4 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. Protected (4) [T]: This model may be accompanied by up to 4 Rare[T] models.		
Combat	1			
Support	1			
Save	6+			
CR	6"			
				
 NuraSen Gohral		Elite - Unique	DELGON CORE	Cost 60
<i>"Possessed of a sharp but callous mind"</i>				
Movement	6"	Authority (4) [L]: Activate up to 4 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. Protected (4) [T]: This model may be accompanied by up to 4 Rare[T] models. 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.		
Combat	1			
Support	1			
Save	6+			
CR	6"			
Stamina	2			
				


		NuraSen Plutom	Elite - Unique	DELGON CORE	Cost 60
"Technology is the route to victory!"					
Movement	6"	<p>Authority (4) [L]: Activate up to 4 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.</p> <p>Protected (4) [T]: This model may be accompanied by up to 4 Rare(T) models.</p> <p>Refuel (3) [A]: An adjacent model with the Fuel(T) ability may immediately replenish up to 3 Stamina.</p> <p>Tune Up [A]: An adjacent Mechanical model may immediately gain one Stamina.</p>			
Combat	1				
Support	1				
Save	5+				
CR	6"				
Stamina	2				

		NuraTia Obal	Elite - Unique	DELGON CORE	Cost 60
Movement	6"	<p>Authority (4) [L]: Activate up to 4 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.</p> <p>Diplomat (Empire) [T]: This model may be taken as Allies in a force from the Empire Culture, accompanied by up to 100 points of Friendly Troops and/or Elites. These models count as an Allies.</p> <p>Influential (2) [S]: This model has 2 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.</p> <p>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.</p> <p>Protected (2) [T]: This model may be accompanied by up to 2 Rare(T) models.</p>			
Combat	1				
Support	1				
Save	6+				
CR	6"				
					

Delgon - Dehran



 Dehran		Enarii - Unique	DELGON DEHRAN	Cost 120
<i>"The god of the Shesu nomads"</i>				
Movement	10"	<p>Assassinate* [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Critical [T]: If this model is killed then the side with this model in cannot achieve a victory. 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. Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier. Protected (4) [T]: This model may be accompanied by up to 4 Rare[T] models. Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models. Very Tough [S]: Re-roll a failed Toughness save.</p>		
Combat	5			
Support	0			
Save	3+			
CR	12"			
Stamina	5			
				
 KalDehran		Troop	DELGON DEHRAN	Cost 20
<i>"Loyal followers of Dehran"</i>				
Movement	6"	<p>Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Loyalty (Dehran) [T]: Select a Friendly Dehran 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. 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. Retinue (Dehran) [T]: This model starts with one Stamina if deployed within 3 inches of Dehran. While within 3 inches of Dehran this model gains one Stamina during the End Phase. Sprint* (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.</p>		
Combat	2			
Support	2			
Save	5+			
CR	0.5"			
Stamina	Special			
				
 NuraSen Todahlin		Elite - Unique	DELGON DEHRAN	Cost 50
Movement	8"	<p>Authority (4) [L]: Activate up to 4 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. Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians. Favoured Allies (Teral) [T]: This model allows you to take models of type Teral as Allies. Those models and this model may treat each other as being Friendly. Protected (2) [T]: This model may be accompanied by up to 2 Rare[T] models. Very Tough [S]: Re-roll a failed Toughness save.</p>		
Combat	2			
Support	1			
Save	4+			
CR	6"			
Stamina	1			
				

Delgon - Eldeyn



		Eldeyn The Gardener	Enarii - Unique	DELGON ELDEYN	Cost 80
Movement	10"	<p>Commander (4) [L]: Activate up to 4 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. Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier. Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models. Very Tough [S]: Re-roll a failed Toughness save.</p>			
Combat	4				
Support	0				
Save	3+				
CR	12"				
Stamina	5				





Delgon - Garabon

 NuraGan Largos		Elite - Unique	DELGON GARABON	Cost 60
Movement	8"	<p>Authority (4) [L]: Activate up to 4 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.</p> <p>Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.</p> <p>Protected (4) [T]: This model may be accompanied by up to 4 Rare[T] models.</p>		
Combat	2			
Support	1			
Save	4+			
CR	6"			

Delgon - Malog



 Malog		Enarii - Mechanical - Unique	DELGON MALOG	Cost 150
Movement	12"	<p> <i>Cadre (4) [L]: Activate up to 4 Friendly models with the Cadre[L] ability.</i> <i>Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.</i> <i>Critical [T]: If this model is killed then the side with this model in cannot achieve a victory.</i> <i>Ferocity [C]: Cast one additional Combat Stone.</i> <i>Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.</i> <i>Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.</i> <i>Very Tough [S]: Re-roll a failed Toughness save.</i> </p> 		
Combat	6			
Support	0			
Save	3+			
CR	12"			
Stamina	6			

Delgon - Roban



	Roban	Enarii - Unique	DELGON ROBAN	Cost 200
<i>"Seething with hatred for the devanu"</i>				
Movement	10"	<p>Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Commander (4) [L]: Activate up to 4 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. Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked. Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier. Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models. Very Tough [S]: Re-roll a failed Toughness save.</p> 		
Combat	5			
Support	0			
Save	3+			
CR	12"			
Stamina	5			



Devanu



Devanu - Arak



 Arak Katain		Elite - Unique	DEVANU ARAK	Cost 200
<i>"I shall kill one of their gods!"</i>				
Movement	10"	<p>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.</p> <p>Alpha [T]: You may only have one model with the Alpha[T] trait in a Force.</p> <p>Assassinate* [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support.</p> <p>Combat Discipline* [C]: Recast any or all Combat Stones.</p> <p>Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.</p> <p>Momentum [S]: Gain one Stamina and move up to 2 inches if this model destroys another model.</p> <p>Very Tough* [S]: Re-roll a failed Toughness save.</p>		
Combat	6			
Support	0			
Save	4+			
CR	12"			
Stamina	6			
				





Devanu - Core









	Devanu Eggstick	Egg - Elite - Object	DEVANU CORE	Cost 5
“Keeping their eggs safe and close”				
Movement	—	Concealed [T]: This model may not be targeted by Ranged Attacks from more than 6 inches away. Untrained [T]: This model may not be Activated Directly.		
Combat	—	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.		
Support	—			
Save	4+			
CR	0"			
				





	Devanu Hatchling	Jenta	DEVANU CORE	Cost 20
“Even the youngest of hatchlings can be deadly!”				
Movement	8"	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. Ferocity [C]: Cast one additional Combat Stone. Sibling [C]: This model provides one additional Combat Stone if supporting another model with Sibling[C] or Matriarch[L].		
Combat	2			
Support	1			
Save	5+			
CR	3"			
Stamina	1			
				

	Devanu Kopa	Elite	DEVANU CORE	Cost 150
“Masters of the art of hunting and killing”				
Movement	10"	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. Combat Discipline [C]: Recast any or all Combat Stones.		
Combat	6	Dodge [C]: Force your opponent to turn over one successful Erac. Feint [C]: Force your opponent to recast all their Combat Stones.		
Support	2	Leap [4] [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule. Packmaster [4] [L]: Activate up to 4 Friendly Elites. Sprint [5] [A]: Move up to 5". This ability may only be used after this model has performed a Basic Movement.		
Save	4+			
CR	12"			
Stamina	6			
				




	Devanu Kopa Beastmaster	Elite	DEVANU CORE	Cost 150
“Some Devanu never do develop a proper fondness for their kin”				
Movement	10"	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. Beast Handler [3] [L]: Activate up to 3 Friendly Beasts.		
Combat	6	Charge [2] [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.		
Support	2	Dodge [C]: Force your opponent to turn over one successful Erac. Ferocity [C]: Cast one additional Combat Stone.		
Save	4+	Leap [4] [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule. 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.		
CR	12"	Trainer (1 Wild Creature, Loyalty[Devanu Kopa Beastmaster]) [T]: At the start of the game, up to 1 Wild Creature models in the force may be given the Loyalty[Devanu Kopa Beastmaster] ability.		
Stamina	6			
				

 Devanu Kopa Ranger		Elite	DEVANU CORE	Cost 150
<i>"Masters of the art of hunting and killing"</i>				
Movement	10"	<p>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.</p> <p>Alpha [T]: You may only have one model with the Alpha[T] trait in a Force.</p> <p>Assassinate* [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support.</p> <p>Combat Discipline* [C]: Recast any or all Combat Stones.</p> <p>Dodge* [C]: Force your opponent to turn over one successful Erac.</p> <p>Feint* [C]: Force your opponent to recast all their Combat Stones.</p> <p>Leap* (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.</p> <p>Packmaster (4) [L]: Activate up to 4 Friendly Elites.</p> <p>Sprint* (5) [A]: Move up to 5". This ability may only be used after this model has performed a Basic Movement.</p>		
Combat	6			
Support	2			
Save	4+			
CR	12"			
Stamina	6			
				
 Devanu Kopa Ravager		Elite	DEVANU CORE	Cost 150
<i>"Masters of the art of hunting and killing"</i>				
Movement	10"	<p>Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".</p> <p>Alpha [T]: You may only have one model with the Alpha[T] trait in a Force.</p> <p>Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.</p> <p>Combat Discipline* [C]: Recast any or all Combat Stones.</p> <p>Dodge* [C]: Force your opponent to turn over one successful Erac.</p> <p>Packmaster (4) [L]: Activate up to 4 Friendly Elites.</p> <p>Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.</p> <p>Sprint* (5) [A]: Move up to 5". This ability may only be used after this model has performed a Basic Movement.</p> <p>Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.</p>		
Combat	6			
Support	2			
Save	4+			
CR	12"			
Stamina	6			
				
 Devanu Kopa Warmonger		Elite	DEVANU CORE	Cost 150
<i>"Masters of the art of hunting and killing"</i>				
Movement	8"	<p>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.</p> <p>Alpha [T]: You may only have one model with the Alpha[T] trait in a Force.</p> <p>Assassinate* [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support.</p> <p>Combat Discipline* [C]: Recast any or all Combat Stones.</p> <p>Packmaster (4) [L]: Activate up to 4 Friendly Elites.</p> <p>Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.</p> <p>Sprint* (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.</p> <p>Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.</p> <p>Very Tough* [S]: Re-roll a failed Toughness save.</p>		
Combat	6			
Support	2			
Save	4+			
CR	12"			
Stamina	6			
				
 Devanu Matriarch		Elite	DEVANU CORE	Cost 100
<i>"Fiercely protective of their young"</i>				
Movement	10"	<p>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.</p> <p>Assassinate* [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support.</p> <p>Combat Discipline* [C]: Recast any or all Combat Stones.</p> <p>Dodge* [C]: Force your opponent to turn over one successful Erac.</p> <p>Feint* [C]: Force your opponent to recast all their Combat Stones.</p> <p>Maternal [C]: Use before a Melee Combat. Cast one additional Combat Stone if there are any Friendly Eggs within 12 inches.</p> <p>Matriarch (4) [L]: Activate up to 4 Friendly Jenta.</p> <p>Sprint* (5) [A]: Move up to 5". This ability may only be used after this model has performed a Basic Movement.</p>		
Combat	5			
Support	2			
Save	4+			
CR	12"			
Stamina	5			
				

 Devanu Sempa		Elite	DEVANU CORE	Cost 100
<i>"Following their Kopa with absolute trust"</i>				
Movement	10"	<p>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.</p> <p>Assassinate* [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support.</p> <p>Beast Handler (2) [L]: Activate up to 2 Friendly Beasts.</p> <p>Combat Discipline* [C]: Recast any or all Combat Stones.</p> <p>Dodge* [C]: Force your opponent to turn over one successful Erac.</p> <p>Feint* [C]: Force your opponent to recast all their Combat Stones.</p> <p>Sprint* [S] [A]: Move up to 5". This ability may only be used after this model has performed a Basic Movement.</p>		
Combat	5			
Support	2			
Save	4+			
CR	12"			
Stamina	5			
				
 Grishak		Beast	DEVANU CORE	Cost 25
<i>"Silent and deadly hunters"</i>				
Movement	10"	<p>Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.</p> <p>Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.</p> <p>Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].</p> <p>Savage [C]: If all successful casts are Erac then any blows landed on the Enemy must be saved with a -1 modifier.</p>		
Combat	2			
Support	1			
Save	4+			
CR	3"			
				
 Grishak Jenta		Beast	DEVANU CORE	Cost 15
<i>"The vicious youngsters are still dangerous!"</i>				
Movement	10"	<p>Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.</p> <p>Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].</p> <p>Untrained [T]: This model may not be Activated Directly.</p>		
Combat	2			
Support	1			
Save	5+			
CR	1"			
				
 Grishak Kopa		Beast - Elite	DEVANU CORE	Cost 50
<i>"Hulking and terrible beasts!"</i>				
Movement	10"	<p>Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.</p> <p>Grishak Trainer (2, Pack Instinct) [T]: At the start of the game, up to 2 Grishaks in the force may be given the Pack Instinct ability.</p> <p>Pack (2) [L]: Activate up to 2 Friendly models with the Pack[L] ability.</p> <p>Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].</p> <p>Pack Instinct [C]: Recast up to one failed Combat Stone for each model with Pack Instinct[C] that is supporting.</p> <p>Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.</p>		
Combat	3			
Support	1			
Save	3+			
CR	6"			
				

 Jenta Handler		Elite - Jenta	DEVANU CORE	Cost 50
<i>"More at home with beasts than other Devanu."</i>		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. Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Ferocity [C]: Cast one additional Combat Stone. Leap* (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule. Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].		
Movement	8"			
Combat	4			
Support	1			
Save	5+			
CR	6"			
Stamina	3			
 Jenta Hunter		Elite - Jenta	DEVANU CORE	Cost 50
<i>"Young Devanu who fight close to their siblings"</i>		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. Combat Discipline* [C]: Recast any or all Combat Stones. Feint* [C]: Force your opponent to recast all their Combat Stones. Ferocity [C]: Cast one additional Combat Stone. Leap* (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule. Rapid Strike [C]: Use this model's Combat Action to fight a combat against an adjacent Enemy model. Neither side may benefit from Support. Sibling [C]: This model provides one additional Combat Stone if supporting another model with Sibling[C] or Matriarch[L].		
Movement	8"			
Combat	4			
Support	1			
Save	5+			
CR	6"			
Stamina	3			
 Jenta Spear		Elite - Jenta	DEVANU CORE	Cost 50
<i>"Hurling spears scavenged from their prey"</i>		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. Ferocity [C]: Cast one additional Combat Stone. Leap* (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.		
Movement	8"			
Combat	4			
Support	1			
Save	5+	Move	Range	CS
CR	6"	8"	8"	2
Stamina	3	Spear Focus*: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack. Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first. Long Range* (4): Increase the range of this attack by 4".		
 Kosok		Beast	DEVANU CORE	Cost 25
<i>"Casting a fearful shadow over their prey"</i>		Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously. 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. Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.		
Movement	12"			
Combat	1			
Support	3			
Save	6+			
CR	6"			

Devanu - Outcasts

		Alpha Outcast	Elite - Jenta	DEVANU OUTCASTS	Cost 75
<i>"Desperate leaders of the young outcasts"</i>					
Movement	8"	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. Charge (2) [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 2 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. Dodge* [C]: Force your opponent to turn over one successful Erac. Ferocity* [C]: Cast one additional Combat Stone. Leap* (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule. Outcast [T]: This model may be not be used in a force that contains a Devanu Kopa or a Devanu Sempa. Packmaster (4) [L]: Activate up to 4 Friendly Elites.			
Combat	4				
Support	1				
Save	5+				
CR	6"				
Stamina	4				
		Kelahn	Beast	DEVANU OUTCASTS	Cost 100
<i>"Ferocious beasts that prowled the Argeran Wastes"</i>					
Movement	8"	Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Instinctive (4, 2) [T]: This model always casts at least 4 Erac and 2 Oran in combat. Pounce (3) [C]: Use this model's Combat Action to move up to 3" 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. Untrained [T]: This model may not be Activated Directly. 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.			
Combat	6				
Support	0				
Save	3+				
CR	6"				
Stamina	2				
		Koi'Koi	Elite - Unique	DEVANU OUTCASTS	Cost 75
<i>"Venerated by young Devanu and Ferals alike"</i>					
Movement	6"	Combat Discipline* [C]: Recast any or all Combat Stones. Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Troops, or Civilians. 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. Favoured Allies (Casarii Feral) [T]: This model allows you to take models of type Casanii Feral as Allies. Those models and this model may treat each other as being Friendly. Inspire [T]: All models directly activated by this model gain one Stamina. Outcast [T]: This model may be not be used in a force that contains a Devanu Kopa or a Devanu Sempa. Venerated [T]: If this model is killed then permanently discard one of this player's Initiative Counters from the pool.			
Combat	4				
Support	1				
Save	5+				
CR	6"				
Stamina	3				



Devanu - Tar Kisael



Acorri Deyirn

Civilian

DEVANU TAR KISAEL

Cost
20

Movement	6"
Combat	2
Support	1
Save	5+
CR	6"

Conard (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.
Slaver (2) (T): This model may be accompanied by up to 2 Slaves. Those models gain the Loyalty(T) ability for this model.



Deyirn Light Cavalry

Troop

DEVANU TAR KISAEL

Cost
20

Movement	10"
Combat	3
Support	1
Save	5+
CR	6"

Move	Rge	CS	Spear
10"	4"	3	

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



Deyirn Militia

Troop

DEVANU TAR KISAEL

Cost
10

Movement	6"
Combat	2
Support	1
Save	5+
CR	6"

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.



Deyirn Militia Captain

Elite

DEVANU TAR KISAEL

Cost
50

Movement	6"
Combat	3
Support	2
Save	5+
CR	6"
Stamina	1

Captain (8) (L): Activate up to 8 Friendly Troops or Civilians.
Combat Discipline* (C): Recast any or all Combat Stones.
Combat Trained (2) (C): Recast up to 2 failed Combat Stones. Can be used once per combat.
Coordinated Strike* (A): Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.
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.





Deyirn Mounted Militia Captain

Elite DEVANU TAR KISAEI

Cost
60

Movement	10"
Combat	3
Support	2
Save	5+
CR	6"
Stamina	1

Captain (8) [L]: Activate up to 8 Friendly Troops or Civilians.
 Combat Discipline [C]: Recast any or all Combat Stones.
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.
 Coordinated Strike [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.
 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.



Deyirn Mounted Reyad

Elite DEVANU TAR KISAEI

Cost
50

Movement	10"
Combat	3
Support	1
Save	5+
CR	6"
Stamina	1

Captain (6) [L]: Activate up to 6 Friendly 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.



Move	Rge	CS	Staff Sling
3"	18"	2	Accurate: Recast up to one failed Combat Stone for this attack. Quick Shot: Make an additional Ranged Attack.



Deyirn Reyad

Elite DEVANU TAR KISAEI

Cost
40

Movement	6"
Combat	3
Support	1
Save	5+
CR	6"
Stamina	1

Captain (6) [L]: Activate up to 6 Friendly 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.



Move	Rge	CS	Staff Sling
3"	18"	2	Accurate: Recast up to one failed Combat Stone for this attack. Quick Shot: Make an additional Ranged Attack.



Deyirn Slinger

Troop DEVANU TAR KISAEI

Cost
15

Movement	6"
Combat	1
Support	1
Save	6+
CR	6"

Move	Rge	CS	Staff Sling
3"	18"	2	





Fubarnii Slave

Slave DEVANU TAR KISAEI

Cost
5

Movement	6"
Combat	1
Support	1
Save	6+
CR	2"

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



Jenta Enslaver

Elite - Jenta DEVANU TAR KISAEI

Cost
50

Movement	8"
Combat	4
Support	1
Save	5+
CR	6"
Stamina	3

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.
Ferocty [C]: Cast one additional Combat Stone.
Leap* (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.
Slaver (6) [T]: This model may be accompanied by up to 6 Slaves. Those models gain the Loyalty[T] ability for this model.
Trainer (3, Slaver(2)) [T]: At the start of the game, up to 3 models in the force may be given the Slaver(2) ability.
Trainer (3 Slaves, Loyalty(Slaver)) [T]: At the start of the game, up to 3 Slaves models in the force may be given the Loyalty(Slaver) ability.



Tar-Kisael

Elite - Unique DEVANU TAR KISAEI

Cost
175

Movement	10"
Combat	6
Support	2
Save	5+
CR	12"
Stamina	6

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.
Combat Discipline* [C]: Recast any or all Combat Stones.
Dodge* [C]: Force your opponent to turn over one successful Erac.
Feint* [C]: Force your opponent to recast all their Combat Stones.
Leap* (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.
Packmaster (4) [L]: Activate up to 4 Friendly Elites.
Sprint* (5) [A]: Move up to 5". This ability may only be used after this model has performed a Basic Movement.



Trisate

Elite DEVANU TAR KISAEI

Cost
40



Movement	6"
Combat	3
Support	1
Save	5+
CR	6"
Stamina	1



Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".
Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.
Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.
Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].
Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.
Retinue (Jenta Enslaver) [T]: This model starts with one Stamina if deployed within 3 inches of Jenta Enslaver. While within 3 inches of Jenta Enslaver 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.
Sprint* (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.
Vengeance (Trisate) [T]: If a Friendly Trisate model within this model's Command Range is killed by an Enemy then gain one Stamina.







Phogu





Dhogu - Core



		Darseni		Troop	DHOGU CORE		Cost 30	
Movement	8"	<p>Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.</p> <p>Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.</p> <p>Ranger [T]: This model may move over difficult terrain without Moving Cautiously.</p>						
Combat	3							
Support	1							
Save	4+							
CR	6"							



		Darseni Captain		Elite	DHOGU CORE		Cost 80	
Movement	8"	<p>Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.</p> <p>Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.</p> <p>Combat Discipline* [C]: Recast any or all Combat Stones.</p> <p>Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.</p> <p>Ranger [T]: This model may move over difficult terrain without Moving Cautiously.</p>						
Combat	4							
Support	2							
Save	4+							
CR	6"							
Stamina	1							



		Dhogu Archer		Elite	DHOGU CORE		Cost 40	
"Snipping from the snowdrifts"		<p>Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.</p> <p>Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.</p> <p>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.</p> <p>Ranger [T]: This model may move over difficult terrain without Moving Cautiously.</p>						
Movement	6"							
Combat	2							
Support	1							
Save	5+							
CR	6"							
Stamina	1	Move	Rge	CS	Bow			
	3"	9"	2	Accurate: Recast up to one failed Combat Stone for this attack.				



		Dhogu Bow		Troop	DHOGU CORE		Cost 15	
"The first they'll know is the bite of our arrows"		<p>Ranger [T]: This model may move over difficult terrain without Moving Cautiously.</p>						
Movement	6"							
Combat	2							
Support	1							
Save	5+							
CR	6"	Move	Rge	CS	Bow			
	3"	9"	2	Accurate: Recast up to one failed Combat Stone for this attack.				

<div></div> <div>Dhogu Captain</div>		Elite	DHOGU CORE		Cost 40
"We shall thrive in these difficult times"					
Movement	6"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.			
Combat	3				
Support	2				
Save	5+				
CR	6"				
Stamina	1				
<div></div> <div>Dhogu Spear</div>					
		Troop	DHOGU CORE		Cost 15
"Born to the mountains"					
Movement	6"	Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.			
Combat	2				
Support	1				
Save	5+				
CR	6"				
<div></div> <div>Dhogu Sprog</div>					
		Troop	DHOGU CORE		Cost 5
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.			
Combat	1				
Support	1				
Save	5+				
CR	3"				
<div></div> <div>Dhogu Sprog & Skerrat</div>					
		Troop	DHOGU CORE		Cost 10
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.			
Combat	2				
Support	1				
Save	5+				
CR	3"	Move 6"	Rge 5"	CS 1	Skerrat Bushwack: This model may make its Ranged Attack at any point during its move. Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.

		Dhogu Sprog Gang Leader		Troop	DHOGU CORE		Cost 15	
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Gang (2) [L]: Activate up to 2 Friendly models with the Gang[L] ability. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Trainer (3, Gang[o]) [T]: At the start of the game, up to 3 models in the force may be given the Gang(o) ability.						
Combat	1							
Support	1							
Save	5+							
CR	3"	Move 6"	Rge 5"	CS 1	Skerrat	Bushwack: This model may make its Ranged Attack at any point during its move. Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.		

		Dhogu Sprog Skerrat Rider		Troop	DHOGU CORE		Cost 20	
Movement	8"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Gang (2) [L]: Activate up to 2 Friendly models with the Gang[L] ability. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Trainer (3, Gang[o]) [T]: At the start of the game, up to 3 models in the force may be given the Gang(o) ability.						
Combat	2							
Support	1							
Save	5+							
CR	3"							

		Dhogu Trapper		Elite	DHOGU CORE		Cost 40	
"Just wait for the mountains to provide"								
Movement	6"	Beast Handler (6) [L]: Activate up to 6 Friendly Beasts. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Coordinated Strike* [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support. Pathfinder (6) [S]: At the start of the game you may choose not to deploy this model and up to 6 other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any Enemy models. The models may be activated during the Turn. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.						
Combat	3							
Support	1							
Save	5+							
CR	6"							
Stamina	1	Move 3"	Rge 9"	CS 2	Bow	Accurate: Recast up to one failed Combat Stone for this attack.		

		Dhogu Warlord		Elite	DHOGU CORE		Cost 100	
"A storm is coming, but we shall remain!"								
Movement	8"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Charge (2) [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 2 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 (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. 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.						
Combat	4							
Support	2							
Save	4+							
CR	9"							
Stamina	2							



Dhogu Warlord on Foot

Elite

DHOGU CORE

Cost
60

Movement	6"
Combat	4
Support	2
Save	5+
CR	6"
Stamina	2

Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.
 Combat Discipline* [C]: Recast any or all Combat Stones.
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.
 Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.
 Ranger [T]: This model may move over difficult terrain without Moving Cautiously.



Domesticated Martram

Beast

DHOGU CORE

Cost
50

Movement	6"
Combat	5
Support	0
Save	3+
CR	6"
Stamina	3

Instinctive (1, 3) [T]: This model always casts at least 1 Erac and 3 Oran in combat.
 Obstructing [T]: Models on this model count as Obstructed if targeted by Ranged Attacks.
 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 (2) [T]: This model may carry up to 2 Small Friendly models as Crew.
 Very Tough [S]: Re-roll a failed Toughness save.



Domesticated Senira

Beast

DHOGU CORE

Cost
10

Movement	8"
Combat	2
Support	1
Save	4+
CR	6"

Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.
 Ranger [T]: This model may move over difficult terrain without Moving Cautiously.



Domesticated Yirnak

Beast



DHOGU CORE



Cost
15



Movement	8"
Combat	3
Support	1
Save	4+
CR	6"



Instinctive (2, 1) [T]: This model always casts at least 2 Erac and 1 Oran in combat.
 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.
 Untrained [T]: This model may not be Activated Directly.
 Very Strong [T]: This model counts as a Large model for pulling a Log Wagon or a Belderak Bombard.







	Kimut Akeran	Elite - Unique	DHOGU CORE	Cost 100
Movement	8"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.		
Combat	5			
Support	2			
Save	5+			
CR	6"			
Stamina	2			
				



	Kimut Tikaan	Elite - Unique	DHOGU CORE	Cost 150
Movement	8"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Charge (2) [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 2 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 (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians. 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.		
Combat	5			
Support	2			
Save	4+			
CR	6"			
Stamina	2			
				



	Megla The Kind	Civilian	DHOGU CORE	Cost 5
Movement	6"	Untrained [T]: This model may not be Activated Directly.		
Combat	1			
Support	1			
Save	6+			
CR	2"			
				

	Setir Skerrat	Beast - Troop	DHOGU CORE	Cost 15 for 2
"Resourceful little creatures..."				
Movement	10"	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.		
Combat	1			
Support	1			
Save	6+			
CR	6"			
				

		Tak Sirahn		Elite - Unique		DHOGU CORE		Cost 60	
"Born to roam with the beasts of the mountains"									
Movement	6"	Beast Handler (8) [L]: Activate up to 8 Friendly Beasts. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Favoured Allies (Yartain) [T]: This model allows you to take models of type Yartain as Allies. Those models and this model may treat each other as being Friendly. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Storm Summoner* [A]: Place a 3 inches Smoke Template within this model's Command Range. Terrain (2, Snowdrifts) [T]: After deploying this model you may immediately place 2 pieces of terrain of type Snowdrifts 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.							
Combat	3								
Support	0								
Save	4+								
CR	12"								
Stamina	3								
									


		Tarku Droma		Elite - Unique		DHOGU CORE		Cost 50	
Movement	6"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Concentrated Fire* [A]: Place a Target Marker in Line of Sight at least 4 inches away from any Friendly models. Any Friendly Ranged Attacks against a model within 2 inches of the marker may recast one failed Combat Stone. Remove the Target Marker at the end of the next Combat Phase. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.							
Combat	3								
Support	2								
Save	5+								
CR	9"								
Stamina	1	Move	Rge	CS	Bow				
		3"	9"	2	Accurate: Recast up to one failed Combat Stone for this attack.				
									


		Yirnak Captain		Elite		DHOGU CORE		Cost 80	
"Leading the raiders from atop the shaggy yirnak"									
Movement	8"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Charge (2) [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 2 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 (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. 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.							
Combat	4								
Support	2								
Save	4+								
CR	6"								
Stamina	1								
									

		Yirnak Rider		Troop		DHOGU CORE		Cost 40	
"Foul tempered beasts and riders!"									
Movement	8"	Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. 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.							
Combat	3								
Support	1								
Save	4+								
CR	6"								
									



Σmpire



Empire - Ardaug



<div></div>		Tanaris Zelehn	Elite - Unique	EMPIRE ARDAUG	Cost 75
<div>"The Herder Queen"</div>		<div><div>Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.</div><div>Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.</div><div>Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.</div><div>Inspire [T]: All models directly activated by this model gain one Stamina.</div></div>			
Movement	8"				
Combat	4				
Support	1				
Save	4+				
CR	6"				
Stamina	2				





Empire - Core

		Trebnarnii Brute Slave		Beast - Slave	EMPIRE CORE	Cost 30
Movement	6"	Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously. Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Savage [C]: If all successful casts are Erac then any blows landed on the Enemy must be saved with a -1 modifier. 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. Untrained [T]: This model may not be Activated Directly.				
Combat	4					
Support	1					
Save	3+					
CR	2"					

		Trebnarnii Goader Slave		Slave	EMPIRE CORE	Cost 15
Movement	6"	Prod (1, 3) [A]: Select a Beast within 1" and move it up to 3" directly away from this model. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. 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. Untrained [T]: This model may not be Activated Directly.				
Combat	2					
Support	1					
Save	5+					
CR	6"					

		Trebnarnii Howler Slave		Slave	EMPIRE CORE	Cost 15
Movement	6"	Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Surefooted [T]: This model may re-roll a failed Agility Test. 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. Flit [C]: Use this model's Combat Action to move up to 3 inches. 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. 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. Untrained [T]: This model may not be Activated Directly.				
Combat	1					
Support	1					
Save	6+					
CR	12"					
		Move	Rge	CS	Throw Stones	
		6"	6"	2		

		Trebnarnii Jenta Slave		Slave	EMPIRE CORE	Cost 5
Movement	6"	Ranger [T]: This model may move over difficult terrain without Moving Cautiously. 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. Untrained [T]: This model may not be Activated Directly.				
Combat	1					
Support	1					
Save	5+					
CR	6"					



Trebnarii Warrior Slave

Slave

EMPIRE CORE

Cost

10

Movement	6"
Combat	2
Support	1
Save	5+
CR	6"

Ranger [T]: This model may move over difficult terrain without Moving Cautiously.
 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.
 Untrained [T]: This model may not be Activated Directly.



Anbor

Beast

EMPIRE CORE

Cost

50

Movement	6"
Combat	5
Support	0
Save	3+
CR	6"
Stamina	2

Instinctive (1, 3) [T]: This model always casts at least 1 Erac and 3 Oran in combat.
 Swim (4) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 4" if the move is entirely within water.
 Very Tough [S]: Re-roll a failed Toughness save.



Apprentice Rahkiri

Civilian

EMPIRE CORE

Cost

10

Movement	6"
Combat	1
Support	0
Save	5+
CR	0.5"

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



Ashti

Beast

EMPIRE CORE









Cost









5

Movement	8"
Combat	1
Support	1
Save	—
CR	3"

Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.
 Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
 Passive [T]: This model may not attack as a Combat Action.



		Atoran Burh	Civilian - Unique	EMPIRE CORE	Cost 20
<p>"Respected expert in all things aquatic."</p>					
Movement	4"	Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. 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. Swim (4) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 4" if the move is entirely within water. Travelling Biologist (2) [T]: This model may be accompanied by up to 2 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.			
Combat	1				
Support	0				
Save	5+				
CR	6"				
Stamina	1				
					
		Automata	Mechanical	EMPIRE CORE	Cost 0
<p>"Dangerously unstable and explosive!"</p>					
Movement	6"	Fuel [T]: This model does not recover Stamina during the End Phase. Gasmask [T]: This model is immune to effects caused by Cloud Templates. Loyalty (Belomoch dre Hearne) [T]: Select a Friendly Belomoch dre Hearne 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. Overdrive* [C]: Use before combat. Cast one additional Combat Stone. Sprint* (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement. Unstable (0) [T]: Each Turn, roll a 2+ Toughness save with no re-roll allowed before each Stamina is spent. If failed, this model Vent[A]s 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. 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.			
Combat	1				
Support	1				
Save	6+				
CR	0"				
Stamina	3				
					
		Baruk	Beast	EMPIRE CORE	Cost 20
<p>"Hardy beasts who can carry huge loads"</p>					
Movement	6"	Instinctive (0, 2) [T]: This model always casts at least 2 Oran in combat.			
Combat	3				
Support	1				
Save	3+				
CR	6"				
					
		Batty	Beast	EMPIRE CORE	Cost 5
Movement	8"	Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. 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. Passive [T]: This model may not attack as a Combat Action.			
Combat	1				
Support	1				
Save	—				
CR	6"				
					

 <p>Belan</p> <p>“...couldn't turn a profit without my belan...”</p> <table> <tr><td>Movement</td><td>6"</td></tr> <tr><td>Combat</td><td>5</td></tr> <tr><td>Support</td><td>0</td></tr> <tr><td>Save</td><td>3+</td></tr> <tr><td>CR</td><td>6"</td></tr> <tr><td>Stamina</td><td>3</td></tr> </table>	Movement	6"	Combat	5	Support	0	Save	3+	CR	6"	Stamina	3	<p>Beast</p> <p>EMPIRE CORE</p> <p>Cost 50</p> <p>Instinctive (1, 3) [T]: This model always casts at least 1 Erac and 3 Oran in combat. Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models. Vehicle (1) [T]: This model may carry up to 1 Small Friendly model as Crew. Very Tough* [S]: Re-roll a failed Toughness save.</p> 
Movement	6"												
Combat	5												
Support	0												
Save	3+												
CR	6"												
Stamina	3												
 <p>Belomoch dre Hearne</p> <p>“Belomoch dre Hearne, creative and dangerous...”</p> <table> <tr><td>Movement</td><td>6"</td></tr> <tr><td>Combat</td><td>1</td></tr> <tr><td>Support</td><td>1</td></tr> <tr><td>Save</td><td>6+</td></tr> <tr><td>CR</td><td>6"</td></tr> <tr><td>Stamina</td><td>2</td></tr> </table>	Movement	6"	Combat	1	Support	1	Save	6+	CR	6"	Stamina	2	<p>Civilian - Unique</p> <p>EMPIRE CORE</p> <p>Cost 30</p> <p>Creator (2, Belomoch dre Hearne) [T]: This model receives 2 Automata at the start of the game. The Automata gain Loyalty[T] Belomoch dre Hearne. Refuel* (3) [A]: An adjacent model with the Fuel[T] ability may immediately replenish up to 3 Stamina.</p> 
Movement	6"												
Combat	1												
Support	1												
Save	6+												
CR	6"												
Stamina	2												
 <p>Bridled Eruk</p> <p>“Eruk are sturdy and reliable beasts”</p> <table> <tr><td>Movement</td><td>10"</td></tr> <tr><td>Combat</td><td>2</td></tr> <tr><td>Support</td><td>0</td></tr> <tr><td>Save</td><td>4+</td></tr> <tr><td>CR</td><td>6"</td></tr> </table>	Movement	10"	Combat	2	Support	0	Save	4+	CR	6"	<p>Beast</p> <p>EMPIRE CORE</p> <p>Cost 10</p> <p>Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.</p> 		
Movement	10"												
Combat	2												
Support	0												
Save	4+												
CR	6"												
 <p>Captain Jarmu</p> <p>“The Crimson Helm”</p> <table> <tr><td>Movement</td><td>6"</td></tr> <tr><td>Combat</td><td>3</td></tr> <tr><td>Support</td><td>2</td></tr> <tr><td>Save</td><td>5+</td></tr> <tr><td>CR</td><td>6"</td></tr> <tr><td>Stamina</td><td>1</td></tr> </table>	Movement	6"	Combat	3	Support	2	Save	5+	CR	6"	Stamina	1	<p>Elite - Unique</p> <p>EMPIRE CORE</p> <p>Cost 50</p> <p>Captain (8) [L]: Activate up to 8 Friendly Troops or Civilians. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Coordinated Strike* [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support. 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.</p> 
Movement	6"												
Combat	3												
Support	2												
Save	5+												
CR	6"												
Stamina	1												



Casan Zavruun

Beast

EMPIRE CORE

Cost

5

"Small... and mildly annoying..."

Movement	6"
Combat	1
Support	1
Save	5+
CR	1"

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.
 Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.
 Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
 Passive [T]: This model may not attack as a Combat Action.



Casanii Scout

Elite - Unique

EMPIRE CORE

Cost

30

"Highly sought after across the Empire!"

Movement	6"
Combat	3
Support	1
Save	3+
CR	6"
Stamina	2

Beast Handler (2) [L]: Activate up to 2 Friendly Beasts.
 Ranger [T]: This model may move over difficult terrain without Moving Cautiously.
 Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.
 Sprint* (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.

Move Rge CS Longbow

Accurate: Recast up to one failed Combat Stone for this attack.
 Focus*: Use before an attack. Cast an additional Combat Stone against all models targeted by this attack.
 Long Range*: (6): Increase the range of this attack by 6".
 Quick Shot*: Make an additional Ranged Attack.



Chatik

Beast

EMPIRE CORE

Cost

5

Movement	6"
Combat	1
Support	1
Save	6+
CR	3"

Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.



Chatik Jenta

Beast

EMPIRE CORE









Cost









5 for 2

Movement	6"
Combat	1
Support	1
Save	—
CR	3"

Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
 Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.



		Chiila	Beast	EMPIRE CORE	Cost 5
“Small... and mildly annoying...”		Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Passive [T]: This model may not attack as a Combat Action.			
Movement	8"				
Combat	1				
Support	1				
Save	—				
CR	3"				
					
		City Watch	Troop	EMPIRE CORE	Cost 20
Movement	8"				
Combat	3				
Support	1				
Save	4+				
CR	6"				
					
		Civilian	Civilian	EMPIRE CORE	Cost 5
“Farmers, masons, and labourers”		Untrained [T]: This model may not be Activated Directly.			
Movement	6"				
Combat	1				
Support	1				
Save	6+				
CR	2"				
					
		Commander Brenar	Elite - Unique	EMPIRE CORE	Cost 100
		Captain (8) [L]: Activate up to 8 Friendly Troops or Civilians. Combat Discipline [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians. Inspire [T]: All models directly activated by this model gain one Stamina. Very Tough [S]: Re-roll a failed Toughness save.			
Movement	6"				
Combat	4				
Support	2				
Save	4+				
CR	6"				
Stamina	2				
					

		Councillor	Civilian	EMPIRE CORE	Cost 20
Movement	6"	<p>Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Troops, or Civilians. 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. Influential (3) [S]: This model has 3 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.</p>			
Combat	1				
Support	1				
Save	6+				
CR	3"				
		Critter	Beast	EMPIRE CORE	Cost 5
"Small... and mildly annoying..."		<p>Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Passive [T]: This model may not attack as a Combat Action.</p>			
Movement	8"				
Combat	1				
Support	1				
Save	—				
CR	3"				
		Danakan	Civilian - Unique	EMPIRE CORE	Cost 20
"Inseparable from Muri"		<p>Captain (2) [L]: Activate up to 2 Friendly Troops or Civilians. Commander (1) [L]: Activate up to 1 Friendly or Allied Elite, Troop, or Civilian. Diplomat (Delgon) [T]: This model may be taken as Allies in a force from the Delgon Culture, accompanied by up to 100 points of Friendly Troops and/or Elites. These models count as an Allies. Proud [T]: This model may only be Activated Directly.</p>			
Movement	6"				
Combat	1				
Support	0				
Save	6+				
CR	3"				
		Denuk	Beast	EMPIRE CORE	Cost 5
		<p>Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.</p>			
Movement	8"				
Combat	1				
Support	0				
Save	6+				
CR	6"				



Deyak Alora

Beast

EMPIRE CORE

Cost
5

Movement

6"

Combat

1

Support

1

Save


6+


CR

3"

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

Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.





Dihmok

Beast

EMPIRE CORE

Cost
5

"Tolerated by the traders"

Movement

8"

Combat

1

Support

1

Save

—


CR


3"

Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.

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

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





Displaced Engu

Troop

EMPIRE CORE

Cost
15

Movement

6"

Combat

2

Support

1

Save


4+


CR

6"

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

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





Displaced Engu Harpoon

Troop

EMPIRE CORE

Cost
25

Movement

6"

Combat

2

Support

1

Save


4+

CR









6"





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









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



Move	Rge	CS	Harpoon
3"	9"	2	Accurate: Recast up to one failed Combat Stone for this attack. Powerful: Any blows that are landed by this model must be saved with a -1 modifier.

		Displaced Engu Oar	Troop	EMPIRE CORE	Cost 15
Movement	6"	Pitch (1) [C]: If this model lands a blow on a model of equal size or smaller then it may move the model up to 1" in any direction before they make their Toughness save roll. Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).			
Combat	2				
Support	1				
Save	4+				
CR	6"				
					
		Distinguished Rahkiri	Civilian	EMPIRE CORE	Cost 40
Movement	6"	Engineer (1) [L]: Activate up to 1 Friendly Contraption. Contraption (1) [S]: This model may be equipped with 1 Contraption item. Master (2) [T]: This model may be accompanied by up to 2 Assistants. Protected (3) [T]: This model may be accompanied by up to 3 Rare[T] models. Proud [T]: This model may only be Activated Directly. Resourceful (2) [S]: This model gains 2 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. Venerated [T]: If this model is killed then permanently discard one of this player's Initiative Counters from the pool.			
Combat	1				
Support	0				
Save	5+				
CR	6"				
Stamina	1				
					
		Elakjiim	Troop - Unique	EMPIRE CORE	Cost 10
"Postie of the Emperor's Imperial Postal Service"					
Movement	10"				
Combat	2				
Support	1				
Save	5+				
CR	6"				
					
		Elder	Civilian - Unique	EMPIRE CORE	Cost 20
"... now, what was I doing?"					
Movement	6"	Captain (4) [L]: Activate up to 4 Friendly Troops or Civilians. Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians. Tactician (1) [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. Venerated [T]: If this model is killed then permanently discard one of this player's Initiative Counters from the pool.			
Combat	1				
Support	0				
Save	5+				
CR	2"				
Stamina	2				
					

		Elder Belan Rider		Civilian	EMPIRE CORE	Cost 50
“Ponderous travellers of Anyaral”						
Movement	6"	Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians. Instinctive (0, 2) [T]: This model always casts at least 2 Oran in combat. Proud [T]: This model may only be Activated Directly. Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models. Venerated [T]: If this model is killed then permanently discard one of this player's Initiative Counters from the pool. Very Tough [S]: Re-roll a failed Toughness save.				
Combat	5					
Support	0					
Save	3+					
CR	4"					
Stamina	3					
		Engineer Beru		Civilian - Unique	EMPIRE CORE	Cost 30
“If I can just fix a few minor glitches...”						
Movement	6"					
Combat	1					
Support	0					
Save	5+					
CR	6"	Move 0"	Rge blast	CS 4	Experimental Derak Point Blank: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast.	
		Enuk		Beast	EMPIRE CORE	Cost 10
“Enuk are sturdy and reliable beasts”		Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.				
Movement	10"					
Combat	2					
Support	0					
Save	5+					
CR	6"					
		Enuk Nobilis		Beast	EMPIRE CORE	Cost 10
“Enuk are sturdy and reliable beasts”		Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.				
Movement	10"					
Combat	2					
Support	0					
Save	5+					
CR	6"					

		Erigan	Beast	EMPIRE CORE	Cost 50
Movement	6"	Instinctive (1, 3) [T]: This model always casts at least 1 Erac and 3 Oran in combat. Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models. Very Tough [S]: Re-roll a failed Toughness save.			
Combat	5				
Support	0				
Save	3+				
CR	6"				
Stamina	3				
		Exotic Pet Merchant	Civilian	EMPIRE CORE	Cost 40
Movement	6"	Slaver (4) [T]: This model may be accompanied by up to 4 Slaves. Those models gain the Loyalty[T] ability for this model. Trainer (2, Slaver[1]) [T]: At the start of the game, up to 2 models in the force may be given the Slaver[1] ability. Trainer (2 Slavers, Loyalty[Slaver]) [T]: At the start of the game, up to 2 Slavers models in the force may be given the Loyalty[Slaver] ability.			
Combat	1				
Support	0				
Save	5+				
CR	6"				
		Exotic Pet Trader	Civilian	EMPIRE CORE	Cost 20
Movement	6"	Slaver (2) [T]: This model may be accompanied by up to 2 Slaves. Those models gain the Loyalty[T] ability for this model.			
Combat	1				
Support	0				
Save	5+				
CR	6"				
		Freedom Fighter Muri	Elite - Unique	EMPIRE CORE	Cost 40
Movement	6"	Captain (2) [L]: Activate up to 2 Friendly Troops or Civilians. Commander (1) [L]: Activate up to 1 Friendly or Allied Elite, Troop, or Civilian. Favoured Allies (Casarii) [T]: This model allows you to take models of type Casarii as Allies. Those models and this model may treat each other as being Friendly. Influential (1) [S]: This model has 1 Coin 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 Coin 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. Inspire [T]: All models directly activated by this model gain one Stamina. 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.			
Combat	2				
Support	1				
Save	6+				
CR	6"				
Stamina	2				



Fubarnii Jenta

Civilian

EMPIRE CORE

Cost
5

Movement	6"
Combat	1
Support	1
Save	6+
CR	2"

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



Gil Masharl

Civilian - Unique

EMPIRE CORE

Cost
20

"This particular species is most unusual!"

Movement	6"
Combat	1
Support	0
Save	5+
CR	6"
Stamina	1

Beast Handler (2) [L]: Activate up to 2 Friendly Beasts.

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.

Travelling Biologist (2) [T]: This model may be accompanied by up to 2 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.



Graabin

Beast

EMPIRE CORE

Cost
10

Movement	6"
Combat	2
Support	1
Save	4+
CR	6"

Instinctive (O, 1) [T]: This model always casts at least 1 Oran in combat.

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



Grenird The Great

Troop - Unique

EMPIRE CORE

Cost
?

Movement	?
Combat	?
Support	?
Save	?
CR	?





Guard Creature

Beast

EMPIRE CORE

Cost
15

Movement	6"
Combat	2
Support	1
Save	5+
CR	6"



Guhlain

Civilian - Unique

EMPIRE CORE

Cost
5

"Raiser of the dead"

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

Movement	6"
Combat	1
Support	1
Save	6+
CR	2"



Head Trader

Civilian

EMPIRE CORE

Cost
20

"Everything is available for the right price!"

Beast Handler (2) [L]: Activate up to 2 Friendly Beasts.
Captain (2) [L]: Activate up to 2 Friendly Troops or Civilians.

Movement	6"
Combat	1
Support	0
Save	5+
CR	6"



Herbalist

Civilian - Unique

EMPIRE CORE


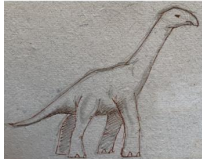
Cost
30



"My what a pleasant smell!"



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



Movement	6"
Combat	1
Support	0
Save	5+
CR	6"
Stamina	2











		Jaldoa	Beast	EMPIRE CORE	Cost 40
Movement	6"	Instinctive (1, 2) [T]: This model always casts at least 1 Erac and 2 Oran in combat. 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. Very Tough [S]: Re-roll a failed Toughness save.			
Combat	4				
Support	1				
Save	4+				
CR	6"				
Stamina	2				
					

		Jalook	Beast	EMPIRE CORE	Cost 5
Movement	8"	Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Passive [T]: This model may not attack as a Combat Action. Swim (8) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 8" if the move is entirely within water.			
Combat	1				
Support	1				
Save	—				
CR	3"				
					

		Jalook Hatchling	Beast	EMPIRE CORE	Cost 5
Movement	8"	Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Passive [T]: This model may not attack as a Combat Action. Swim (8) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 8" if the move is entirely within water.			
Combat	1				
Support	1				
Save	—				
CR	3"				
					

		Jarla The Trader	Elite - Unique	EMPIRE CORE	Cost 50
Movement	6"	Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians. Favoured Allies (Casarii) [T]: This model allows you to take models of type Casarii as Allies. Those models and this model may treat each other as being Friendly. Instinctive (0, 2) [T]: This model always casts at least 2 Oran in combat. Proud [T]: This model may only be Activated Directly. Trainer (4, Retinue(Jarla The Trader)) [T]: At the start of the game, up to 4 models in the force may be given the Retinue(Jarla The Trader) ability. Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models. Very Tough [S]: Re-roll a failed Toughness save.			
Combat	5				
Support	0				
Save	3+				
CR	4"				
Stamina	3				
					

 Jaron Kotya		Civilian - Unique	EMPIRE CORE	Cost 20
<i>"Gerova Councillor"</i>				
Movement	6"	<p> <i> 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. Influential (3) [S]: This model has 3 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. Untrained [T]: This model may not be Activated Directly. </i> </p>		
Combat	1			
Support	1			
Save	6+			
CR	3"			
				
 Jomdi		Civilian - Unique	EMPIRE CORE	Cost 30
Movement	6"	<p> <i> Creator (2, Jomdi) [T]: This model receives 2 Automata at the start of the game. The Automata gain Loyalty[T] Jomdi. Refuel (3) [A]: An adjacent model with the Fuel[T] ability may immediately replenish up to 3 Stamina. </i> </p>		
Combat	1			
Support	1			
Save	6+			
CR	6"			
Stamina	2			
				
 Kobruna		Beast	EMPIRE CORE	Cost 10
Movement	10"	<p> <i> Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat. </i> </p>		
Combat	2			
Support	0			
Save	5+			
CR	6"			
				
 Kol		Beast	EMPIRE CORE	Cost 5
<i>"Small... and mildly annoying..."</i>				
Movement	8"	<p> <i> Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Passive [T]: This model may not attack as a Combat Action. </i> </p>		
Combat	1			
Support	1			
Save	—			
CR	3"			
				



Lady Ilreya drah Telir

Civilian - Unique

EMPIRE CORE

Cost

20

"Coral Councillor"

Movement	6"
Combat	1
Support	1
Save	6+
CR	3"

Conard [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.
Influential (3) [S]: This model has 3 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.
Untrained [T]: This model may not be Activated Directly.



Light Cavalry

Troop

EMPIRE CORE

Cost

20

"Born to the saddle!"

Movement	10"
Combat	3
Support	1
Save	5+
CR	6"

Move	Rge	CS	Spear
10"	4"	3	

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



Lord Kaliran of the Amethyst Jiara

Civilian - Unique

EMPIRE CORE

Cost

20

"Enipel Councillor"

Movement	6"
Combat	1
Support	1
Save	6+
CR	3"

Conard [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.
Influential (3) [S]: This model has 3 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.
Untrained [T]: This model may not be Activated Directly.



Martain al Griba

Elite - Unique

EMPIRE CORE

Cost

-10

"Purveyor of (mostly) fresh droba"

Movement	6"
Combat	1
Support	0
Save	5+
CR	6"

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





Mekkalook

Mechanical

EMPIRE CORE

Cost

0

"Dangerously unstable and explosive!"

Movement	6"
Combat	1
Support	1
Save	6+
CR	0"
Stamina	3

Fuel [T]: This model does not recover Stamina during the End Phase.
 Gasmask [T]: This model is immune to effects caused by Cloud Templates.
 Loyalty (Jomdi) [T]: Select a Friendly Jomdi 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.
 Overdrive [C]: Use before combat. Cast one additional Combat Stone.
 Sprint (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.
 Unstable (O) [T]: Each Turn, roll a 2+ Toughness save with no re-roll allowed before each Stamina is spent. If failed, this model Vent[A]s 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.
 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.



Mekkalora

Mechanical

EMPIRE CORE

Cost

0

Movement	6"
Combat	1
Support	1
Save	6+
CR	0"
Stamina	3

Fuel [T]: This model does not recover Stamina during the End Phase.
 Gasmask [T]: This model is immune to effects caused by Cloud Templates.
 Overdrive [C]: Use before combat. Cast one additional Combat Stone.
 Sprint (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.
 Unstable (O) [T]: Each Turn, roll a 2+ Toughness save with no re-roll allowed before each Stamina is spent. If failed, this model Vent[A]s 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.
 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.



Militia

Troop

EMPIRE CORE

Cost

10

"The local militia are an invaluable resource!"

Movement	6"
Combat	2
Support	1
Save	5+
CR	6"

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.



Militia Captain

Elite

EMPIRE CORE

Cost

50

"In defense of our homes!"

Movement	6"
Combat	3
Support	2
Save	5+
CR	6"
Stamina	1

Captain (8) [L]: Activate up to 8 Friendly Troops or Civilians.
 Combat Discipline [C]: Recast any or all Combat Stones.
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.
 Coordinated Strike [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.
 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.





Militia Sergeant

Elite

EMPIRE CORE

Cost
30

Movement	6"
Combat	3
Support	2
Save	5+
CR	6"
Stamina	1

Captain (4) [L]: Activate up to 4 Friendly Troops or Civilians.
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.
 Coordinated Strike* [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.
 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.



Mounted Herder Falconer

Troop

EMPIRE CORE

Cost
25

Movement	10"
Combat	2
Support	1
Save	5+
CR	6"

Falconer (1) [T]: This model is equipped with 1 falcon for free at the start of the game. That model gains the Loyalty(T) ability for this model.
 Whistle [T]: This model may double its Command Range when using Leadership abilities.

Move Rge CS Hunting Garo

10" 10" 2

Bushwack: This model may make its Ranged Attack at any point during its move.
 Death From Above: This attack ignores the Engaged and Obstructed conditions.
 Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.



Mounted Jenta

Civilian

EMPIRE CORE

Cost
20

Movement	10"
Combat	2
Support	1
Save	5+
CR	2"

Beast Handler (1) [L]: Activate up to 1 Friendly Beast.



Mounted Militia Captain

Elite

EMPIRE CORE

Cost
60

"In defense of our homes!"

Movement	10"
Combat	3
Support	2
Save	5+
CR	6"
Stamina	1

Captain (8) [L]: Activate up to 8 Friendly Troops or Civilians.
 Combat Discipline* [C]: Recast any or all Combat Stones.
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.
 Coordinated Strike* [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.
 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.





Mounted Militia Sergeant

Elite

EMPIRE CORE

Cost
40

"In defense of our homes!"

Movement	10"
Combat	3
Support	2
Save	5+
CR	6"
Stamina	1

Captain (4) [L]: Activate up to 4 Friendly Troops or Civilians.
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.
 Coordinated Strike (A): Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.
 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.



Mounted Reyad

Elite

EMPIRE CORE

Cost
50

"The Reyad are unwavering in their accuracy"

Movement	10"
Combat	3
Support	1
Save	5+
CR	6"
Stamina	1

Captain (6) [L]: Activate up to 6 Friendly 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.

Move Rge CS Staff Sling

Accurate: Recast up to one failed Combat Stone for this attack.
 Quick Shot: Make an additional Ranged Attack.



Mounted Reyad Falconer

Elite

EMPIRE CORE

Cost
40

Movement	10"
Combat	2
Support	1
Save	5+
CR	6"

Captain (4) [L]: Activate up to 4 Friendly Troops or Civilians.
 Falconer (2) [T]: This model is equipped with 2 falcons for free at the start of the game. Those models gain the Loyalty(T) ability for this model.
 Whistle (T): This model may double its Command Range when using Leadership abilities.

Move Rge CS Hunting Garo

Bushwack: This model may make its Ranged Attack at any point during its move.
 Death From Above: This attack ignores the Engaged and Obstructed conditions.
 Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.



Mounted Trader

Civilian

EMPIRE CORE

Cost
30

"Everything is available for the right price!"

Beast Handler (2) [L]: Activate up to 2 Friendly Beasts.

Movement	10"
Combat	1
Support	0
Save	5+
CR	6"





Muilor of Gethlir

Troop - Unique

EMPIRE CORE

Cost

5

"Adventure."

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

Movement	6"
Combat	1
Support	1
Save	6+
CR	2"



Muri

Civilian - Unique

EMPIRE CORE

Cost

0

"Inseparable from Danakan"

Loyalty (Danakan) [T]: Select a Friendly Danakan 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.

Movement	6"
Combat	1
Support	0
Save	6+
CR	3"



Mushroom Farmer

Civilian

EMPIRE CORE

Cost

5

"Spend their days tending the noxious fungi"

Gasmask [T]: This model is immune to effects caused by Cloud Templates.
Untrained [T]: This model may not be Activated Directly.

Movement	6"
Combat	1
Support	1
Save	6+
CR	0"



Naliks

Beast

EMPIRE CORE









Cost

10

Instinctive (O, 1) [T]: This model always casts at least 1 Oran in combat.
Pack (o) [L]: This model can be activated by Friendly models with the Pack[L] ability.
Untrained [T]: This model may not be Activated Directly.

Movement	6"
Combat	1
Support	0
Save	6+
CR	2"



		Olba	Beast	EMPIRE CORE	Cost 5
Movement	4"	<p>Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.</p> <p>Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.</p> <p>Passive [T]: This model may not attack as a Combat Action.</p> <p>Swim [8] [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 8" if the move is entirely within water.</p>			
Combat	1				
Support	1				
Save	—				
CR	3"				
					
		Opher il Consorda	Civilian - Unique	EMPIRE CORE	Cost 20
Movement	6"	<p>Conard [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.</p> <p>Influential (3) [S]: This model has 3 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.</p> <p>Untrained [T]: This model may not be Activated Directly.</p>			
Combat	1				
Support	1				
Save	6+				
CR	3"				
					
		Pagefourus	Beast	EMPIRE CORE	Cost 5
"Small... and mildly annoying..."					
Movement	8"	<p>Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.</p> <p>Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.</p> <p>Passive [T]: This model may not attack as a Combat Action.</p>			
Combat	1				
Support	1				
Save	—				
CR	3"				
					
		Pagefourus Rex	Beast	EMPIRE CORE	Cost 150
"A vicious streak a mile wide!"					
Movement	12"	<p>Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".</p> <p>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.</p> <p>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.</p> <p>Critter (10) [L]: Activate up to 10 Friendly models with the Critter[L] ability.</p> <p>Dodge* [C]: Force your opponent to turn over one successful Erac.</p> <p>Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.</p> <p>Instinctive (5, 0) [T]: This model always casts at least 5 Erac in combat.</p> <p>Lunge (3) [C]: Use this model's Combat Action to attack a model within 3". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.</p> <p>Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.</p> <p>Proud [T]: This model may only be Activated Directly.</p> <p>Very Tough [S]: Re-roll a failed Toughness save.</p> <p>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.</p>			
Combat	6				
Support	0				
Save	3+				
CR	9"				
Stamina	5				
					



Plort

Beast

EMPIRE CORE

Cost
5

Movement	3"
Combat	1
Support	1
Save	5+
CR	3"

Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.
Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
Passive [T]: This model may not attack as a Combat Action.
Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.



Polgin

Beast

EMPIRE CORE

Cost
10 for 3

"Passive-aggressive maddling annoyances"

Movement	4"
Combat	1
Support	0
Save	—
CR	6"

Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.
Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
Passive [T]: This model may not attack as a Combat Action.
Scatter! (Critter, 1) [C]: This model and any Friendly Critter models within Command Range that are currently Engaged with an Enemy model may move up to 1". They may not end their movement Engaged with an Enemy.
Swim (4) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 4" if the move is entirely within water.



Rahkirii Olanore

Civilian - Unique

EMPIRE CORE

Cost
50

Movement	6"
Combat	1
Support	0
Save	5+
CR	6"
Stamina	1

Engineer (1) [L]: Activate up to 1 Friendly Contraption.
Commander (2) [L]: Activate up to 2 Friendly Elites, Troops, or Civilians.
Contraption (1) [S]: This model may be equipped with 1 Contraption item.
Master (3) [T]: This model may be accompanied by up to 3 Assistants.
Protected (3) [T]: This model may be accompanied by up to 3 Rare[T] models.
Proud [T]: This model may only be Activated Directly.
Resourceful (2) [S]: This model gains 2 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.



Ratihka

Beast

EMPIRE CORE



Cost
5


"Small... and mildly annoying..."


Movement	6"
Combat	1
Support	1
Save	—
CR	3"


Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.
Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
Passive [T]: This model may not attack as a Combat Action.
Swim (8) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 8" if the move is entirely within water.



		Reyad		Elite	EMPIRE CORE	Cost 40
"The Reyad are unwavering in their accuracy"						
Movement	6"	Captain (6) [L]: Activate up to 6 Friendly 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.				
Combat	3					
Support	1					
Save	5+					
CR	6"	Move	Rge	CS	Staff Sling	
Stamina	1	3"	18"	2	Accurate: Recast up to one failed Combat Stone for this attack. Quick Shot*: Make an additional Ranged Attack.	

		Rugahna		Beast	EMPIRE CORE	Cost 5
Movement	6"	Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Passive [T]: This model may not attack as a Combat Action. Swim (8) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 8" if the move is entirely within water.				
Combat	1					
Support	1					
Save	—					
CR	3"					

		Scurry		Beast	EMPIRE CORE	Cost 5
Movement	8"	Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Passive [T]: This model may not attack as a Combat Action. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.				
Combat	1					
Support	1					
Save	—					
CR	3"					

		Slaimor		Beast	EMPIRE CORE	Cost 20
Movement	6"	Gasmask [T]: This model is immune to effects caused by Cloud Templates. Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat. Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina. Safety Valve (1) [T]: If this model has 1 Stamina when a Combat Counter is drawn then it immediately uses the Vent[A] ability. 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.				
Combat	2					
Support	1					
Save	5+					
CR	3"					
Stamina	1					



Slaimor Herder

Troop

EMPIRE CORE

Cost

15

Movement	6"
Combat	2
Support	1
Save	5+
CR	6"

Beast Handler (2) [L]: Activate up to 2 Friendly Beasts.
Gasmask [T]: This model is immune to effects caused by Cloud Templates.
Prod (1, 3) [A]: Select a Beast within 1" and move it up to 3" directly away from this model.



Slaimor Jenta

Beast

EMPIRE CORE

Cost

15

Movement	8"
Combat	1
Support	1
Save	6+
CR	3"
Stamina	1

Gasmask [T]: This model is immune to effects caused by Cloud Templates.
Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina.
Safety Valve (1) [T]: If this model has 1 Stamina when a Combat Counter is drawn then it immediately uses the Vent[A] ability.
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.



Slinger

Troop

EMPIRE CORE

Cost

15

"Drawn from the most experienced of herders"

Movement	6"
Combat	1
Support	1
Save	6+
CR	6"

Move	Rge	CS	Staff sling
3"	18"	2	



TarGree

Object

EMPIRE CORE

Cost

5

Movement	4"
Combat	1
Support	1
Save	6+
CR	1"

Loyalty (Noble) [T]: Select a Friendly Noble 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.





Tarhoeen

Beast

EMPIRE CORE

Cost

60

Movement	10"
Combat	4
Support	0
Save	4+
CR	12"
Stamina	1

Always On The Move (6) [T]: When activated, this model must move and must end its move at least 6" from its starting position. *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.

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.

Instinctive (0, 2) [T]: This model always casts at least 2 Oran in combat.

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

Vehicle (1) [T]: This model may carry up to 1 Small Friendly model as Crew.

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



Terali Porogal

Beast

EMPIRE CORE

Cost

60

Movement	6"
Combat	5
Support	1
Save	3+
CR	6"
Stamina	3

Instinctive (2, 2) [T]: This model always casts at least 2 Erac and 2 Oran in combat.

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

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

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



Tokki

Beast

EMPIRE CORE

Cost

5

"Small... and mildly annoying..."

Movement	8"
Combat	1
Support	1
Save	—
CR	3"

Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.

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

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



Toku

Beast

EMPIRE CORE

Cost

10

Movement	8"
Combat	2
Support	1
Save	5+
CR	6"

Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.

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





Toloran

Beast

EMPIRE CORE

Cost

10

"A popular choice for the most renowned stables of Gar Loren"

Instinctive (O, 1) [T]: This model always casts at least 1 Oran in combat.

Movement	10"
Combat	2
Support	0
Save	5+
CR	6"



Tor el Anariin

Civilian - Unique

EMPIRE CORE

Cost

50

"Grand Larak of Snipe!"

Movement	8"
Combat	2
Support	1
Save	4+
CR	6"
Stamina	1

Conard [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.
Influential (3) [S]: This model has 3 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.
Proud [T]: This model may only be Activated Directly.
Very Tough [S]: Re-roll a failed Toughness save.



Trader

Civilian

EMPIRE CORE

Cost

20

"Everything is available for the right price!"

Beast Handler (2) [L]: Activate up to 2 Friendly Beasts.

Movement	6"
Combat	1
Support	0
Save	5+
CR	6"



Trader Jenta

Civilian

EMPIRE CORE









Cost

15

Beast Handler (1) [L]: Activate up to 1 Friendly Beast.

Movement	6"
Combat	1
Support	0
Save	5+
CR	6"



		Trepain		Beast	EMPIRE CORE	Cost 40
Movement	6"	Instinctive (O, 2) [T]: This model always casts at least 2 Oran in combat. Very Tough [S]: Re-roll a failed Toughness save.				
Combat	4					
Support	0					
Save	3+					
CR	6"					
Stamina	1					
						
		Trila		Beast	EMPIRE CORE	Cost 5
Movement	4"	Citter (1) [L]: Activate up to 1 Friendly model with the Citter[L] ability. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Passive [T]: This model may not attack as a Combat Action.				
Combat	1					
Support	0					
Save	6+					
CR	1"					
						
		Ulsino Pel		Civilian - Unique	EMPIRE CORE	Cost 25
Movement	6"	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. Influential (3) [S]: This model has 3 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. Untrained [T]: This model may not be Activated Directly.				
Combat	1					
Support	1					
Save	6+					
CR	3"					
						
		Urchin		Civilian	EMPIRE CORE	Cost 5
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.				
Combat	1					
Support	1					
Save	6+					
CR	3"					
		Move	Rge	CS	Throw Stones	
		6"	6"	2		
						



Urchin Gang Leader

Civilian

EMPIRE CORE

Cost
10

Movement 6"

Beast Handler (1) [L]: Activate up to 1 Friendly Beast.
Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
Gang (2) [L]: Activate up to 2 Friendly models with the Gang[L] ability.
Trainer (3, Gang[1]) [T]: At the start of the game, up to 3 models in the force may be given the Gang[1] ability.

Combat 1

Support 1

Save 6+

CR 3"

Move 6" Rge 6" CS 2 Throw Stones



Urchin Pet

Beast

EMPIRE CORE

Cost
5

Movement 10"

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

Combat 1

Support 1

Save 6+

CR 2"



Urson ah Crem

Civilian - Unique

EMPIRE CORE

Cost
5

"Assistant to Martain al Griba"

Movement 6"

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

Combat 1

Support 1

Save 6+

CR 2"



Vareen

Beast

EMPIRE CORE

Cost
10

Movement 6"

Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.
Pack (0) [L]: This model can be activated by Friendly models with the Pack[L] ability.
Untrained [T]: This model may not be Activated Directly.








Combat 1

Support 0









Save 6+



CR 2"







 Vorall Juice Bar		Beast	EMPIRE CORE	Cost 30
<i>"Carrying the finest juices in Jar Loren"</i>				
Movement	6"	Instinctive (1, 2) [T]: This model always casts at least 1 Erac and 2 Oran in combat. 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. Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina. Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier. Untrained [T]: This model may not be Activated Directly.		
Combat	4			
Support	0			
Save	2+			
CR	2"			
				
 Wafter		Troop	EMPIRE CORE	Cost 15
Movement	6"	Fan (3, 2) [A]: Cast 3 Combat Stones. Move a Cloud Template that this model is touching 2" directly away for each success.		
Combat	2			
Support	1			
Save	5+			
CR	6"			
				
 Young Gil		Civilian - Unique	EMPIRE CORE	Cost 10
<i>"Making new friends wherever he goes"</i>				
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Travelling Biologist (1) [T]: This model may be accompanied by up to 1 Beast model selected from any Culture or Theme by paying the usual points cost. The Beast counts as Allies, but this model treats it as Friendly.		
Combat	1			
Support	0			
Save	6+			
CR	2"			
				
 Zhontain al Griba		Elite - Unique	EMPIRE CORE	Cost -10
<i>"Distinguished entrepreneur and juice vendor"</i>				
Movement	6"	Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. 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. Proud [T]: This model may only be Activated Directly.		
Combat	1			
Support	0			
Save	5+			
CR	6"			
				



Empire - Engu

		Cren Blaak	Elite - Unique	EMPIRE ENGU	Cost 75
"The Shipbuilder"					
Movement	6"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Influential (1) [S]: This model has 1 Coin 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 Coin 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. Inspire [T]: All models directly activated by this model gain one Stamina. Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier. 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. Very Tough [S]: Re-roll a failed Toughness save.			
Combat	3				
Support	1				
Save	4+				
CR	6"				
Stamina	2				
					
		Dohra Tahjin	Elite - Unique	EMPIRE ENGU	Cost 75
Movement	6"	Combat Discipline [C]: Recast any or all Combat Stones. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians. Influential (1) [S]: This model has 1 Coin 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 Coin 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. Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier. Proud [T]: This model may only be Activated Directly. Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).			
Combat	4				
Support	1				
Save	4+				
CR	6"				
Stamina	1				
					
		Elroga	Beast	EMPIRE ENGU	Cost 15
Movement	3"	Good Fortune [S]: One Friendly model within this model's Command Range may immediately recast one Combat Stone or re-roll a die. Swim (9) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 9" if the move is entirely within water. Terrain (1, Shallow Water) [T]: After deploying this model you may immediately place 1 piece of terrain of type Shallow Water 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.			
Combat	1				
Support	0				
Save	5+				
CR	6"				
Stamina	1				
					
		Engu Axe	Troop	EMPIRE ENGU	Cost 15
"The Engu wield huge and powerful axes"					
Movement	6"	Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier. Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).			
Combat	2				
Support	1				
Save	4+				
CR	6"				
					

		Engu Councillor		Civilian - Elite	EMPIRE ENGU	Cost 75
Movement	6"	<p>Combat Discipline* [C]: Recast any or all Combat Stones.</p> <p>Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.</p> <p>Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.</p> <p>Influential (1) [S]: This model has 1 Coin 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.</p> <p>During the game you may spend any remaining Coin 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.</p> <p>Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.</p> <p>Proud [T]: This model may only be Activated Directly.</p> <p>Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).</p>				
Combat	4					
Support	1					
Save	4+					
CR	6"					
Stamina	1					


		Engu Draal		Troop	EMPIRE ENGU	Cost 10
"Some Kapa will tolerate the young Draals"		Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).				
Movement	6"					
Combat	2					
Support	1					
Save	4+					
CR	6"					


		Engu Garosa		Elite	EMPIRE ENGU	Cost 40				
"The most loyal of the Kapa's crew"		<p>Captain (4) [L]: Activate up to 4 Friendly Troops or Civilians.</p> <p>Combat Discipline* [C]: Recast any or all Combat Stones.</p> <p>Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.</p> <p>Loyalty (Elite) [T]: Select a Friendly Elite 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.</p> <p>Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.</p> <p>Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).</p>								
Movement	6"									
Combat	3									
Support	1									
Save	4+									
CR	6"									
Stamina	1									

		Engu Harpoon		Troop	EMPIRE ENGU	Cost 25				
"Hold it steady and I can slayer this beast!"		<p>Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.</p> <p>Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).</p>								
Movement	6"									
Combat	2									
Support	1									
Save	4+									
CR	6"	Move	Rge	CS	Harpoon					
		3"	9"	2	Accurate: Recast up to one failed Combat Stone for this attack. Powerful: Any blows that are landed by this model must be saved with a -1 modifier.					

		Engu Kapa	Elite	EMPIRE ENGU	Cost 75
"It was so huge it nearly swallowed our boat!"					
Movement	6"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier. Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).			
Combat	4				
Support	1				
Save	4+				
CR	6"				
Stamina	2				
					

		Engu Oar	Troop	EMPIRE ENGU	Cost 15
Movement	6"	Pitch (1) [C]: If this model lands a blow on a model of equal size or smaller then it may move the model up to 1" in any direction before they make their Toughness save roll. Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).			
Combat	2				
Support	1				
Save	4+				
CR	6"				
					

		Keetva and Yukran	Elite - Unique	EMPIRE ENGU	Cost 30
Movement	10"	Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Favoured Allies (Tabela) [T]: This model allows you to take models of type Tabela as Allies. Those models and this model may treat each other as being Friendly. Pack (2) [L]: Activate up to 2 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]. Swim (5) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 5" if the move is entirely within water.			
Combat	3				
Support	1				
Save	4+				
CR	6"				
		Move	Rge	CS	Sling
		5"	8"	2	Accurate: Recast up to one failed Combat Stone for this attack.
					

		Keetva and Yukran (Early Days)	Civilian - Elite - Unique	EMPIRE ENGU	Cost 30
Movement	10"	Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool. Swim (5) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 5" if the move is entirely within water.			
Combat	3				
Support	1				
Save	4+				
CR	6"				
		Move	Rge	CS	Sling
		5"	8"	2	Accurate: Recast up to one failed Combat Stone for this attack.
					



Tahela

Beast

EMPIRE ENGU

Cost
30

"A's heart is as loyal as a Tahela to its master"

Movement	10"
Combat	3
Support	1
Save	4+
CR	6"

Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.
Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.
Loyalty (Elite) [T]: Select a Friendly Elite 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.
Swim (5) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 5" if the move is entirely within water.



Tahela Jenta

Beast

EMPIRE ENGU

Cost
15









"Expertly trained from an early age"





Movement	10"
Combat	2
Support	1
Save	5+
CR	6"

Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.
Loyalty (Elite) [T]: Select a Friendly Elite 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.
Swim (5) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 5" if the move is entirely within water.






Empire - Knights

		Captain Danomar	Elite - Unique	EMPIRE KNIGHTS	Cost 150
		<i>"I cannot stand by and watch the slaughter!"</i>			
Movement	8"	Assassinate* [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support. Captain (8) [L]: Activate up to 8 Friendly Troops or Civilians. Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Momentum [S]: Gain one Stamina and move up to 2 inches if this model destroys another model. 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.			
Combat	4				
Support	2				
Save	3+				
CR	6"				
Stamina	3				
					
		Captain of Relan	Elite	EMPIRE KNIGHTS	Cost 100
		<i>"The bravest Defenders of the North!"</i>			
Movement	8"	Assassinate* [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support. Captain (8) [L]: Activate up to 8 Friendly Troops or Civilians. Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Momentum [S]: Gain one Stamina and move up to 2 inches if this model destroys another model. 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.			
Combat	4				
Support	2				
Save	3+				
CR	6"				
Stamina	2				
					
		Knight	Troop	EMPIRE KNIGHTS	Cost 25
		<i>"Mounted atop the sturdy cunk"</i>			
Movement	10"	Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.			
Combat	3				
Support	1				
Save	4+				
CR	6"				
					
		Knight Captain	Elite	EMPIRE KNIGHTS	Cost 100
		<i>"Stalwart defenders against the devani"</i>			
Movement	10"	Captain (8) [L]: Activate up to 8 Friendly Troops or Civilians. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Coordinated Strike* [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.			
Combat	4				
Support	2				
Save	4+				
CR	6"				
Stamina	2				
					

 <h2>Knight Commander</h2>		Elite	EMPIRE KNIGHTS	Cost 125
<i>"The most heroic of the Emperor's knights"</i>				
Movement	10"	<p> Captain (8) [L]: Activate up to 8 Friendly Troops or Civilians. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians. Coordinated Strike* [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support. Inspire [T]: All models directly activated by this model gain one Stamina. </p>		
Combat	4			
Support	2			
Save	4+			
CR	6"			
Stamina	2			
 <h2>Knight of Relan</h2>		Troop	EMPIRE KNIGHTS	Cost 40
<i>"Riding the noblest of all muk breeds"</i>				
Movement	8"	<p> Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. 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. </p>		
Combat	3			
Support	1			
Save	3+			
CR	6"			
 <h2>Riverknight</h2>		Troop	EMPIRE KNIGHTS	Cost 20
<i>"Protecting those who travel the rivers"</i>				
Movement	8"	<p> Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Swim (8) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 8" if the move is entirely within water. </p>		
Combat	3			
Support	1			
Save	4+			
CR	6"			
 <h2>Riverknight Captain</h2>		Elite	EMPIRE KNIGHTS	Cost 80
<i>"Proud riders of the inirok"</i>				
Movement	8"	<p> Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Coordinated Strike* [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support. Swim (8) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 8" if the move is entirely within water. </p>		
Combat	4			
Support	1			
Save	4+			
CR	12"			
Stamina	2			











Empire - Loranti


 Daxu		Beast - Unique	EMPIRE LORANTI	Cost 5
Movement	8"	<p>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.</p> <p>Loyalty (Loranti Pargal) [T]: Select a Friendly Loranti Pargal 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.</p>		
Combat	1			
Support	2			
Save	5+			
CR	1"			
 Little Loranti		Civilian - Unique	EMPIRE LORANTI	Cost 10
<i>"Budding trader extraordinaire..."</i>		<p>Beast Handler (1) [L]: Activate up to 1 Friendly Beast.</p> <p>Trainer (1, Retinue[Loranti Pargal]) [T]: At the start of the game, up to 1 model in the force may be given the Retinue[Loranti Pargal] ability.</p>		
Movement	6"			
Combat	1			
Support	0			
Save	6+			
CR	2"			
 Loranti Pargal		Elite - Unique	EMPIRE LORANTI	Cost 50
<i>"Trader Extraordinaire!"</i>		<p>Beast Handler (2) [L]: Activate up to 2 Friendly Beasts.</p> <p>Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.</p> <p>Favoured Allies (Casarii) [T]: This model allows you to take models of type Casarii as Allies. Those models and this model may treat each other as being Friendly.</p> <p>Proud [T]: This model may only be Activated Directly.</p> <p>Trainer (4, Retinue[Loranti Pargal]) [T]: At the start of the game, up to 4 models in the force may be given the Retinue[Loranti Pargal] ability.</p>		
Movement	8"			
Combat	3			
Support	1			
Save	3+			
CR	3"			





Empire - Noble

	Alideku	Elite - Object - Unique	EMPIRE NOBLE	Cost -30
<i>"Its potent stench does not deter its owners"</i>				
Movement	4"	<p>Critical [T]: If this model is killed then the side with this model in cannot achieve a victory.</p> <p>Proud [T]: This model may only be Activated Directly.</p> <p>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.</p> <p>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.</p> 		
Combat	1			
Support	0			
Save	6+			
CR	1"			
	Balena	Civilian - Unique	EMPIRE NOBLE	Cost 25
Movement	10"	<p>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.</p> <p>Master Beast Handler (2) [L]: Activate up to 2 Friendly or Allied Beasts.</p> <p>Transport (1) [A]: Immediately after this model's Basic Movement, select up to 1 Friendly or Allied model with Rider[T] that was contacted by this model during that movement. Place the Rider[T] model adjacent to this model.</p> 		
Combat	3			
Support	1			
Save	4+			
CR	9"			
Stamina	1			
	Contessa dar Juletta	Elite - Unique	EMPIRE NOBLE	Cost 25
Movement	6"	<p>Beast Handler (1) [L]: Activate up to 1 Friendly Beast.</p> <p>Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Troops, or Civilians.</p> <p>Influential (2) [S]: This model has 2 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.</p> <p>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.</p> <p>Proud [T]: This model may only be Activated Directly.</p> <p>Travelling Biologist (2) [T]: This model may be accompanied by up to 2 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.</p> 		
Combat	1			
Support	1			
Save	5+			
CR	6"			
	Domesticated Golobaali	Beast	EMPIRE NOBLE	Cost 10
Movement	8"	<p>Instinctive (1, 1) [T]: This model always casts at least 1 Erac and 1 Oran in combat.</p> <p>Obstructing [T]: Models on this model count as Obstructed if targeted by Ranged Attacks.</p> <p>Transport (1) [A]: Immediately after this model's Basic Movement, select up to 1 Friendly or Allied model with Rider[T] that was contacted by this model during that movement. Place the Rider[T] model adjacent to this model.</p> <p>Untrained [T]: This model may not be Activated Directly.</p> <p>Vehicle (1) [T]: This model may carry up to 1 Small Friendly model as Crew.</p> 		
Combat	3			
Support	1			
Save	4+			
CR	9"			









	Elakan		Civilian - Unique		EMPIRE NOBLE		Cost 15	
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Loyalty (Balena) [T]: Select a Friendly Balena 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. Rider [T]: This model may be moved by a model with the Transport[A] ability.						
Combat	1							
Support	1							
Save	6+							
CR	6"	Move	Rge	CS	Hunting Garo Bushwack: This model may make its Ranged Attack at any point during its move. Death From Above: This attack ignores the Engaged and Obstructed conditions. Light Weapon: This Ranged ability may be used even if the model is Engaged. The model does need to disengage (Moving Cautiously) first.			
		6"	10"	2				


	Guard Captain		Elite		EMPIRE NOBLE		Cost 50	
"None shall lay a hand on our lord!"								
Movement	6"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.						
Combat	3	Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Defensive Stance [T]: Cast one additional Combat Stone if targeted by a Charge[A] attack.						
Support	2							
Save	5+							
CR	6"							
Stamina	1							

	Guard Crossbow		Troop		EMPIRE NOBLE		Cost 20	
"Wielding the finest Moeresii crossbows"								
Movement	6"							
Combat	1							
Support	1							
Save	5+							
CR	6"	Move	Rge	CS	Crossbow Accurate: Recast up to one failed Combat Stone for this attack. Powerful: Any blows that are landed by this model must be saved with a -1 modifier.			
		1"	12"	2				

	Hunting Garo		Beast		EMPIRE NOBLE		Cost 5	
Movement	10"	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. 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. Untrained [T]: This model may not be Activated Directly.						
Combat	1							
Support	1							
Save	—							
CR	1"							



 Imperial Standard		Elite	EMPIRE NOBLE	Cost 20
<i>"Approved by the Emperor himself!"</i>				
Movement	6"	Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina. 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. Trainer (2, Retinue[Imperial Standard]) [T]: At the start of the game, up to 2 models in the force may be given the Retinue[Imperial Standard] ability.		
Combat	1			
Support	1			
Save	5+			
CR	9"			
				
 Lady Emarlai		Elite - Unique	EMPIRE NOBLE	Cost 0
<i>"Tiny, with an art for getting into trouble"</i>				
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Commander (1) [L]: Activate up to 1 Friendly or Allied Elite, Troop, or Civilian. 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. Loyalty (Contessa dar Julietta) [T]: Select a Friendly Contessa dar Julietta 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. Proud [T]: This model may only be Activated Directly.		
Combat	1			
Support	1			
Save	6+			
CR	6"			
				
 Lady Kovera Jolir		Civilian - Unique	EMPIRE NOBLE	Cost 25
Movement	6"	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. Influential (3) [S]: This model has 3 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. Untrained [T]: This model may not be Activated Directly.		
Combat	1			
Support	1			
Save	6+			
CR	3"			
				
 Mounted Herder Falconer's Hunting Garo		Beast	EMPIRE NOBLE	Cost 0
<i>"Expertly trained by the Moerassii falconers"</i>				
Movement	10"	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. 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. Loyalty (Mounted Herder Falconer) [T]: Select a Friendly Mounted Herder Falconer 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. Proud [T]: This model may only be Activated Directly. Untrained [T]: This model may not be Activated Directly.		
Combat	1			
Support	2			
Save	—			
CR	1"			
				



Mounted Reyad Falconer's Hunting Garo


"Expertly trained by the Mooraasii falconers."


Beast

EMPIRE NOBLE

Cost
0

Movement	10"	<p>Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.</p> <p>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.</p> <p>Loyalty (Mounted Reyad Falconer's Hunting Garo) [T]: Select a Friendly Mounted Reyad Falconer's Hunting Garo 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.</p> <p>Proud [T]: This model may only be Activated Directly.</p> <p>Untrained [T]: This model may not be Activated Directly.</p>
Combat	1	
Support	2	
Save	—	
CR	1"	





Noble


"How dare they encroach on our cities?"


Civilian

EMPIRE NOBLE

Cost
10

Movement	6"	<p>Commander (2) [L]: Activate up to 2 Friendly Elites, Troops, or Civilians.</p> <p>Conard [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.</p> <p>Proud [T]: This model may only be Activated Directly.</p>
Combat	1	
Support	0	
Save	6+	
CR	3"	





Noble Guard


"The best guards that money can buy!"


Troop

EMPIRE NOBLE

Cost
20

Movement	6"	<p>Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.</p> <p>Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.</p> <p>Defensive Stance [T]: Cast one additional Combat Stone if targeted by a Charge[A] attack.</p>
Combat	2	
Support	1	
Save	5+	
CR	6"	






Pet Opahr





Beast



EMPIRE NOBLE



Cost
10

Movement	8"	<p>Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.</p> <p>Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.</p> <p>Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.</p> <p>Loyalty (Lady Aleksahn) [T]: Select a Friendly Lady Aleksahn 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.</p>
Combat	2	
Support	1	
Save	5+	
CR	6"	







<div></div> <div>FreeFree</div>		Elite - Object - Unique		EMPIRE NOBLE		Cost -20	
“Extremely rare and valuable”							
Movement	4"	Proud [T]: This model may only be Activated Directly.					
Combat	1	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.					
Support	0						
Save	6+						
CR	1"						
<div></div> <div>Samine il Moerasii</div>		Elite - Unique		EMPIRE NOBLE		Cost 10	
“The falconer”							
Movement	6"	Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.					
Combat	1	Falconer (2) [T]: This model is equipped with 2 falcons for free at the start of the game. Those models gain the Loyalty[T] ability for this model.					
Support	1	Proud [T]: This model may only be Activated Directly.					
Save	6+						
CR	6"						
<div></div> <div>Samine's Hunting Garo</div>		Beast		EMPIRE NOBLE		Cost 0	
“Expertly trained by the Moerasii falconers”							
Movement	10"	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.					
Combat	1	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.					
Support	2	Loyalty (Samine il Moerasii) [T]: Select a Friendly Samine il Moerasii 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.					
Save	—	Untrained [T]: This model may not be Activated Directly.					
CR	1"						
<div></div> <div>Standard Bearer</div>		Troop		EMPIRE NOBLE		Cost 20	
“Proud to bear the colours of their lord!”							
Movement	6"	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.					
Combat	1						
Support	1						
Save	5+						
CR	9"						



 Toloran Rider		Troop	EMPIRE NOBLE	Cost 30
“Only the wealthiest can afford the Toloran”				
Movement	10"	<i>Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.</i> <i>Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.</i>		
Combat	3			
Support	1			
Save	4+			
CR	6"			
				



 Toloran Rider Captain		Elite	EMPIRE NOBLE	Cost 100
“The Toloran make brave and noble mounts”				
Movement	10"	<i>Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.</i> <i>Combat Discipline* [C]: Recast any or all Combat Stones.</i> <i>Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.</i> <i>Coordinated Strike* [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.</i>		
Combat	4			
Support	2			
Save	4+			
CR	6"			
Stamina	2			









Empire - Orel

<div></div> <div>Preed's Graku</div>		Beast	EMPIRE OREL	Cost 15										
<div>"Vicious but exceptionally loyal!"</div> <table><tr><td>Movement</td><td>8"</td></tr><tr><td>Combat</td><td>2</td></tr><tr><td>Support</td><td>1</td></tr><tr><td>Save</td><td>5+</td></tr><tr><td>CR</td><td>3"</td></tr></table>		Movement	8"	Combat	2	Support	1	Save	5+	CR	3"	<div>Loyalty (Preed) [T]: Select a Friendly Preed 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.</div> <div>Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].</div> <div>Ranger [T]: This model may move over difficult terrain without Moving Cautiously.</div> <div></div>		
Movement	8"													
Combat	2													
Support	1													
Save	5+													
CR	3"													





<div></div> <div>Graku</div>		Beast	EMPIRE OREL	Cost 15										
<div>"Vicious but exceptionally loyal!"</div> <table><tr><td>Movement</td><td>8"</td></tr><tr><td>Combat</td><td>2</td></tr><tr><td>Support</td><td>1</td></tr><tr><td>Save</td><td>5+</td></tr><tr><td>CR</td><td>3"</td></tr></table>		Movement	8"	Combat	2	Support	1	Save	5+	CR	3"	<div>Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].</div> <div>Ranger [T]: This model may move over difficult terrain without Moving Cautiously.</div> <div></div>		
Movement	8"													
Combat	2													
Support	1													
Save	5+													
CR	3"													



<div></div> <div>Hunter</div>		Elite	EMPIRE OREL	Cost 30												
<div>"Making a living hunting dangerous beasts"</div> <table><tr><td>Movement</td><td>6"</td></tr><tr><td>Combat</td><td>3</td></tr><tr><td>Support</td><td>2</td></tr><tr><td>Save</td><td>5+</td></tr><tr><td>CR</td><td>6"</td></tr><tr><td>Stamina</td><td>2</td></tr></table>		Movement	6"	Combat	3	Support	2	Save	5+	CR	6"	Stamina	2	<div>Beast Handler (4) [L]: Activate up to 4 Friendly Beasts.</div> <div>Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.</div> <div>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.</div> <div>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.</div> <div>Pathfinder (4) [S]: At the start of the game you may choose not to deploy this model and up to 4 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.</div> <div>Ranger [T]: This model may move over difficult terrain without Moving Cautiously.</div> <div>Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.</div> <div></div>		
Movement	6"															
Combat	3															
Support	2															
Save	5+															
CR	6"															
Stamina	2															



<div></div> <div>Lord of Orel</div>		Elite	EMPIRE OREL	Cost 125												
<div>"The grakulan are fearsome but unpredictable!"</div> <table><tr><td>Movement</td><td>8"</td></tr><tr><td>Combat</td><td>5</td></tr><tr><td>Support</td><td>1</td></tr><tr><td>Save</td><td>3+</td></tr><tr><td>CR</td><td>6"</td></tr><tr><td>Stamina</td><td>2</td></tr></table>		Movement	8"	Combat	5	Support	1	Save	3+	CR	6"	Stamina	2	<div>Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".</div> <div>Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.</div> <div>Combat Discipline* [C]: Recast any or all Combat Stones.</div> <div>Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.</div> <div>Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.</div> <div>Graku Master [T]: This model may treat Graku as Troops.</div> <div>Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.</div> <div>Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.</div> <div></div>		
Movement	8"															
Combat	5															
Support	1															
Save	3+															
CR	6"															
Stamina	2															



 <h2>Orel Knight</h2>		Troop	EMPIRE OREL	Cost 25
<i>"As harsh as the lands they protect"</i>		Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].		
Movement	10"			
Combat	3			
Support	1			
Save	4+			
CR	3"			
 <h2>Orel Knight Captain</h2>		Elite	EMPIRE OREL	Cost 100
<i>"We shall defend these lands!"</i>		Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Coordinated Strike* [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support. Graku Master [T]: This model may treat Graku as Troops.		
Movement	10"			
Combat	4			
Support	1			
Save	4+			
CR	6"			
Stamina	2			
 <h2>Orel Militia</h2>		Troop	EMPIRE OREL	Cost 10
<i>"Rarely seen without their loyal graku"</i>		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.		
Movement	6"			
Combat	2			
Support	1			
Save	5+			
CR	6"			
 <h2>Orel Militia Captain</h2>		Elite	EMPIRE OREL	Cost 45
<i>"Masters of Gubarnii and graku alike"</i>		Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Coordinated Strike* [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support. Graku Master [T]: This model may treat Graku as Troops.		
Movement	6"			
Combat	3			
Support	1			
Save	5+			
CR	6"			
Stamina	1			



Empire - Riverfolk



		Alora Handler	Civilian	EMPIRE RIVERFOLK	Cost 5
“Expert trainers of families of Alora.”					
Movement	6"	Alora Handler (1) [L]: Activate up to 1 Friendly Alora. Favoured Allies (Alora) [T]: This model allows you to take models of type Alora as Allies. Those models and this model may treat each other as being Friendly. Untrained [T]: This model may not be Activated Directly. Whistle [T]: This model may double its Command Range when using Leadership abilities.			
Combat	1				
Support	1				
Save	6+				
CR	6"				
		Gorbi	Beast	EMPIRE RIVERFOLK	Cost 5
Movement	4"	Loyalty (Riverfolk) [T]: Select a Friendly Riverfolk 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. Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.			
Combat	0				
Support	1				
Save	5+				
CR	6"				
		Holdorna	Beast	EMPIRE RIVERFOLK	Cost 5
Movement	4"	Loyalty (Riverfolk) [T]: Select a Friendly Riverfolk 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. Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.			
Combat	0				
Support	1				
Save	5+				
CR	6"				
		Inirok	Beast	EMPIRE RIVERFOLK	Cost 15
Movement	8"	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat. Swim (10) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 10" if the move is entirely within water.			
Combat	2				
Support	0				
Save	5+				
CR	6"				



		Lord Delison		Civilian - Unique	EMPIRE RIVERFOLK	Cost 60
“Master of the rivers”						
Movement	6"	<p>Combat Discipline [C]: Recast any or all Combat Stones.</p> <p>Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.</p> <p>Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians.</p> <p>Conard [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.</p> <p>Influential (3) [S]: This model has 3 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.</p> <p>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.</p> <p>Proud [T]: This model may only be Activated Directly.</p> <p>Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).</p>				
Combat	3					
Support	1					
Save	5+					
CR	6"					
Stamina	1					



		Phoph Crevain		Elite - Unique	EMPIRE RIVERFOLK	Cost 70
Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.						
Movement	6"	<p>Combat Discipline [C]: Recast any or all Combat Stones.</p> <p>Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.</p> <p>Coordinated Strike [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.</p> <p>Lunge (2) [C]: Use this model's Combat Action to attack a model within 2". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.</p> <p>Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).</p> <p>Slaver (2) [T]: This model may be accompanied by up to 2 Slaves. Those models gain the Loyalty[T] ability for this model.</p> <p>Trainer (6, Sea Legs) [T]: At the start of the game, up to 6 models in the force may be given the Sea Legs ability.</p> <p>Well-Travelled [T]: This model treats all Allies as Friendly models.</p>				
Combat	2					
Support	2					
Save	5+					
CR	12"					
Stamina	2					



		River Critter		Beast	EMPIRE RIVERFOLK	Cost 5
“River critters, such as gorki or holdorna”						
Movement	4"	<p>Loyalty (Riverfolk) [T]: Select a Friendly Riverfolk 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.</p> <p>Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.</p>				
Combat	0					
Support	1					
Save	5+					
CR	6"					
						

		Riverfolk Bolas		Troop	EMPIRE RIVERFOLK	Cost 15
“Ensnares attacking beasts or raiders”						
Movement	6"	<p>Sea Legs [T]: While on a Boat, this model gains Surefooted[T] (this model may re-roll a failed Agility Test).</p>				
Combat	2					
Support	1					
Save	5+					
CR	6"					
		Move	Rge	CS	Bolas	
		1"	9"	3	Entangle (1): The first blow caused by this attack does no damage but the target model takes one 'Entangled Counter' per blow instead of making a Toughness save.	
						

		Riverfolk Captain		Elite	EMPIRE RIVERFOLK		Cost 60	
“Inspiring trust and loyalty in their crews”								
Movement	6"	Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Coordinated Strike* [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support. Sea Legs [T]: While on a Boat, this model gains Surefooted(T) (this model may re-roll a failed Agility Test). Trainer (6, Sea Legs) [T]: At the start of the game, up to 6 models in the force may be given the Sea Legs ability. Well-Travelled [T]: This model treats all Allies as Friendly models.						
Combat	3							
Support	2							
Save	5+							
CR	12"							
Stamina	2							

		Riverfolk Crew		Troop	EMPIRE RIVERFOLK		Cost 10	
“Loyal crew from across the Empire”								
Movement	6"	Hook (2) [A]: After a normal movement, select one object or model of equal size or smaller within 2" and move it adjacent to this model. Sea Legs [T]: While on a Boat, this model gains Surefooted(T) (this model may re-roll a failed Agility Test).						
Combat	2							
Support	1							
Save	5+							
CR	6"							

		Riverfolk First Mate		Elite	EMPIRE RIVERFOLK		Cost 40	
“Finding refuge after the invasion of Engu”								
Movement	6"	Captain (2) [L]: Activate up to 2 Friendly Troops or Civilians. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Favoured Allies (Tabela) [T]: This model allows you to take models of type Tabela as Allies. Those models and this model may treat each other as being Friendly. Hook (2) [A]: After a normal movement, select one object or model of equal size or smaller within 2" and move it adjacent to this model. Pitch (2) [C]: If this model lands a blow on a model of equal size or smaller then it may move the model up to 2" in any direction before they make their Toughness save roll. Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier. Sea Legs [T]: While on a Boat, this model gains Surefooted(T) (this model may re-roll a failed Agility Test). Well-Travelled [T]: This model treats all Allies as Friendly models.						
Combat	3							
Support	1							
Save	4+							
CR	12"							

		Riverfolk Kyalai		Troop	EMPIRE RIVERFOLK		Cost 15	
“Experts at catching kyalai along the river”								
Movement	6"	Sea Legs [T]: While on a Boat, this model gains Surefooted(T) (this model may re-roll a failed Agility Test).						
Combat	2							
Support	1							
Save	5+							
CR	6"							
		Move	Rge	CS	Net			
		3"	3"	4	Entangle (4): The first 4 blows caused by this attack do no damage but the target model takes one ‘Entangled Counter’ per blow instead of making a Toughness save.			



Riverfolk Urchin

Civilian

EMPIRE RIVERFOLK

Cost

5

"A common sight, playing among the boats"

Movement	6"
Combat	1
Support	1
Save	6+
CR	6"

Beast Handler (1) [L]: Activate up to 1 Friendly Beast.

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

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



Urchin on Coracle

Civilian

EMPIRE RIVERFOLK

Cost

10

"Just messing about on the river"

Movement	0"
Combat	1
Support	1
Save	6+
CR	6"

Beast Handler (1) [L]: Activate up to 1 Friendly Beast.

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.









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

Swim (4) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 4" if the move is entirely within water.

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



Empire - Teral

		Chancellor Danakan	Civilian - Unique	EMPIRE TERAL	Cost 20
Movement	6"	<p>Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Troops, or Civilians.</p> <p>Favoured Allies (Delgom) [T]: This model allows you to take models of type Delgom as Allies. Those models and this model may treat each other as being Friendly.</p> <p>Influential (3) [S]: This model has 3 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.</p> <p>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.</p> <p>Protected (2) [T]: This model may be accompanied by up to 2 Rare[T] models.</p> <p>Proud [T]: This model may only be Activated Directly.</p>			
Combat	1				
Support	0				
Save	5+				
CR	6"				
		Terali Boliga	Beast	EMPIRE TERAL	Cost 15
Movement	6"	<p>Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.</p> <p>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.</p> <p>Savage [C]: If all successful casts are Erac then any blows landed on the Enemy must be saved with a -1 modifier.</p>			
Combat	2				
Support	1				
Save	3+				
CR	1"				
		Terali Guard	Troop	EMPIRE TERAL	Cost 15
Movement	6"	<p>Beast Handler (1) [L]: Activate up to 1 Friendly Beast.</p> <p>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.</p> <p>Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.</p> <p>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.</p>			
Combat	2				
Support	1				
Save	5+				
CR	6"				
		Terali Guard Captain	Elite	EMPIRE TERAL	Cost 40
Movement	6"	<p>Beast Handler (1) [L]: Activate up to 1 Friendly Beast.</p> <p>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.</p> <p>Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians.</p> <p>Combat Discipline [C]: Recast any or all Combat Stones.</p> <p>Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.</p> <p>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.</p>			
Combat	3				
Support	2				
Save	5+				
CR	6"				
Stamina	1				



Terali Guard Captain On Kobruna

Elite

EMPIRE TERAL

Cost
50

Movement	8"
Combat	3
Support	1
Save	3+
CR	9"
Stamina	1

Beast Handler (1) [L]: Activate up to 1 Friendly Beast.
 Cadre (1) [L]: Activate up to 1 Friendly model with the Cadre[L] ability.
 Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.
 Commander (1) [L]: Activate up to 1 Friendly or Allied Elite, Troop, or Civilian.
 Coordinated Strike* [A]: Fight a combat against an adjacent Enemy model. Both sides may benefit from Support.
 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.
 Kin in Arms [T]: This model casts one additional Combat Stone if it is adjacent to another model with Kin in Arms[T].
 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.



Terali Guard On Kobruna

Elite

EMPIRE TERAL

Cost
25

Movement	8"
Combat	3
Support	1
Save	3+
CR	9"

Beast Handler (1) [L]: Activate up to 1 Friendly Beast.
 Cadre (1) [L]: Activate up to 1 Friendly model with the Cadre[L] ability.
 Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.
 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.
 Kin in Arms [T]: This model casts one additional Combat Stone if it is adjacent to another model with Kin in Arms[T].
 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.



Terali Seditonist

Civilian

EMPIRE TERAL

Cost
5









Movement	6"
Combat	1
Support	1
Save	6+
CR	2"




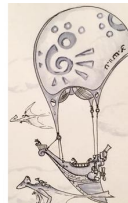




Untrained [T]: This model may not be Activated Directly.













Item



Item

		Mechanical - Object	ITEM	Cost —
	Balloon			
Movement	8"	Erratic (3) [T]: This model is difficult to control. Place a Target Marker within movement range. Cast 3 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.		
Combat	—	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.		
Support	—	Flying Transport (4) [A]: If this model is "on the ground", select up to 4 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 models.		
Save	4+	Move Range CS Bomb Fuel [T]: This model does not recover Stamina during the End Phase. Bombs Away!: 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.		
CR	—	Death From Above: This attack ignores the Engaged and Obstructed conditions. can only engage in Close Combat with other fImprecise (2): Place a Target Marker in contact with the base of the ship. Cast 2		
Stamina	6	Obstructing [T]: Models on this model count a 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 Very Tough [S]: Re-roll a failed Toughness save. Template are hit.		
	Barge	Boat - Object	ITEM	Cost —
Movement	Special	Sturdy [T]: This model cannot be targeted by Ranged Attacks.		
Combat	—	Untrained [T]: This model may not be Activated Directly.		
Support	—	Very Tough [S]: Re-roll a failed Toughness save.		
Save	4+			
CR	—			
Stamina	3			
	Cart	Object	ITEM	Cost —
Movement	Special	Fuel [T]: This model does not recover Stamina during the End Phase.		
Combat	—	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.		
Support	—	Sturdy [T]: This model cannot be targeted by Ranged Attacks.		
Save	4+	Untrained [T]: This model may not be Activated Directly.		
CR	—	Very Tough [S]: Re-roll a failed Toughness save.		
Stamina	1			
	Coracle	Boat - Object	ITEM	Cost —
Movement	—	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.		
Combat	—	Swim (4) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 4" if the move is entirely within water.		
Support	—	Untrained [T]: This model may not be Activated Directly.		
Save	5+			
CR	—			



		Object	ITEM	Cost —
	Engineer's Cottage			
Movement	—	Sturdy [T]: This model cannot be targeted by Ranged Attacks. Untrained [T]: This model may not be Activated Directly. Very Tough [S]: Re-roll a failed Toughness save.		
Combat	—			
Support	—			
Save	2+			
CR	—			
Stamina	10			
				
		Mechanical - Object	ITEM	Cost —
	Extra-large Balloon			
Movement	8"	Erratic [S] [T]: This model is difficult to control. Place a Target Marker within movement range. Cast 5 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. 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.		
Combat	—	Flying Transport (14) [A]: If this model is "on the ground", select up to 14 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 3 models.		
Support	—	Fuel [T]: This model does not recover Stamina during the end phase.		
Save	4+	Move Range CS Bomb in the air O" 3" model may spend one Stamina to go up in the board. As many bombs can be dropped per Turn as passengers are on board. model does not have Crew, it is considered out of the board. As many bombs can be dropped per Turn as passengers are on board. can only engage in Close Combat with other flying models. Death From Above: This attack ignores the Engaged and Obstructed conditions. can only engage in Close Combat with other flying models.		
CR	—	Obstructing [T]: Models on this model count as 3 models. Place a 3 inches Template on the impact point: all models under the Template are hit.		
Stamina	10	Untrained [T]: This model may not be Activated Directly. Very Tough [S]: Re-roll a failed Toughness save.		
				
		Contraption - Object	ITEM	Cost —
	Fan			
Movement	0"	Fan (3, 2) [A]: Cast 3 Combat Stones. Move a Cloud Template that this model is touching 2" directly away for each success. Untrained [T]: This model may not be Activated Directly.		
Combat	3			
Support	?			
Save	?			
CR	?			
				
		Contraption - Mechanical - Object	ITEM	Cost —
	Gushrak			
Movement	3"	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. Untrained [T]: This model may not be Activated Directly.		
Combat	2	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.		
Support	?			
Save	?			
CR	?			
				

 Net		Object	ITEM	Cost —
Movement	3"	Entangle (4) [C]: The first 4 blows caused by this attack do no damage but the target model takes one 'Entangled Counter' per blow instead of making a Toughness save. Fuel [T]: This model does not recover Stamina during the End Phase. Untrained [T]: This model may not be Activated Directly.		
Combat	2			
Support	?			
Save	?			
CR	?			
 Net Firer		Contraption - Object	ITEM	Cost —
Movement	0"	Entangle (4) [C]: The first 4 blows caused by this attack do no damage but the target model takes one 'Entangled Counter' per blow instead of making a Toughness save. Fuel [T]: This model does not recover Stamina during the End Phase. Untrained [T]: This model may not be Activated Directly.		
Combat	3			
Support	?			
Save	?			
CR	?			
 Ornithomata		Contraption - Mechanical - Object	ITEM	Cost —
Movement	3"	Charge (O) [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. This ability may not be used if this model had to Move Cautiously. Fuel [T]: This model does not recover Stamina during the End Phase. 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. Stamina Limit (3) [T]: This model may never use more than 3 Stamina during one Turn. Untrained [T]: This model may not be Activated Directly.		
Combat	1			
Support	0			
Save	?			
CR	?			
Stamina	6			
 Raft		Boat - Object	ITEM	Cost —
Movement	Special	Sturdy [T]: This model cannot be targeted by Ranged Attacks. Untrained [T]: This model may not be Activated Directly. Very Tough* [S]: Re-roll a failed Toughness save.		
Combat	—			
Support	—			
Save	4+			
CR	—			
Stamina	3			

 Small Balloon		Contraption - Mechanical - Object	ITEM	Cost —
Movement	8"	<p>Erratic (2) [T]: This model is difficult to control. Place a Target Marker within movement range. Cast 2 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.</p> <p>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.</p> <p>Flying Transport (2) [A]: If this model is "on the ground", select up to 2 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 3 models.</p> <p>Move Range CS Bomb</p> <p>Fuel [T]: This model does not recover Stamina during the End Phase.</p> <p>In the Air [A]: "On the ground" model may spend one Stamina to go up "in the board". As many bombs can be dropped per Turn as passengers are on board.</p> <p>model does not have Crew, it is considered out</p> <p>Death From Above: This attack ignores the Engaged and Obstructed conditions.</p> <p>can only engage in Close Combat with other flying models</p> <p>imprecise (2): Place a Target Marker in contact with the base of the ship. Cast 2 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.</p> <p>Very Tough [S]: Re-roll a failed Toughness save.</p>		
Combat	—			
Support	—			
Save	4+			
CR	—			
Stamina	4			
				

 Steamboat		Boat - Mechanical - Object	ITEM	Cost —
Movement	Special	<p>Sturdy [T]: This model cannot be targeted by Ranged Attacks.</p> <p>Untrained [T]: This model may not be Activated Directly.</p> <p>Very Tough [S]: Re-roll a failed Toughness save.</p>		
Combat	—			
Support	—			
Save	4+			
CR	—			
Stamina	3			
				



















 Steamboat		Boat - Mechanical - Object	ITEM	Cost —
Movement	Special	<p>Sturdy [T]: This model cannot be targeted by Ranged Attacks.</p> <p>Untrained [T]: This model may not be Activated Directly.</p> <p>Very Tough [S]: Re-roll a failed Toughness save.</p>		
Combat	—			
Support	—			
Save	4+			
CR	—			
Stamina	3			







Kedashi









Kedashi - Core

 Abrok <i>"Driven into battle by the howlers"</i> <table> <tr><td>Movement</td><td>8"</td></tr> <tr><td>Combat</td><td>3</td></tr> <tr><td>Support</td><td>1</td></tr> <tr><td>Save</td><td>5+</td></tr> <tr><td>CR</td><td>2"</td></tr> </table>	Movement	8"	Combat	3	Support	1	Save	5+	CR	2"	<div> <div>Beast</div> <div>KEDASHI CORE</div> <div>Cost 15</div> </div> <p> Pack (1) [L]: Activate up to 1 Friendly model with the Pack(L) ability. Transport (1) [A]: Immediately after this model's Basic Movement, select up to 1 Friendly or Allied model with Rider(T) that was contacted by this model during that movement. Place the Rider(T) model adjacent to this model. Untrained [T]: This model may not be Activated Directly. </p> 
Movement	8"										
Combat	3										
Support	1										
Save	5+										
CR	2"										
 Abrok Jenta <i>"Small but surprisingly vicious"</i> <table> <tr><td>Movement</td><td>8"</td></tr> <tr><td>Combat</td><td>1</td></tr> <tr><td>Support</td><td>1</td></tr> <tr><td>Save</td><td>6+</td></tr> <tr><td>CR</td><td>1"</td></tr> </table>	Movement	8"	Combat	1	Support	1	Save	6+	CR	1"	<div> <div>Beast</div> <div>KEDASHI CORE</div> <div>Cost 15 for 2</div> </div> <p> Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". 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. Pack (1) [L]: Activate up to 1 Friendly model with the Pack(L) ability. Untrained [T]: This model may not be Activated Directly. </p> 
Movement	8"										
Combat	1										
Support	1										
Save	6+										
CR	1"										
 Akitiin Egg <i>"Just waiting to hatch..."</i> <table> <tr><td>Movement</td><td>—</td></tr> <tr><td>Combat</td><td>—</td></tr> <tr><td>Support</td><td>—</td></tr> <tr><td>Save</td><td>6+</td></tr> <tr><td>CR</td><td>2"</td></tr> </table>	Movement	—	Combat	—	Support	—	Save	6+	CR	2"	<div> <div>Egg - Object</div> <div>KEDASHI CORE</div> <div>Cost 5</div> </div> <p> Hatch (Akitiin Hatchling) [S]: Roll a die at the start of each Combat Phase. On a 5 or 6 the egg hatches; replace this model with a Akitiin Hatchling. The newly-hatched Akitiin Hatchling can participate in combat. Nest (5) [S]: At the start of the game you may choose not to deploy this model and up to 5 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. Untrained [T]: This model may not be Activated Directly. </p> 
Movement	—										
Combat	—										
Support	—										
Save	6+										
CR	2"										
 Akitiin Hatchling <i>"Tiny terrors from the forests"</i> <table> <tr><td>Movement</td><td>6"</td></tr> <tr><td>Combat</td><td>1</td></tr> <tr><td>Support</td><td>1</td></tr> <tr><td>Save</td><td>6+</td></tr> <tr><td>CR</td><td>1"</td></tr> </table>	Movement	6"	Combat	1	Support	1	Save	6+	CR	1"	<div> <div>Beast</div> <div>KEDASHI CORE</div> <div>Cost 5</div> </div> <p> Pack (1) [L]: Activate up to 1 Friendly model with the Pack(L) ability. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. </p> 
Movement	6"										
Combat	1										
Support	1										
Save	6+										
CR	1"										

 Bagrun Bomb Carrier		Beast	KEDASHI CORE	Cost 80
<i>"The lumbering beasts carry baskets of ishlarvu bombs"</i>				
Movement	6"	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. Instinctive (1, 3) [T]: This model always casts at least 1 Erac and 3 Oran in combat. Persistent [T]: Do not remove this model when disabled, the model continues to gain Stamina. Untrained [T]: This model may not be Activated Directly. Very Tough [S]: Re-roll a failed Toughness save.		
Combat	4			
Support	0			
Save	3+			
CR	1"			
Stamina	2			
				
 Frenu		Beast - Troop	KEDASHI CORE	Cost 20 for 3
<i>"Thought by most to be harmless beasts"</i>				
Movement	10"	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. 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. Passive [T]: This model may not attack as a Combat Action. Swift [T]: This model may be activated any number of times each Turn. Untrained [T]: This model may not be Activated Directly. Weak [C]: Blows landed by this model are saved with a +1 modifier.		
Combat	1			
Support	0			
Save	—			
CR	1"			
				
 Grimblar (Kedashi Ally)		Beast	KEDASHI CORE	Cost 150
<i>"Unfailing terror"</i>				
Movement	8"	Crunch (3) [C]: Cast an extra 3 Erac Combat Stones when attacking (as opposed to being attacked). Indomitable [C]: This model does not lose its Combat Action if it is attacked. Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked. Pathfinder (0) [S]: At the start of the game you may choose not to deploy this model. You may use an Initiative Counter during the game to deploy this model at least 9 inches from any Enemy models. The model may be activated during the Turn. 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. Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models. 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. 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.		
Combat	5			
Support	0			
Save	3+			
CR	6"			
Stamina	3			
				
 Hendreek Kelahn		Beast	KEDASHI CORE	Cost 100
<i>"Short tailed cousin of the Argoran kelahn"</i>				
Movement	8"	Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously. 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. Instinctive (3, 1) [T]: This model always casts at least 3 Erac and 1 Oran in combat. Pounce (3) [C]: Use this model's Combat Action to move up to 3" 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. 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.		
Combat	5			
Support	0			
Save	3+			
CR	6"			
Stamina	2			
				

 Hunting Akitiin		Beast	KEDASHI CORE	Cost 20
<i>"Loyal and aggressive protectors"</i>		Pack (i) [L]: Activate up to 1 Friendly model with the Pack[L] ability. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.		
Movement	6"			
Combat	3			
Support	1			
Save	5+	Move 6"	Rge blast	CS 3
CR	1"	Spit Acid Point Blank: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast. Stun: 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.		
 Ishkarru Bomb		Object	KEDASHI CORE	Cost —
Movement	?	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. Untrained [T]: This model may not be Activated Directly.		
Combat	?			
Support	?			
Save	?			
CR	?			
 Kaopi		Elite	KEDASHI CORE	Cost 40
<i>"Soaring over the swarms of smaller frenu"</i>		Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline [C]: Recast any or all Combat Stones. Dodge [C]: Force your opponent to turn over one successful Erac. 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. Manipulate Swarm (i) [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. Sacrifice [S]: Discard a Friendly model from within this model's Command Range to gain a Stamina. This may be done at any time.		
Movement	10"			
Combat	4			
Support	1			
Save	5+			
CR	6"			
Stamina	1			
 Kellanion Akitiin		Beast	KEDASHI CORE	Cost 100
<i>"Giant and terrifying monstrosities"</i>		Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". 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. Instinctive (4, 0) [T]: This model always casts at least 4 Erac in combat. Lunge (3) [C]: Use this model's Combat Action to attack a model within 3". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models. Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier. Untrained [T]: This model may not be Activated Directly. 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.		
Movement	4"			
Combat	6			
Support	0			
Save	3+			
CR	6"			
Stamina	3			



 Kotra		Beast	KEDASHI CORE	Cost 5
Movement	8"	Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Passive [T]: This model may not attack as a Combat Action.		
Combat	1			
Support	1			
Save	—			
CR	3"			
 Medium Frenu Swarm		Troop	KEDASHI CORE	Cost Special
<i>"The larger swarms become dangerous"</i>		Combat Discipline* [C]: Recast any or all Combat Stones. Dodge* [C]: Force your opponent to turn over one successful Erac. 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. Indomitable [C]: This model does not lose its Combat Action if it is attacked. Sacrifice [S]: Discard a Friendly model from within this model's Command Range to gain a Stamina. This may be done at any time. Swarm (6) [L]: Activate up to 6 Friendly Frenu. Untrained [T]: This model may not be Activated Directly.		
Movement	8"			
Combat	5			
Support	2			
Save	6+			
CR	3"			
Stamina	Special			
 Naralon Wengi		Beast	KEDASHI CORE	Cost 5
<i>"Small... and mildly annoying..."</i>		Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Passive [T]: This model may not attack as a Combat Action.		
Movement	8"			
Combat	1			
Support	1			
Save	—			
CR	3"			
 Naralon Wengi Pup		Beast	KEDASHI CORE	Cost 5
<i>"Small... and mildly annoying..."</i>		Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Passive [T]: This model may not attack as a Combat Action.		
Movement	8"			
Combat	1			
Support	1			
Save	—			
CR	3"			



Orduch

Beast

KEDASHI CORE

Cost

5

Movement	8"
Combat	1
Support	1
Save	—
CR	3"

Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.
Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
Passive [T]: This model may not attack as a Combat Action.



Seldoath

Beast - Elite

KEDASHI CORE

Cost

60

"Savage terrors from the forests"

Movement	8"
Combat	4
Support	1
Save	4+
CR	12"
Stamina	2

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".
Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.
Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.
Dodge* [C]: Force your opponent to turn over one successful Erac.
Lunge (2) [C]: Use this model's Combat Action to attack a model within 2". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.
Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.
Ranger [T]: This model may move over difficult terrain without Moving Cautiously.
Savage [C]: If all successful casts are Erac then any blows landed on the Enemy must be saved with a -1 modifier.
Transport (1) [A]: Immediately after this model's Basic Movement, select up to 1 Friendly or Allied model with Rider[T] that was contacted by this model during that movement. Place the Rider[T] model adjacent to this model.



Small Frenu Swarm

Troop

KEDASHI CORE

Cost

20

"Small swarms of frenu can be a nuisance"

Movement	10"
Combat	3
Support	1
Save	6+
CR	3"
Stamina	Special

Combat Discipline* [C]: Recast any or all Combat Stones.
Dodge* [C]: Force your opponent to turn over one successful Erac.
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.
Sacrifice [S]: Discard a Friendly model from within this model's Command Range to gain a Stamina. This may be done at any time.
Swarm (6) [L]: Activate up to 6 Friendly Frenu.
Untrained [T]: This model may not be Activated Directly.



Sprigg

Beast

KEDASHI CORE



Cost



20



Movement	6"
Combat	4
Support	1
Save	4+
CR	12"
Stamina	1



Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".
Dodge* [C]: Force your opponent to turn over one successful Erac.
Instinctive (0, 2) [T]: This model always casts at least 2 Oran in combat.
Lunge (2) [C]: Use this model's Combat Action to attack a model within 2". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.
Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.
Pathfinder (0) [S]: At the start of the game you may choose not to deploy this model. You may use an Initiative Counter during the game to deploy this model at least 9 inches from any Enemy models. The model may be activated during the Turn.
Ranger [T]: This model may move over difficult terrain without Moving Cautiously.
Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.













	Tiny Akitiin	Beast	KEDASHI CORE	Cost 5
Movement	8"	Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Passive [T]: This model may not attack as a Combat Action.		
Combat	1			
Support	1			
Save	—			
CR	3"			
				



	Tohkarri	Beast	KEDASHI CORE	Cost 20
Movement	6"	Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat. Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability. Transport (2) [A]: Immediately after this model's Basic Movement, select up to 2 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. Untrained [T]: This model may not be Activated Directly.		
Combat	2			
Support	0			
Save	4+			
CR	1"			
				



	Tohkarri Bomb Carrier	Beast	KEDASHI CORE	Cost 30
“Immune to the stings of the ishkarri”				
Movement	6"	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. Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat. Untrained [T]: This model may not be Activated Directly.		
Combat	2			
Support	0			
Save	4+			
CR	1"			
				



	Trebarnii Boss	Elite	KEDASHI CORE	Cost 40
“They appear to have a primitive hierarchy”				
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.		
Combat	3			
Support	1			
Save	5+			
CR	6"			
Stamina	1			
				



 Trearnii Boss		Elite	KEDASHI CORE	Cost 60
<i>"The greatest leaders of the trearnii"</i>				
Movement	6"	Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Commander (2) [L]: Activate up to 2 Friendly or Allied Elites, Troops, or Civilians. 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. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.		
Combat	3			
Support	1			
Save	5+			
CR	12"			
Stamina	2			
				
 Trearnii Boss		Beast - Elite	KEDASHI CORE	Cost 40
<i>"Not all brutes are stupid"</i>				
Movement	6"	Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Beast Handler (3) [L]: Activate up to 3 Friendly Beasts. Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Savage [C]: If all successful casts are Erac then any blows landed on the Enemy must be saved with a -1 modifier. Trainer (2, Beast Handler) [T]: At the start of the game, up to 2 models in the force may be given the Beast Handler ability.		
Combat	4			
Support	1			
Save	3+			
CR	6"			
				
 Trearnii Brute		Beast - Troop	KEDASHI CORE	Cost 30
<i>"The huge brutes accompany their smaller kin"</i>				
Movement	6"	Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously. Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Savage [C]: If all successful casts are Erac then any blows landed on the Enemy must be saved with a -1 modifier.		
Combat	4			
Support	1			
Save	3+			
CR	2"			
				
 Trearnii Goader		Troop	KEDASHI CORE	Cost 15
<i>"Brave trearnii who goad the beasts to battle"</i>				
Movement	6"	Beast Handler (3) [L]: Activate up to 3 Friendly Beasts. Prod (1, 3) [A]: Select a Beast within 1" and move it up to 3" directly away from this model. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.		
Combat	2			
Support	1			
Save	5+			
CR	6"			
				



		Troop		KEDASHI CORE		Cost 15
“Attacking in a cacophony of noise”						
Movement	6"	Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Surefooted [T]: This model may re-roll a failed Agility Test. 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. Flit [C]: Use this model's Combat Action to move up to 3 inches. Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability. 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.				
Combat	1					
Support	1					
Save	6+					
CR	12"	Move	Rge	CS	Throw Stones	
		6"	6"	2		
						



		Elite		KEDASHI CORE		Cost 60
“The biggest and loudest of the howlers”						
Movement	6"	Surefooted [T]: This model may re-roll a failed Agility Test. Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat. Dodge* [C]: Force your opponent to turn over one successful Erac. Pack (2) [L]: Activate up to 2 Friendly models with the Pack[L] ability. Pathfinder (7) [S]: At the start of the game you may choose not to deploy this model and up to 7 other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any Enemy models. The models may be activated during the Turn. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Rider [T]: This model may be moved by a model with the Transport[A] ability.				
Combat	2					
Support	1					
Save	6+					
CR	12"	Move	Rge	CS	Throw Stones	
Stamina	1	6"	6"	2	Accurate: Recast up to one failed Combat Stone for this attack.	
						



		Civilian		KEDASHI CORE		Cost 5
“Trebnarii are set to work from a young age”						
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Untrained [T]: This model may not be Activated Directly.				
Combat	1					
Support	1					
Save	5+					
CR	6"					
						

		Elite		KEDASHI CORE		Cost 30
“At one with the deadly swarms”						
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Dodge* [C]: Force your opponent to turn over one successful Erac. Manipulate Swarm (1) [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. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Sacrifice [S]: Discard a Friendly model from within this model's Command Range to gain a Stamina. This may be done at any time.				
Combat	3					
Support	1					
Save	5+					
CR	6"					
Stamina	Special					
						



 Treabarnii Warrior		Troop	KEDASHI CORE	Cost 10
<i>"The treabarnii are a nuisance for travellers"</i>				
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Ranger [T]: This model may move over difficult terrain without Moving Cautiously.		
Combat	2			
Support	1			
Save	5+			
CR	6"			
				

 War Sprigg		Beast	KEDASHI CORE	Cost 45
<i>"The war spriggs are a nuisance for travellers"</i>				
Movement	6"	Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3". Dodge* [C]: Force your opponent to turn over one successful Erac. Lunge (2) [C]: Use this model's Combat Action to attack a model within 2". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models. Pack (1) [L]: Activate up to 1 Friendly model with the Pack(L) ability. Pathfinder (0) [S]: At the start of the game you may choose not to deploy this model. You may use an Initiative Counter during the game to deploy this model at least 9 inches from any Enemy models. The model may be activated during the Turn. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. 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.		
Combat	4			
Support	1			
Save	4+			
CR	12"			
Stamina	1			
				



 Young Queen		Queen	KEDASHI CORE	Cost 60
<i>"Few kedashi queens venture from their nests"</i>				
Movement	6"	Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians. Dodge* [C]: Force your opponent to turn over one successful Erac. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Sacrifice [S]: Discard a Friendly model from within this model's Command Range to gain a Stamina. This may be done at any time. 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). Terrain (2, Forests) [T]: After deploying this model you may immediately place 2 pieces of terrain of type Forests 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 (2, Loyalty(Queen)) [T]: At the start of the game, up to 2 models in the force may be given the Loyalty(Queen) ability.		
Combat	3			
Support	1			
Save	5+			
CR	9"			
Stamina	2			
				



 Zanbee		Beast	KEDASHI CORE	Cost 10
<i>"Tiny pests of the forest"</i>				
Movement	6"	Erasive [C]: Each successful Oran cast by this model cancels two opposing Erac. 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. Passive [T]: This model may not attack as a Combat Action. Untrained [T]: This model may not be Activated Directly. Weak [C]: Blows landed by this model are saved with a +1 modifier.		
Combat	1			
Support	0			
Save	5+	Move	Rge	CS
CR	6"	0"	blast	2
		Mesmerise Point Blank: Cast an additional Combat Stone for the first target of this attack if it is caught Full Blast. Stun: 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.		
				

Kedashi - Kiterak

	The Kiterak	Queen - Unique	KEDASHI KITERAK	Cost 100
<i>"The ancient queen"</i>				
Movement	6"	<div>Commander (4) [L]: Activate up to 4 Friendly or Allied Elites, Troops, or Civilians. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Sacrifice [S]: Discard a Friendly model from within this model's Command Range to gain a Stamina. This may be done at any time. 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]. 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 (2, Forests) [T]: After deploying this model you may immediately place 2 pieces of terrain of type Forests 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 (2, Loyalty(The Kiterak)) [T]: At the start of the game, up to 2 models in the force may be given the Loyalty(The Kiterak) ability. Venerated [T]: If this model is killed then permanently discard one of this player's Initiative Counters from the pool. Very Tough [S]: Re-roll a failed Toughness save.</div>		
Combat	4			
Support	1			
Save	4+			
CR	9"			
Stamina	2			









Kedashi - Rivers



		Trebnarii Master River Hunter	Elite	KEDASHI RIVERS	Cost 50	
Movement	6"	Beast Handler (3) [L]: Activate up to 3 Friendly Beasts. Captain (6) [L]: Activate up to 6 Friendly Troops or Civilians. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. 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.				
Combat	3	Pathfinder (4) [S]: At the start of the game you may choose not to deploy this model and up to 4 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.				
Support	1	Ranger [T]: This model may move over difficult terrain without Moving Cautiously.				
Save	5+	Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.				
CR	6"	Travelling Biologist (2) [T]: This model may be accompanied by up to 2 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.				
Stamina	2	Whistle [T]: This model may double its Command Range when using Leadership abilities.				



		Trebnarii River Hunter	Troop	KEDASHI RIVERS	Cost 10	
Movement	6"	Beast Handler (1) [L]: Activate up to 1 Friendly Beast. Pathfinder (0) [S]: At the start of the game you may choose not to deploy this model. You may use an Initiative Counter during the game to deploy this model at least 9 inches from any Enemy models. The model may be activated during the Turn.				
Combat	2	Ranger [T]: This model may move over difficult terrain without Moving Cautiously.				
Support	1	Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.				
Save	5+	Whistle [T]: This model may double its Command Range when using Leadership abilities.				
CR	6"					



Mercenary



Mercenary -

 Dhogu Veteran		Troop	MERCENARY	Cost 15
<i>"Renowned for their abilities, if not their loyalty."</i>				
Movement	6"	<p>Beast Handler (2) [L]: Activate up to 2 Friendly Beasts.</p> <p>Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.</p> <p>Favoured Allies (Setir Skerrat) [T]: This model allows you to take models of type Setir Skerrat as Allies. Those models and this model may treat each other as being Friendly.</p> <p>Pathfinder (4) [S]: At the start of the game you may choose not to deploy this model and up to 4 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.</p> <p>Ranger [T]: This model may move over difficult terrain without Moving Cautiously.</p> <p>Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.</p>		
Combat	3			
Support	1			
Save	5+			
CR	6"			
				
 Drazu Raya		Troop - Unique	MERCENARY	Cost 20
<i>"Raised on the streets of Gar Loren"</i>				
Movement	6"	<p>Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.</p> <p>Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.</p> <p>Loyalty (Ora Chey) [T]: Select a Friendly Ora Chey 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.</p> <p>Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.</p> <p>Retinue (Ora Chey) [T]: This model starts with one Stamina if deployed within 3 inches of Ora Chey. While within 3 inches of Ora Chey this model gains one Stamina during the End Phase.</p> <p>Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.</p>		
Combat	3			
Support	1			
Save	4+			
CR	6"			
				
 Engu Veteran		Troop	MERCENARY	Cost 15
<i>"Many misplaced Engu have become sellswords"</i>				
Movement	6"	<p>Beast Handler (1) [L]: Activate up to 1 Friendly Beast.</p> <p>Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.</p> <p>Favoured Allies (Tabela) [T]: This model allows you to take models of type Tabela as Allies. Those models and this model may treat each other as being Friendly.</p> <p>Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.</p> <p>Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.</p>		
Combat	3			
Support	1			
Save	4+			
CR	6"			
				
 Mechanic		Troop	MERCENARY	Cost 15
Movement	6"	<p>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.</p> <p>Tune Up [A]: An adjacent Mechanical model may immediately gain one Stamina.</p>		
Combat	1			
Support	0			
Save	5+			
CR	0.5"			
				

 Ora Chey		Troop - Unique		MERCENARY	Cost 20
"Coarse tongued, with negotiable moral values..."					
Movement	6"	Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Loyalty (Dravru Raya) [T]: Select a Friendly Dravru Raya 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 (4) [S]: At the start of the game you may choose not to deploy this model and up to 4 other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any Enemy models. The models may be activated during the Turn. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Retinue (Dravru Raya) [T]: This model starts with one Stamina if deployed within 3 inches of Dravru Raya. While within 3 inches of Dravru Raya this model gains one Stamina during the End Phase. Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.			
Combat	3				
Support	1				
Save	5+				
CR	6"	Move	Rge	CS	Throwing Knives
		6"	6"	2	Accurate: Recast up to one failed Combat Stone for this attack.
					

 Pallirnai of Kohab		Troop		MERCENARY	Cost 40
Movement	6"	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. Combat Discipline* [C]: Recast any or all Combat Stones. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Dodge* [C]: Force your opponent to turn over one successful Erac. Ferocity* [C]: Cast one additional Combat Stone. Pounce (2) [C]: Use this model's Combat Action to move up to 2" and fight a combat against an adjacent Enemy 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.			
Combat	3				
Support	1				
Save	5+				
CR	6"				
Stamina	3				
					

 Preed		Troop		MERCENARY	Cost 50
Movement	6"	Beast Handler (2) [L]: Activate up to 2 Friendly Beasts. Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat. Favoured Allies (Graku) [T]: This model allows you to take models of type Graku as Allies. Those models and this model may treat each other as being Friendly. 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. Pathfinder (4) [S]: At the start of the game you may choose not to deploy this model and up to 4 other Small or Medium models. You may use an Initiative Counter during the game to deploy these models as a single group at least 9 inches from any Enemy models. The models may be activated during the Turn. Ranger [T]: This model may move over difficult terrain without Moving Cautiously. Retinue (Preed's Graku) [T]: This model starts with one Stamina if deployed within 3 inches of Preed's Graku. While within 3 inches of Preed's Graku this model gains one Stamina during the End Phase.			
Combat	2	Move	Rge	CS	Crossbow
Support	1				
Save	5+				
CR	6"				
Stamina	1	1"	12"	2	Accurate: Recast up to one failed Combat Stone for this attack. Powerful: Any blows that are landed by this model must be saved with a -1 modifier.
					

 Shipwright		Civilian		MERCENARY	Cost 15
Movement	6"	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. Shipwright [A]: An adjacent Boat model may immediately gain one Stamina.			
Combat	1				
Support	0				
Save	5+				
CR	0.5"				
					



Tal Dolani Oigres

Troop - Unique

MERCENARY

Cost

40

"Able Pallinai from the shores of Kehel"

Movement 6"

Combat 3

Support 1

Save 5+

CR 6"

Stamina 3

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.

Combat Discipline* [C]: Recast any or all Combat Stones.

Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.

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

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









Pounce (2) [C]: Use this model's Combat Action to move up to 2" and fight a combat against an adjacent Enemy 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.



Wild Creature

Wild Creature -

 Alora		Beast	WILD CREATURE	Cost 20 for 3
<i>"Playful denizens of the rivers"</i>		<p>Alora Handler (1) [L]: Activate up to 1 Friendly Alora. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C]. Swim (8) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 8" if the move is entirely within water.</p>		
Movement	8"			
Combat	1			
Support	0			
Save	—			
CR	1"			
 Ancient Grimblar		Beast - Unique	WILD CREATURE	Cost 200
		<p>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. Assassinate* [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support. Crunch (3) [C]: Cast an extra 3 Erac Combat Stones when attacking (as opposed to being attacked). Indomitable [C]: This model does not lose its Combat Action if it is attacked. Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked. Pathfinder (o) [S]: At the start of the game you may choose not to deploy this model. You may use an Initiative Counter during the game to deploy this model at least 9 inches from any Enemy models. The model may be activated during the Turn. Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models. 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. 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.</p>		
Movement	8"			
Combat	6			
Support	0			
Save	3+			
CR	9"			
Stamina	5			
 Annoying Garkrid		Beast	WILD CREATURE	Cost 5
		<p>Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Instinctive (o, 1) [T]: This model always casts at least 1 Oran in combat.</p>		
Movement	3"			
Combat	0			
Support	1			
Save	—			
CR	0"			
 Argoran Zavrnuun		Beast	WILD CREATURE	Cost 5
<i>"Small... and mildly annoying..."</i>		<p>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. Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability. Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Passive [T]: This model may not attack as a Combat Action.</p>		
Movement	6"			
Combat	1			
Support	1			
Save	5+			
CR	1"			



Bagrun

Beast

WILD CREATURE

Cost
80

Movement	6"
Combat	4
Support	0
Save	3+
CR	1"
Stamina	2

Instinctive (1, 3) [T]: This model always casts at least 1 Erac and 3 Oran in combat.
Untrained [T]: This model may not be Activated Directly.
Very Tough [S]: Re-roll a failed Toughness save.



Baksun

Beast

WILD CREATURE

Cost
30

Movement	8"
Combat	3
Support	1
Save	4+
CR	6"

Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.

Instinctive (1, 1) [T]: This model always casts at least 1 Erac and 1 Oran in combat.

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.

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



Biting Garkrid

Beast

WILD CREATURE

Cost
5

Movement	3"
Combat	1
Support	1
Save	—
CR	0"

Instinctive (1, 0) [T]: This model always casts at least 1 Erac in combat.



Blue-tailed Fossor Kopa

Beast

WILD CREATURE

Cost
10

Movement	8"
Combat	2
Support	1
Save	5+
CR	6"

Critter (6) [L]: Activate up to 6 Friendly models with the Critter[L] ability.





Blue-tailed Fosser Sempa

Beast

WILD CREATURE

Cost

5

Movement 8"

Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.
Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
Passive [T]: This model may not attack as a Combat Action.

Combat 1

Support 1

Save —

CR 3"



Bronx Hatchling

Beast

WILD CREATURE

Cost

5

Movement 6"

Combat 1

Support 1

Save 5+

CR 2"



Bronx Jenta

Beast

WILD CREATURE

Cost

10

Movement 6"

Instinctive (1, 1) [T]: This model always casts at least 1 Erac and 1 Oran in combat.

Combat 2

Support 1

Save 4+

CR 2"



Bronx Kopa

Beast

WILD CREATURE

Cost

50

Movement 6"

Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.

Combat 4

Instinctive (1, 2) [T]: This model always casts at least 1 Erac and 2 Oran in combat.

Support 0

Lunge (2) [C]: Use this model's Combat Action to attack a model within 2". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.

Save 2+

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.

CR 2"

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

Transport (5) [A]: Immediately after this model's Basic Movement, select up to 5 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.





Bronx Sempa

Beast

WILD CREATURE

Cost
30

Movement	6"
Combat	3
Support	1
Save	3+
CR	2"

Instinctive (1, 1) [T]: This model always casts at least 1 Erac and 1 Oran in combat.
Lunge (1) [C]: Use this model's Combat Action to attack a model within 1". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.
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.
Sweep [C]: Attack another model in range if the preceding attack kills its target.
Transport (4) [A]: Immediately after this model's Basic Movement, select up to 4 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.



Chobana Skerrat

Beast

WILD CREATURE

Cost
10

"Horrid little creatures..."

Movement	10"
Combat	1
Support	1
Save	6+
CR	6"

Aggressive (1) [T]: This model always gets a Combat Action if there are any Enemy models within 1".
Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].
Pounce (1) [C]: Use this model's Combat Action to move up to 1" and fight a combat against an adjacent Enemy model.
Ranger [T]: This model may move over difficult terrain without Moving Cautiously.



Doliir

Beast

WILD CREATURE

Cost
5

Movement	8"
Combat	1
Support	1
Save	—
CR	3"

Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.
Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
Passive [T]: This model may not attack as a Combat Action.



Enar Naliks

Beast

WILD CREATURE

Cost
30

Movement	6"
Combat	2
Support	0
Save	5+
CR	6"
Stamina	1

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".
Assassinate [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support.
Blitz (1) [C]: If this model casts 1 or more successful Erac in combat then you may immediately discard one of your opponent's Combat Stones for the duration of the combat.
Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.
Pack (2) [L]: Activate up to 2 Friendly models with the Pack[L] ability.
Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.
Proud [T]: This model may only be Activated Directly.
Savage [C]: If all successful casts are Erac then any blows landed on the Enemy must be 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.





Enar Vareen

Beast

WILD CREATURE

Cost

30

Movement	6"
Combat	2
Support	0
Save	5+
CR	6"
Stamina	1

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".
Assassinate* [A]: Fight a combat against an adjacent Enemy model. Neither side may benefit from Support.
Blitz (1) [C]: If this model casts 1 or more successful Erac in combat then you may immediately discard one of your opponent's Combat Stones for the duration of the combat.
Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.
Pack (2) [L]: Activate up to 2 Friendly models with the Pack[L] ability.
Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.
Proud [T]: This model may only be Activated Directly.
Savage [C]: If all successful casts are Erac then any blows landed on the Enemy must be 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.



Felexin

Beast

WILD CREATURE

Cost

20

Movement	10"
Combat	2
Support	1
Save	5+
CR	6"

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".
Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.
Pack Hunter [C]: This model provides one additional Combat Stone if supporting another model with Pack Hunter[C].
Pounce (2) [C]: Use this model's Combat Action to move up to 2" and fight a combat against an adjacent Enemy model.



Fosser

Beast

WILD CREATURE

Cost

5

"Small... and mildly annoying..."

Movement	6"
Combat	1
Support	1
Save	5+
CR	1"

Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.
Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
Passive [T]: This model may not attack as a Combat Action.



Frenzied Grimblar

Beast

WILD CREATURE

Cost

150

"Unfailing terror"

Movement	8"
Combat	5
Support	0
Save	3+
CR	6"
Stamina	3

Crunch (3) [C]: Cast an extra 3 Erac Combat Stones when attacking (as opposed to being attacked).
Frenzied [C]: This model gets an extra Combat Action in each Combat Phase.
Indomitable [C]: This model does not lose its Combat Action if it is attacked.
Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.
Pathfinder (o) [S]: At the start of the game you may choose not to deploy this model. You may use an Initiative Counter during the game to deploy this model at least 9 inches from any Enemy models. The model may be activated during the Turn.
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.
Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.
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.
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.





Gargoyle

Beast

WILD CREATURE

Cost

15

Movement	6"
Combat	3
Support	0
Save	4+
CR	6"
Stamina	1

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.
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.
Leap* (4) [A]: Leap up to 4", ignoring intervening models. This move ignores the Move Cautiously rule.



Garkrid Eggstick

Egg - Object

WILD CREATURE

Cost

5

Movement	—
Combat	—
Support	—
Save	4+
CR	0"

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



Garkrid Infestation

Beast

WILD CREATURE

Cost

5

Movement	3"
Combat	1
Support	1
Save	—
CR	0"

Instinctive (1, 0) [T]: This model always casts at least 1 Erac in combat.



Golobaali

Beast

WILD CREATURE

Cost

10

Movement	8"
Combat	3
Support	1
Save	4+
CR	9"

Instinctive (0, 2) [T]: This model always casts at least 2 Oran in combat.
Untrained [T]: This model may not be Activated Directly.





Grakukan

Beast

WILD CREATURE

Cost

75

"The grakukan are fearsome but unpredictable!"

Movement	8"
Combat	4
Support	0
Save	3+
CR	6"

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".
 Instinctive (1, 0) [T]: This model always casts at least 1 Erac in combat.
 Pounce (3) [C]: Use this model's Combat Action to move up to 3" 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.



Granok Kopa

Beast

WILD CREATURE

Cost

20

Movement	10"
Combat	3
Support	1
Save	4+
CR	3"

Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.
 Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.
 Untrained [T]: This model may not be Activated Directly.



Granok Sempa

Beast

WILD CREATURE

Cost

10

Movement	10"
Combat	2
Support	1
Save	5+
CR	3"

Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.
 Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.
 Untrained [T]: This model may not be Activated Directly.



Grimblar

Beast

WILD CREATURE

Cost

150

"Unfailing terror"

Movement	8"
Combat	5
Support	0
Save	3+
CR	6"
Stamina	3

Crunch (3) [C]: Cast an extra 3 Erac Combat Stones when attacking (as opposed to being attacked).
 Indomitable [C]: This model does not lose its Combat Action if it is attacked.
 Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.
 Pathfinder (0) [S]: At the start of the game you may choose not to deploy this model. You may use an Initiative Counter during the game to deploy this model at least 9 inches from any Enemy models. The model may be activated during the Turn.
 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.
 Unstoppable [T]: This model moves at full rate even if forced to Move Cautiously, and may move through Small Enemy models.
 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.
 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.





Hadera

Beast

WILD CREATURE

Cost
40

Movement	10"
Combat	4
Support	0
Save	3+
CR	6"
Stamina	2

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



Jeskir

Beast

WILD CREATURE

Cost
15

Movement	6"
Combat	2
Support	1
Save	5+
CR	6"



Kentirin

Beast

WILD CREATURE

Cost
5

Movement	8"
Combat	1
Support	1
Save	6+
CR	3"

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



Kitahii

Beast

WILD CREATURE

Cost
30

Movement	10"
Combat	4
Support	0
Save	5+
CR	6"

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".
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.
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.
Combat Trained (2) [C]: Recast up to 2 failed Combat Stones. Can be used once per combat.
Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.
Ranger [T]: This model may move over difficult terrain without Moving Cautiously.
Untrained [T]: This model may not be Activated Directly.
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.





Lesser Fanged Akitiin

Beast

WILD CREATURE

Cost

20

Movement	4"
Combat	2
Support	0
Save	—
CR	3"

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".
 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.
 Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
 Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.
 Pounce (3) [C]: Use this model's Combat Action to move up to 3" 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.



Marsh Lohbess

Beast

WILD CREATURE

Cost

5

"Small... and mildly annoying..."

Movement	8"
Combat	1
Support	1
Save	—
CR	3"

Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.
 Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
 Passive [T]: This model may not attack as a Combat Action.
 Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.



Martram

Beast

WILD CREATURE

Cost

50

Movement	6"
Combat	5
Support	0
Save	3+
CR	6"
Stamina	3

Instinctive (1, 3) [T]: This model always casts at least 1 Erac and 3 Oran in combat.
 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.
 Very Tough [S]: Re-roll a failed Toughness save.



Mekkrid

Beast

WILD CREATURE

Cost

20

Movement	6"
Combat	2
Support	0
Save	5+
CR	0"

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".
 Instinctive (2, 0) [T]: This model always casts at least 2 Erac in combat.
 Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.
 Ranger [T]: This model may move over difficult terrain without Moving Cautiously.
 Untrained [T]: This model may not be Activated Directly.
 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.





Ochulan Doaka

Beast

WILD CREATURE

Cost

10

Movement	8"
Combat	2
Support	1
Save	5+
CR	6"



Ogechla

Beast

WILD CREATURE

Cost

30

Movement	4"
Combat	4
Support	0
Save	4+
CR	3"

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.
Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.
Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.



Onsegar

Beast

WILD CREATURE

Cost

150

Movement	10"
Combat	5
Support	1
Save	3+
CR	9"
Stamina	4

Aggressive [3] [T]: This model always gets a Combat Action if there are any Enemy models within 3".
Pounce [3] [C]: Use this model's Combat Action to move up to 3" 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.
Untrained [T]: This model may not be Activated Directly.
Very Tough [S]: Re-roll a failed Toughness save.



Opahr

Beast

WILD CREATURE

Cost

10

Movement	8"
Combat	2
Support	1
Save	5+
CR	6"

Charge [1] [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.
Critter [1] [L]: Activate up to 1 Friendly model with the Critter[L] ability.
Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.





Pyulka

Beast

WILD CREATURE

Cost

5

"Small... and mildly annoying..."

Movement	8"
Combat	1
Support	1
Save	—
CR	3"

Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.
 Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
 Nest (5) [S]: At the start of the game you may choose not to deploy this model and up to 5 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.
 Passive [T]: This model may not attack as a Combat Action.



Quosiin

Beast

WILD CREATURE

Cost

35

Movement	8"
Combat	5
Support	1
Save	4+
CR	6"

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".
 Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.
 Lunge (2) [C]: Use this model's Combat Action to attack a model within 2". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.
 Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.
 Proud [T]: This model may only be Activated Directly.



Quosiin Calf

Beast

WILD CREATURE

Cost

15

Movement	8"
Combat	2
Support	1
Save	5+
CR	6"

Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.
 Loyalty (Quosiin) [T]: Select a Friendly Quosiin 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.



Quoxa

Beast

WILD CREATURE

Cost

5

Movement	8"
Combat	1
Support	1
Save	—
CR	3"

Critter (1) [L]: Activate up to 1 Friendly model with the Critter[L] ability.
 Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
 Passive [T]: This model may not attack as a Combat Action.





Rakla Jenta

Beast

WILD CREATURE

Cost

15

"Fearsome predator from the Casanii Territories"

Movement	8"
Combat	2
Support	0
Save	5+
CR	2"
Stamina	1

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".
Instinctive (1, 0) [T]: This model always casts at least 1 Erac in combat.
Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.
Sprint* (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.



Rakla Kopa

Beast

WILD CREATURE

Cost

35

"Fearsome predator from the Casanii Territories"

Movement	8"
Combat	4
Support	1
Save	4+
CR	3"
Stamina	2

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".
Instinctive (2, 0) [T]: This model always casts at least 2 Erac in combat.
Pack (2) [L]: Activate up to 2 Friendly models with the Pack[L] ability.
Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.
Sprint* (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.



Rakla Sempa

Beast

WILD CREATURE

Cost

30

"Fearsome predator from the Casanii Territories"

Movement	8"
Combat	3
Support	1
Save	4+
CR	3"
Stamina	2

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".
Instinctive (2, 0) [T]: This model always casts at least 2 Erac in combat.
Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.
Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.
Sprint* (4) [A]: Move up to 4". This ability may only be used after this model has performed a Basic Movement.
Transport (1) [A]: Immediately after this model's Basic Movement, select up to 1 Friendly or Allied model with Rider[T] that was contacted by this model during that movement. Place the Rider[T] model adjacent to this model.



Renteli

Beast

WILD CREATURE





Cost

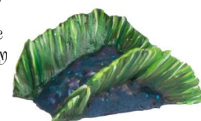
5

Movement	10"
Combat	1
Support	0
Save	?
CR	1"

Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
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.
Passive [T]: This model may not attack as a Combat Action.
Swift [T]: This model may be activated any number of times each Turn.
Untrained [T]: This model may not be Activated Directly.
Weak [C]: Blows landed by this model are saved with a +1 modifier.



		River Akitiin Coil	Beast – Body Section	WILD CREATURE	Cost Special
Movement	0"	<p>Constrict (3) [C]: This model provides 3 additional Combat Stones if supporting another model with Constrict[C].</p> <p>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.</p> <p>Swim (9) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 9" if the move is entirely within water.</p> <p>Very Tough [S]: Re-roll a failed Toughness save.</p>			
Combat	0				
Support	1				
Save	3+				
CR	0"				
Stamina	Special				
		River Akitiin Head	Beast – Body Section	WILD CREATURE	Cost 150
		<p>"Terrifying monstrosities from the depths"</p> <p>Aggressive (6) [T]: This model always gets a Combat Action if there are any Enemy models within 6".</p> <p>Crunch (2) [C]: Cast an extra 2 Erac Combat Stones when attacking (as opposed to being attacked).</p> <p>Instinctive (3, 0) [T]: This model always casts at least 3 Erac in combat.</p> <p>Lunge (6) [C]: Use this model's Combat Action to attack a model within 6". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.</p> <p>Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.</p> <p>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.</p> <p>Swim (3) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 3" if the move is entirely within water.</p>			
Movement	0"				
Combat	4				
Support	1				
Save	4+				
CR	6"				
Stamina	3				
		River Akitiin Tail	Beast – Body Section	WILD CREATURE	Cost Special
Movement	0"	<p>Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".</p> <p>Instinctive (3, 0) [T]: This model always casts at least 3 Erac in combat.</p> <p>Lunge (3) [C]: Use this model's Combat Action to attack a model within 3". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.</p> <p>Pitch (6) [C]: If this model lands a blow on a model of equal size or smaller then it may move the model up to 6" in any direction before they make their Toughness save roll.</p> <p>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.</p> <p>Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.</p>			
Combat	3				
Support	0				
Save	4+				
CR	0"				
Stamina	Special				
		Ruhnko	Beast	WILD CREATURE	Cost 30
		<p>"Bad-tempered river dwellers"</p> <p>Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".</p> <p>Instinctive (3, 1) [T]: This model always casts at least 3 Erac and 1 Oran in combat.</p> <p>Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.</p> <p>Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.</p> <p>Untrained [T]: This model may not be Activated Directly.</p> <p>Very Tough [S]: Re-roll a failed Toughness save.</p> <p>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.</p>			
Movement	4"				
Combat	5				
Support	0				
Save	3+				
CR	6"				
Stamina	1				





Ruukil Hullborer

Beast

WILD CREATURE

Cost

5

Movement 2"

Combat 1

Support 0

Save —

CR 0"

Crunch (2) [C]: Cast an extra 2 Erac Combat Stones when attacking (as opposed to being attacked).

Instinctive (1, 0) [T]: This model always casts at least 1 Erac in combat.

Pack (1) [L]: Activate up to 1 Friendly model with the *Pack*[L] ability.

Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.

Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.



Sakuu

Beast

WILD CREATURE

Cost

20

Movement 8"

Combat 2

Support 1

Save 6+

CR 3"

Stamina 1

Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.

Combat Discipline (1) [C]: Recast any or all Combat Stones.

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



Senira

Beast

WILD CREATURE

Cost

10

Movement 8"

Combat 2

Support 1

Save 4+

CR 6"

Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.

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



Setir Opay

Beast

WILD CREATURE

Cost

5

Movement 8"

Combat 1

Support 1

Save —



CR 3"



Critter (1) [L]: Activate up to 1 Friendly model with the *Critter*[L] ability.



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



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



		Shiny Garkrid		Beast	WILD CREATURE	Cost 5
Movement	8"	Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac. Instinctive [O, 1] [T]: This model always casts at least 1 Oran in combat.				
Combat	1					
Support	O					
Save	—					
CR	O"					
						

		Shipmite		Beast	WILD CREATURE	Cost 5
Movement	2"	Instinctive [1, O] [T]: This model always casts at least 1 Erac in combat. Pounce [3] [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model. Swim [6] [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water. Weak [C]: Blows landed by this model are saved with a +1 modifier.				
Combat	1					
Support	O					
Save	—					
CR	O"					
						

		Spitting Garkrid		Beast	WILD CREATURE	Cost 10
Movement	3"	Instinctive [1, O] [T]: This model always casts at least 1 Erac in combat. Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.				
Combat	1					
Support	1					
Save	—					
CR	O"					
		Move	Rge	CS	Spit	
		O"	6"	2	Powerful: Any blows that are landed by this model must be saved with a -1 modifier.	
						

		Torala		Beast	WILD CREATURE	Cost 50
"Mainly peaceful, but deadly if riled"						
Movement	4"	Crunch [3] [C]: Cast an extra 3 Erac Combat Stones when attacking (as opposed to being attacked). Indomitable [C]: This model does not lose its Combat Action if it is attacked. Instinctive [O, 2] [T]: This model always casts at least 2 Oran in combat. Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier. Swim [6] [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.				
Combat	4					
Support	O	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.				
Save	4+	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.				
CR	6"					
Stamina	2					
						



Tourac

Beast

WILD CREATURE

Cost

10

Movement	6"
Combat	1
Support	0
Save	5+
CR	12"

Squawk [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. This ability can only be used once per Turn.
Untrained [T]: This model may not be Activated Directly.



Tropli

Beast

WILD CREATURE

Cost

10

Movement	10"
Combat	2
Support	1
Save	5+
CR	6"

Instinctive (0, 1) [T]: This model always casts at least 1 Oran in combat.
Untrained [T]: This model may not be Activated Directly.



Tunnelling Akitiin

Beast

WILD CREATURE

Cost

40

Movement	6"
Combat	4
Support	0
Save	3+
CR	6"

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".
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.
Instinctive (2, 0) [T]: This model always casts at least 2 Erac in combat.
Lunge (2) [C]: Use this model's Combat Action to attack a model within 2". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.
Untrained [T]: This model may not be Activated Directly.
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.



Utakrið

Beast

WILD CREATURE

Cost

50

Movement	10"
Combat	4
Support	0
Save	4+
CR	9"
Stamina	2

Crunch (2) [C]: Cast an extra 2 Erac Combat Stones when attacking (as opposed to being attacked).
Dodge [C]: Force your opponent to turn over one successful Erac.
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.
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.
Overflight [C]: This model may Move after its Combat Action.
Untrained [T]: This model may not be Activated Directly.
Very Tough [S]: Re-roll a failed Toughness save.





Utakrid (flightless)

Beast

WILD CREATURE

Cost

20

Movement	3"
Combat	4
Support	0
Save	5+
CR	9"
Stamina	2

Crunch (2) [C]: Cast an extra 2 Erac Combat Stones when attacking (as opposed to being attacked).
Untrained [T]: This model may not be Activated Directly.
Very Tough [S]: Re-roll a failed Toughness save.



Utakrid Eggberg

Egg - Object

WILD CREATURE

Cost

15

Movement	?
Combat	?
Support	?
Save	3+
CR	?
Stamina	3

Sturdy [T]: This model cannot be targeted by Ranged Attacks.
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.
Untrained [T]: This model may not be Activated Directly.
Very Tough [S]: Re-roll a failed Toughness save.



Utakrid Eggmass (Small)

Egg - Object

WILD CREATURE

Cost

5

Movement	?
Combat	?
Support	?
Save	4+
CR	?
Stamina	1

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.
Untrained [T]: This model may not be Activated Directly.
Very Tough [S]: Re-roll a failed Toughness save.



Utakrid Sempa

Beast

WILD CREATURE

Cost

30

Movement	3"
Combat	3
Support	1
Save	5+
CR	9"

Crunch (1) [C]: Cast an extra 1 Erac Combat Stone when attacking (as opposed to being attacked).
Swim (6) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 6" if the move is entirely within water.
Untrained [T]: This model may not be Activated Directly.





Voracious Lesser Red Tip

Beast

WILD CREATURE

Cost

5

"Small... and mildly annoying..."

Movement	10"
Combat	1
Support	1
Save	—
CR	3"

Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
 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.
 Untrained [T]: This model may not be Activated Directly.



Vorall

Beast

WILD CREATURE

Cost

30

Movement	6"
Combat	4
Support	0
Save	2+
CR	2"

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".
 Crunch (2) [C]: Cast an extra 2 Erac Combat Stones when attacking (as opposed to being attacked).
 Instinctive (2, 2) [T]: This model always casts at least 2 Erac and 2 Oran in combat.
 Pounce (2) [C]: Use this model's Combat Action to move up to 2" 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.
 Untrained [T]: This model may not be Activated Directly.
 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.



Wild Belan

Beast

WILD CREATURE

Cost

50

Movement	6"
Combat	5
Support	0
Save	3+
CR	6"
Stamina	3

Instinctive (0, 2) [T]: This model always casts at least 2 Oran in combat.
 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.
 Very Tough [S]: Re-roll a failed Toughness save.



Wild Flocking Garo

Beast

WILD CREATURE

Cost
20 for 3

Movement	10"
Combat	1
Support	1
Save	—
CR	1"

Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
 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.
 Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.
 Untrained [T]: This model may not be Activated Directly.





Wild Hunting Garo

Beast

WILD CREATURE

Cost
5

Movement	10"
Combat	1
Support	2
Save	—
CR	1"

Evasive [C]: Each successful Oran cast by this model cancels two opposing Erac.
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.
Untrained [T]: This model may not be Activated Directly.



Wild Sprigg

Beast

WILD CREATURE

Cost
20

Movement	6"
Combat	4
Support	1
Save	4+
CR	12"
Stamina	1

Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".
Dodge* [C]: Force your opponent to turn over one successful Erac.
Instinctive (0, 2) [T]: This model always casts at least 2 Oran in combat.
Lunge (2) [C]: Use this model's Combat Action to attack a model within 2". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.
Pack (1) [L]: Activate up to 1 Friendly model with the Pack[L] ability.
Pathfinder (0) [S]: At the start of the game you may choose not to deploy this model. You may use an Initiative Counter during the game to deploy this model at least 9 inches from any Enemy models. The model may be activated during the Turn.
Ranger [T]: This model may move over difficult terrain without Moving Cautiously.
Solo [T]: If this model is Activated Directly then after it has activated you may return one of your Initiative Counters to the pool.
Untrained [T]: This model may not be Activated Directly.



Wild Tabeha

Beast

WILD CREATURE

Cost
30

Movement	10"
Combat	3
Support	1
Save	4+
CR	6"

Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.
Combat Trained (1) [C]: Recast up to 1 failed Combat Stone. Can be used once per combat.
Pack (2) [L]: Activate up to 2 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].
Swim (5) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 5" if the move is entirely within water.



Wild Tabeha Jenta

Beast

WILD CREATURE

Cost
15

Movement	10"
Combat	2
Support	1
Save	5+
CR	6"

Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.
Pack (0) [L]: This model can be activated by 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].
Swim (5) [A]: This model may Move Cautiously through both shallow and deep water. It may move up to 5" if the move is entirely within water.





Wild Tarhoeen

Beast

WILD CREATURE

Cost
60

Movement	10"
Combat	4
Support	0
Save	4+
CR	12"
Stamina	1

Always On The Move (6) [T]: When activated, this model must move and must end its move at least 6" from its starting position. 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.

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.

Instinctive (0, 2) [T]: This model always casts at least 2 Oran in combat.

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

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

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



Wild Trepain

Beast

WILD CREATURE

Cost
40

Movement	6"
Combat	5
Support	0
Save	3+
CR	6"
Stamina	1

Instinctive (0, 2) [T]: This model always casts at least 2 Oran in combat.

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

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



Yartain

Beast

WILD CREATURE

Cost
80

"Fearsome beasts of the Setir mountains"

Movement	6"
Combat	5
Support	2
Save	3+
CR	6"
Stamina	2

Blitz (3) [C]: If this model casts 3 or more successful Erac in combat then you may immediately discard one of your opponent's Combat Stones for the duration of the combat.

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

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.

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



Yartain Pup

Beast

WILD CREATURE

Cost
15

"Young, but still fearsome!"

Movement	6"
Combat	3
Support	1
Save	4+
CR	6"

Blitz (3) [C]: If this model casts 3 or more successful Erac in combat then you may immediately discard one of your opponent's Combat Stones for the duration of the combat.

Loyalty (Yartain) [T]: Select a Friendly Yartain 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.

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





Yirnak

Beast

WILD CREATURE

Cost

15

Movement	8"
Combat	3
Support	1
Save	3+
CR	6"

Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.
Instinctive (1, 1) [T]: This model always casts at least 1 Erac and 1 Oran in combat.
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.
Very Strong [T]: This model counts as a Large model for pulling a Log Wagon or a Belderak Bombard.



Yirnak Kopa

Beast

WILD CREATURE

Cost

20

Movement	8"
Combat	3
Support	1
Save	3+
CR	6"

Charge (1) [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 1 additional Combat Stone. This ability may not be used if this model had to Move Cautiously.
Instinctive (1, 1) [T]: This model always casts at least 1 Erac and 1 Oran in combat.
Mighty Blow [C]: Use before combat. Cast one less Combat Stone in combat. Any successful Erac require two Oran to be blocked.
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.
Very Strong [T]: This model counts as a Large model for pulling a Log Wagon or a Belderak Bombard.



Yorali

Beast

WILD CREATURE

Cost





50

Movement	8"
Combat	4
Support	0
Save	4+
CR	9"
Stamina	2



Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".
Crunch (2) [C]: Cast an extra 2 Erac Combat Stones when attacking (as opposed to being attacked).
Lunge (3) [C]: Use this model's Combat Action to attack a model within 3". These models count as adjacent for the duration of the combat. This may be used to attack through obstructing models.
Untrained [T]: This model may not be Activated Directly.
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.







Wild Creature - Skerrat



		<div>Chobana Skerrat</div> <div>Broodmother</div>	<div>Beast - Elite</div> <div>WILD CREATURE</div> <div>SKERRAT</div>	<div>Cost</div> <div>60</div>
Movement	8"	<div>Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".</div> <div>Beast Handler (4) [L]: Activate up to 4 Friendly Beasts.</div> <div>Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.</div> <div>Chobana Skerrat Trainer (4, Beast Handler(3)) [T]: At the start of the game, up to 4 Chobana Skerrats in the force may be given the Beast Handler(3) ability.</div> <div>Dodge* [C]: Force your opponent to turn over one successful Erac.</div> <div>Favoured Allies (Chobana Skerrat) [T]: This model allows you to take models of type Chobana Skerrat as Allies. Those models and this model may treat each other as being Friendly.</div> <div>Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.</div> <div>Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.</div> <div>Ranger [T]: This model may move over difficult terrain without Moving Cautiously.</div> <div>Savage [C]: If all successful casts are Erac then any blows landed on the Enemy must be saved with a -1 modifier.</div>		
Combat	4			
Support	1			
Save	4+			
CR	9"			
Stamina	2			
		<div>Skerrat Broodmother</div>	<div>Beast - Elite</div> <div>WILD CREATURE</div> <div>SKERRAT</div>	<div>Cost</div> <div>60</div>
Movement	8"	<div>Aggressive (3) [T]: This model always gets a Combat Action if there are any Enemy models within 3".</div> <div>Beast Handler (4) [L]: Activate up to 4 Friendly Beasts.</div> <div>Charge (2) [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 2 additional Combat Stones. This ability may not be used if this model had to Move Cautiously.</div> <div>Dodge* [C]: Force your opponent to turn over one successful Erac.</div> <div>Favoured Allies (Setir Skerrat) [T]: This model allows you to take models of type Setir Skerrat as Allies. Those models and this model may treat each other as being Friendly.</div> <div>Pounce (3) [C]: Use this model's Combat Action to move up to 3" and fight a combat against an adjacent Enemy model.</div> <div>Powerful [C]: Any blows that are landed by this model must be saved with a -1 modifier.</div> <div>Ranger [T]: This model may move over difficult terrain without Moving Cautiously.</div> <div>Savage [C]: If all successful casts are Erac then any blows landed on the Enemy must be saved with a -1 modifier.</div> <div>Setir Skerrat Trainer (4, Beast Handler(3)) [T]: At the start of the game, up to 4 Setir Skerrats in the force may be given the Beast Handler(3) ability.</div>		
Combat	4			
Support	1			
Save	4+			
CR	9"			
Stamina	2			

Wild Creature - Tahril

	Tahril Garkrid	Beast - Garkrid	WILD CREATURE TAHRIL	Cost 10
Movement	6"	<div>Garkrid Swarm (1) [L]: Activate up to 1 Friendly Garkrid. Instinctive (0, 2) [T]: This model always casts at least 2 Oran in combat. Passive [T]: This model may not attack as a Combat Action. Untrained [T]: This model may not be Activated Directly.</div> 		
Combat	2			
Support	0			
Save	5+			
CR	0.5"			

	Tahril Garkrid Flyer	Beast - Garkrid	WILD CREATURE TAHRIL	Cost 5 for 2
Movement	4"	<div>Flying (8) [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. Instinctive (1, 0) [T]: This model always casts at least 1 Erac in combat.</div> 		
Combat	1			
Support	0			
Save	4+			
CR	0"			

	Tahril Garkrid Nest	Elite - Object	WILD CREATURE TAHRIL	Cost 30
Movement	0"	<div>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. Passive [T]: This model may not attack as a Combat Action. 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. Very Tough [S]: Re-roll a failed Toughness save.</div> 		
Combat	0			
Support	0			
Save	4+			
CR	0"			
Stamina	6			

	Tahril Garkrid Queen	Beast - Elite - Garkrid - Object	WILD CREATURE TAHRIL	Cost 30
Movement	0"	<div>Aggression Pheromones (4) [T]: Any 4 model within this model's Command Range loses Passive [T] and gains Instinctive [T] (2, 0). Garkrid Swarm (3) [L]: Activate up to 3 Friendly Garkrid. 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. Instinctive (2, 0) [T]: This model always casts at least 2 Erac in combat.</div> 		
Combat	3			
Support	0			
Save	5+			
CR	9"			



Tahril Garkrid Satellite Nest

Elite - Object

WILD CREATURE
TAHRIL

Cost
20

Movement	0"
Combat	0
Support	0
Save	5+
CR	0"
Stamina	3

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.
Passive [T]: This model may not attack as a Combat Action.
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.
Very Tough* [S]: Re-roll a failed Toughness save.



Tahril Garkrid Soldier

Beast - Garkrid

WILD CREATURE
TAHRIL

Cost
40

Movement	6"
Combat	3
Support	0
Save	4+
CR	0.5"

Garkrid Swarm (1) [L]: Activate up to 1 Friendly Garkrid.
Instinctive (2, 0) [T]: This model always casts at least 2 Erac in combat.

Move	Rge	CS	Spit
2"	blast	3	



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



Casarii

Two cards per row

Casanii - Alaim

Alaim The Outcast		Enarii Unique
Movement	10"	
Combat	5	
Support	0	
Save	3+	
CR	6"	
Stamina	4	
 CASANII ALAIM		Cost 150

Casanii - Core

Casanii Bodyguard

Troop

Movement 8"

Combat 4

Support 1

Save 3+

CR 6"

Stamina 2

Move Rge CS Throwing Knives
6" 6" 2 Accurate



Bodyguard [S], Combat Discipline* [C], Combat Trained (2) [C], Retinue [T], Very Tough* [S]



CASANII CORE

Cost
60

Casanii Warrior

Troop

"The mainstay of the casanii forces"

Movement 8"

Combat 3

Support 1

Save 5+

CR 6"

Move Rge CS Throwing Spear
8" 4" 2 Bushwack



Combat Trained (1) [C], Rider [T]



CASANII CORE

Cost
20

Casanii Warrior Chief

Elite

"Veterans who have survived countless hunts"

Movement 8"

Combat 4

Support 2

Save 5+

CR 9"

Stamina 2

Move Rge CS Throwing Spear
8" 4" 2 Bushwack, Focus*



Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Rider [T]



CASANII CORE

Cost
80

Crested Grola

Beast

Movement 6"

Combat 2

Support 1

Save 5+

CR 6"



CASANII CORE

Cost
15

Erillai

Beast

Movement 8"
 Combat 3
 Support O
 Save 4+
 CR 2"
 Stamina 1



Instinctive (1, 2) [T], Leap* (4) [A], Untrained [T]



CASANII CORE

Cost
15

Erillai Rider

"Fast and deadly cavalry"

Elite
Troop

Movement 8"
 Combat 3
 Support 1
 Save 4+
 CR 6"
 Stamina 1



Charge (1) [A], Combat Trained (1) [C], Leap* (4) [A], Transport (1) [A]

Move Rge CS Throwing Spear
 8" 4" 2 Bushwack



CASANII CORE

Cost
30

Hadera Rider

"Masters of the Casanii plains"

Elite
Troop

Movement 10"
 Combat 4
 Support 1
 Save 3+
 CR 6"
 Stamina 2
 Move Rge CS Throwing Spear
 8" 4" 2 Bushwack



Charge (2) [A], Combat Trained (1) [C], Transport (2) [A], Unstoppable [T], Very Tough* [S]



CASANII CORE

Cost
60

Mounted Shaman (Erillai)

Elite
Unique

Movement 8"
 Combat 3
 Support 1
 Save 4+
 CR 6"
 Stamina 3







Charge (1) [A], Commander (2) [L], Inspire [T], Leap* (4) [A], Tactician** [S], Transport (1) [A]



CASANII CORE

Cost
60

Mounted Shaman (Hadera) <i>Elite Unique</i>		Ol'raan <i>"Muri's other bodyguard"</i> <i>Elite Unique</i>	
Movement	10"	Movement	6"
Combat	4	Combat	3
Support	1	Support	1
Save	3+	Save	3+
CR	6"	CR	6"
Stamina	3	Stamina	2
 CASANII CORE Cost 90		 CASANII CORE Cost 30	
On'Saa <i>"Ensuring messages are delivered at all costs"</i> <i>Elite Unique</i>		Shaman <i>"Those who walk with the spirits"</i> <i>Elite Unique</i>	
Movement	8"	Movement	8"
Combat	3	Combat	3
Support	1	Support	1
Save	6+	Save	6+
CR	6"	CR	6"
Stamina	4	Stamina	2
 CASANII CORE Cost 50		 CASANII CORE Cost 40	

Tokara

"Muri's bodyguard"

Troop
Unique

Movement 8"

Combat 4

Support 1

Save 3+

CR 6"

Stamina 2

Move Rge CS Throwing Knives
6" 6" 2 Accurate



Bodyguard [S], Combat Discipline* [C], Combat Trained (2) [C], Retinue (Freedom Fighter Muri) [T], Very Tough* [S]



CASANII CORE

Cost
60

Tracker

"Unerringly accurate with their bows"

Troop

Movement 8"

Combat 3

Support 1

Save 6+

CR 6"

Stamina 1

Move Rge CS Longbow
3" 18" 2 Focus*, Quick Shot*





Ranger [T], Rider [T], Solo [T]





CASANII CORE



Cost
25

Casanii - Deyath

Telani Deyath				Elite
"Scourge of those who trespass on his lands"				Unique
Movement	8"			
Combat	4			
Support	2			
Save	4+			
CR	9"	Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Coordinated Strike* [A], Powerful [C], Very Tough* [S]		
Stamina	3			
Move	8"	Rge	CS	Koiba
	4"	3		Bushwack, Light Weapon
 CASANII DEYATH				Cost
				100

Casanii - Enyath

Noh'rilan Enyath				Elite Unique
Movement	10"			
Combat	4			
Support	1			
Save	3+			
CR	9"			
Stamina	2			
Move	Rge	CS	Throwing Spear	
8"	4"	2	Bushwack, Focus*	
 CASANII ENYATH				Cost 90

Young Noh'rilan				Elite Unique
Movement	10"			
Combat	4			
Support	1			
Save	4+			
CR	6"			
Stamina	2			
Move	Rge	CS	Throwing Spear	
8"	4"	2	Bushwack	
 CASANII ENYATH				Cost 50

Casanii - Feral

Dompaku

"Graceful giants who accompany the ferals"

Movement 6"

Combat 5

Support 1

Save 3+

CR 6"

Stamina 3



Instinctive (1, 3) [T], Obstructing [T], Proud [T], Transport (4) [A], Unstoppable [T], Vehicle (3) [T], Very Tough* [S]



CASANII FERAL

Cost
60

Beast

Feral Baksun

Troop

Movement 8"

Combat 4

Support 1

Save 4+

CR 3"



Charge (2) [A], Instinctive (1, 1) [T], Pack (1) [L], Powerful Charge [T], Transport (1) [A]



CASANII FERAL

Cost
45

Feral Brave

"The older ferals who rule the youngsters"

Movement 6"

Combat 2

Support 1

Save 6+

CR 3"

Stamina 1



Captain (2) [L], Combat Trained (1) [C], Get 'em! [A], Rider [T]



CASANII FERAL

Cost
30

Elite
Troop

Feral Brave on Rakla

"The braves can barely control the huge beasts!"

Movement 8"

Combat 4

Support 1

Save 4+

CR 3"

Stamina 2



Aggressive (3) [T], Combat Trained (1) [C], Instinctive (2, 0) [T], Pack (2) [L], Pounce (3) [C], Sprint* (4) [A], Transport (1) [A]



CASANII FERAL

Cost
40

Elite
Troop

Feral Granok Rider

Troop

Movement 10"

Combat 3

Support 1

Instinctive (O, 1) [T], Pack (1) [L], Transport (1) [A]

Save 5+

CR 3"



Move Rge CS Sling
10" 8" 2 Light Weapon



CASANII FERAL

Cost
25

Feral Mutt

Beast
Troop

"All tempered protectors for the young ferals"

Movement 10"

Combat 2

Support 1

Combat Trained (1) [C], Pack (O) [L]

Save 5+

CR 1"



CASANII FERAL

Cost
15

Feral Sling

"Hunting their prey from afar"

Troop

Movement 6"

Combat 1

Support 1

Pack (1) [L], Rider [T]

Save 6+

CR 1"



Move Rge CS Sling
3" 8" 2



CASANII FERAL

Cost
10

Feral Warrior

Troop

"Young casanii trying to prove themselves"

Movement 6"

Combat 2

Support 1

Pack (1) [L], Rider [T]









Save 6+

CR 1"





CASANII FERAL

Cost
10

Jakiin <i>"The youngest of Koi'Koi's ferals"</i> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>2</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>6+</div> </div> <div> <div>CR</div> <div>2"</div> </div> <div>  </div> <div> <div>Loyalty (Koi'Koi) [T], Pack (1) [L]</div> </div> <div> <div></div> <div>CASANII FERAL</div> <div> <div>Troop</div> <div>Unique</div> </div> <div> <div>Cost</div> <div>10</div> </div> </div>	Lek'Saa <i>"More at home with grishak than her kin"</i> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>2</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>6+</div> </div> <div> <div>CR</div> <div>6"</div> </div> <div> <div>Stamina</div> <div>1</div> </div> <div>  </div> <div> <div>Beast Handler (2) [L], Combat Trained (1) [C], Favoured Allies (Grishak Jenta) [T], Get 'em! [A], Pack Hunter [C], Pathfinder (4) [S]</div> </div> <div> <div></div> <div>CASANII FERAL</div> <div> <div>Elite</div> <div>Unique</div> </div> <div> <div>Cost</div> <div>20</div> </div> </div>
Lek'Saa on Grishak <i>"More at home with grishak than her kin"</i> <div> <div>Movement</div> <div>10"</div> </div> <div> <div>Combat</div> <div>3</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>4+</div> </div> <div> <div>CR</div> <div>6"</div> </div> <div> <div>Stamina</div> <div>2</div> </div> <div>  </div> <div> <div>Beast Handler (2) [L], Charge (2) [A], Combat Trained (1) [C], Favoured Allies (Grishak Jenta) [T], Get 'em! [A], Pack Hunter [C], Pathfinder (4) [S], Savage [C]</div> </div> <div> <div></div> <div>CASANII FERAL</div> <div> <div>Elite</div> <div>Unique</div> </div> <div> <div>Cost</div> <div>50</div> </div> </div>	Lek'Saa on Rakla <i>"More at home with grishak than her kin"</i> <div> <div>Movement</div> <div>8"</div> </div> <div> <div>Combat</div> <div>4</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>4+</div> </div> <div> <div>CR</div> <div>6"</div> </div> <div> <div>Stamina</div> <div>2</div> </div> <div>  </div> <div> <div>Aggressive (3) [T], Beast Handler (2) [L], Combat Trained (1) [C], Favoured Allies (Grishak Jenta) [T], Get 'em! [A], Instinctive (2, 0) [T], Pack Hunter [C], Pathfinder (4) [S], Pounce (3) [C], Sprint* (4) [A], Transport (1) [A]</div> </div> <div> <div></div> <div>CASANII FERAL</div> <div> <div>Elite</div> <div>Unique</div> </div> <div> <div>Cost</div> <div>30</div> </div> </div>

Casanii - Steyar

Sel'Ban Steyar <i>"Most renowned of the Onsegar Riders"</i>		Elite Unique	
Movement	10"		
Combat	5		
Support	1		
Save	3+		Aggressive (3) [T], Captain (6) [L], Charge (1) [A], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Pounce (3) [C], Powerful [C], Very Tough* [S]
CR	9"		
Stamina	4		
 CASANII STEYAR		Cost 150	

Delgon

Two cards per row

Delgon - Core

Beldarak Bombard

Mechanical
Object

Movement Special

Combat —

Support —

Save 2+ Fuel [T], Heavy [T], Sturdy [T], Untrained [T],
Very Tough* [S]

CR —

Stamina 1



Move Rge CS Shell
O" 12-24" 2 Death From Above, Haphazard (4, 3),
Operated (2), Powerful, Shatter



DELGON CORE

Cost
25

Delgon Civilian

Civilian

Movement 6"

Combat 1

Support 1 Untrained [T]

Save 6+

CR 2"



DELGON CORE

Cost
5

Delgon Creche Mother

Civilian

Movement 6"

Combat 1

Support 1 Untrained [T]

Save 6+

CR 2"



DELGON CORE

Cost
5

Delgon Mechanic

Troop

Movement 6"

Combat 1

Support O Initiative [S], Tune Up [A]









Save 5+

CR 0.5"



DELGON CORE

Cost
15

<h3>Delgon Sprog</h3> <p>Troop</p> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>5+</div> </div> <div> <div>CR</div> <div>3"</div> </div> <div>  </div> <div> <div>Beast Handler (1) [L], Evasive [C], Ranger [T]</div> </div> <div>  <div>DELGON CORE</div> <div>Cost</div> <div>5</div> </div>	<h3>Delgon Sprog & Skerrat</h3> <p>Troop</p> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>2</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>5+</div> </div> <div> <div>CR</div> <div>3"</div> </div> <div>  </div> <div> <div>Beast Handler (1) [L], Evasive [C], Ranger [T]</div> </div> <div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Range</div> <div>5"</div> </div> <div> <div>CS</div> <div>1</div> </div> <div> <div>Skerrat</div> <div>Bushwack, Light Weapon</div> </div> </div> <div>  <div>DELGON CORE</div> <div>Cost</div> <div>10</div> </div>
<h3>Delgon Sprog Gang Leader</h3> <p>Troop</p> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>5+</div> </div> <div> <div>CR</div> <div>3"</div> </div> <div>  </div> <div> <div>Beast Handler (1) [L], Evasive [C], Gang (2) [L], Ranger [T], Trainer (3, Gang(0)) [T]</div> </div> <div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Range</div> <div>5"</div> </div> <div> <div>CS</div> <div>1</div> </div> <div> <div>Skerrat</div> <div>Bushwack, Light Weapon</div> </div> </div> <div>  <div>DELGON CORE</div> <div>Cost</div> <div>15</div> </div>	<h3>Delgon Sprog Skerrat Rider</h3> <p>Troop</p> <div> <div>Movement</div> <div>8"</div> </div> <div> <div>Combat</div> <div>2</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>5+</div> </div> <div> <div>CR</div> <div>3"</div> </div> <div>  </div> <div> <div>Beast Handler (1) [L], Evasive [C], Gang (2) [L], Ranger [T], Trainer (3, Gang(0)) [T]</div> </div> <div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Range</div> <div>5"</div> </div> <div> <div>CS</div> <div>1</div> </div> <div> <div>Skerrat</div> <div>Bushwack, Light Weapon</div> </div> </div> <div>  <div>DELGON CORE</div> <div>Cost</div> <div>20</div> </div>

Delgon Standard Bearer

Troop

Movement	6"
Combat	1
Support	1
Save	5+
CR	9"



Standard [T]




DELGON CORE

Cost
20

Heavy KalMalog

Elite
Mechanical

Movement	3"				
Combat	3				
Support	1				Cadre (1) [L], Fuel [T], Sprint* (3) [A], Unstable (3) [T], Very Tough* [S]
Save	3+				
CR	0.5"				
Stamina	6				
Move	Rge	CS	Guns		
O"	12"	2	Ferocity*, Long Range* (6), Quick Shot*		



Cadre (1) [L], Fuel [T], Sprint* (3) [A], Unstable (3) [T], Very Tough* [S]



DELGON CORE

Cost
50

Heavy KalMalog With Deraks

Elite
Mechanical

Movement	3"		
Combat	3		
Support	1		Cadre (1) [L], Fuel [T], Sprint* (3) [A], Unstable (3) [T], Very Tough* [S]
Save	3+		
CR	0.5"		
Stamina	6		
Move	Rge	CS	Guns
O"	12"	2	Long Range* (6), Overdrive*, Powerful, Shatter



Cadre (1) [L], Fuel [T], Sprint* (3) [A], Unstable (3) [T], Very Tough* [S]




DELGON CORE

Cost
50

Heavy KalMalog With Gushraks

Elite
Mechanical

Movement	3"		
Combat	3		
Support	1		
Save	3+		
CR	0.5"		
Stamina	6		
Move	Rge	CS	Gushrak
0"	blast	3	Focus*, Intense Spray*, Quick Shot*






Cadre (1) [L], Fuel [T], Sprint* (3) [A], Unstable (3) [T], Very Tough* [S]











DELGON CORE

Cost
50

<h3>KalDreman</h3> <p>"Elite but headstrong bodyguards"</p>				Troop	<h3>KalDromar</h3> <p>"Stalwart and reliable bodyguards"</p>				Troop
Movement	6"				Movement	6"			
Combat	2				Combat	2			
Support	2				Support	1			
Save	5+				Save	4+			
CR	0.5"				CR	0.5"			
					Bodyguard [S], Combat Trained [1] [C], Defender [S], Initiative [S], Rare [T]				
					Bodyguard [S], Defender [S], Initiative [S], Rare [T]				
				Cost					Cost
DELGON CORE				20	DELGON CORE				15

<h3>KalDru</h3> <p>"Devastatingly effective!"</p>				Mechanical Troop	<h3>KalDruKar</h3> <p>"Unwieldy, but deadly at long range!"</p>				Mechanical Troop
Movement	6"				Movement	6"			
Combat	1				Combat	1			
Support	0				Support	0			
Save	5+				Save	5+			
CR	0.5"				CR	0.5"			
					Stamina 3				
Move	Rge	CS	Light Derak		Move	Rge	CS	Derakar	
3"	blast	3	Point Blank		0"	12"	2	Long Range* (4), Quick Shot*	
				Cost					Cost
DELGON CORE				20	DELGON CORE				30

KalGarkii <i>"Inexperienced but unquestioning in their loyalty."</i> 	Troop	KalGush <i>"Feared by friends and enemies alike!"</i> 	Mechanical Troop
Movement 6" Combat 2 Support 1 Save 5+ CR 0.5"		Movement 6" Combat 1 Support 0 Save 5+ CR 0"	Gasmask [T], Persistent [T], Safety Valve (3) [T], Vent* [A]
 DELGON CORE	Cost 10	 DELGON CORE	Cost 30
KalJoran <i>"Ferocious shock troopers who lead the charge."</i> 	Troop	KalMalog <i>"Trampling all beneath their metal hooves!"</i> 	Elite Mechanical
Movement 6" Combat 2 Support 1 Save 5+ CR 0.5"	Charge (1) [A], Defensive Line [C]	Movement 8" Combat 3 Support 1 Save 4+ CR 6" Stamina 6	Assassinate* [A], Cadre (1) [L], Combat Trained (2) [C], Fuel [T], Overdrive* [C], Sprint* (4) [A], Stamina Limit (3) [T]
 DELGON CORE	Cost 15	 DELGON CORE	Cost 50

KalMalog Veteran

"Trampling all beneath their metal hooves!"

Elite
Mechanical

Movement 8"

Combat 3

Support 1

Save 4+

CR 6"

Stamina 6



Assassinate* [A], Cadre (1) [L], Combat Trained (2) [C], Ferocity* [C], Fuel [T], Sprint* (4) [A], Stamina Limit (4) [T]



DELGON CORE

Cost
75

Mounted NuraSen

"All must bow to the Enarii!"

Elite

Movement 8"

Combat 1

Support 1

Save 5+

CR 6"



Authority (4) [L], Protected (4) [T]



DELGON CORE

Cost
50

NuraFehn

Troop

Movement 6"

Combat 1

Support 0

Save 5+

CR 0.5"



Initiative [S], Smelling Salts* [S]



DELGON CORE

Cost
15

NuraKira

"For the Gods!"

Elite

Movement 6"

Combat 1

Support 1

Save 6+

CR 6"



Authority (2) [L], Protected (2) [T]



DELGON CORE

Cost
20

<p>NuraKira Obal <i>"I aim only to bring peace to these lands"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Authority (2) [L], Diplomat (Empire) [T], Protected (2) [T]</p> <p>save 6+</p> <p>CR 6"</p> <p> DELGON CORE</p> <p>Cost 30</p>	<p>Elite Unique</p> <p></p>	<p>NuraLehn <i>"The young Acolytes lead from the front lines"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Authority (1) [L]</p> <p>save 6+</p> <p>CR 6"</p> <p> DELGON CORE</p> <p>Cost 15</p>	<p>Troop</p> <p></p>
<p>NuraSen <i>"All must bow to the Enarii!"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Authority (4) [L], Protected (4) [T]</p> <p>save 6+</p> <p>CR 6"</p> <p> DELGON CORE</p> <p>Cost 40</p>	<p>Elite</p> <p></p>	<p>NuraSen Gohral <i>"Possessed of a sharp but callous mind"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Authority (4) [L], Protected (4) [T], Tactician** [S]</p> <p>save 6+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> DELGON CORE</p> <p>Cost 60</p>	<p>Elite Unique</p> <p></p>

NuraSen Plutom

"Technology is the route to victory!"

Movement 6"

Combat 1

Support 1

Save 5+

CR 6"

Stamina 2



Authority (4) [L], Protected (4) [T], Refuel* (3) [A],
Tune Up [A]



DELGON CORE

Elite
Unique
Cost
60

NuraTia Obal

Elite
Unique

Movement 6"

Combat 1

Support 1

Save 6+

CR 6"









Authority (4) [L], Diplomat (Empire) [T],
Influential (2) [S], Protected (2) [T]



DELGON CORE

Elite
Unique
Cost
60

Delgon - Dehnan

Dehnan <i>"The god of the Shogu nomads"</i>		Enarii Unique	KalDehnan <i>"Loyal followers of Dehnan"</i>		Troop
Movement	10"		Movement	6"	
Combat	5		Combat	2	
Support	0		Support	2	
Save	3+		Save	5+	
CR	12"		CR	0.5"	
Stamina	5		Stamina	Special	
 DELGON DEHRAN		Cost 120	 DELGON DEHRAN		Cost 20
NuraSen Todahlin		Elite Unique			
Movement	8"				
Combat	2				
Support	1				
Save	4+				
CR	6"				
Stamina	1				
 DELGON DEHRAN		Cost 50			

Delgon - Eldeyn

Eldeyn The Gardener		Enarii Unique
Movement	10"	
Combat	4	
Support	0	
Save	3+	
CR	12"	
Stamina	5	
 DELGON ELDEYN		Cost 80

Delgon - Garabon

NuraGan Largos

Elite
Unique

Movement 8"

Combat 2

Support 1

Authority (4) [L], Commander (4) [L], Protected (4) [T]

Save 4+



CR 6"





DELGON GARABON

Cost
60

Delgon - Malog

Malog		Enarii Mechanical Unique	
Movement	12"		
Combat	6		
Support	0		
Save	3+		Cadre (4) [L], Combat Trained (2) [C], Critical [T], Ferocity* [C], Powerful [C], Unstoppable [T], Very Tough* [S]
CR	12"		
Stamina	6		
		DELGON MALOG	Cost 150



Delgon - Roban

Roban <i>"Seething with hatred for the devanu"</i>		Enarii Unique	
Movement	10"		
Combat	5		
Support	0		
Save	3+		Combat Trained (2) [C], Commander (4) [L], Critical [T], Mighty Blow [C], Powerful [C], Unstoppable [T], Very Tough [S]
CR	12"		
Stamina	5		
	DELGON ROBAN	Cost 200	

Devanu

Two cards per row

Devanu - Arak

Arak Katain <i>"I shall kill one of their gods!"</i>		Elite Unique	
Movement	10"		
Combat	6		
Support	0		
Save	4+		Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Commander (4) [L], Momentum [S], Very Tough* [S]
CR	12"		
Stamina	6		
	DEVANU ARAK	Cost 200	

Devanu - Core

Devanu Eggstick

"Keeping their eggs safe and close"

Movement —

Combat —

Support —

Save 4+ Concealed [T], Untrained [T], Unwieldy [T]

CR 0"



Egg
Elite
Object



DEVANU CORE

Cost
5

Devanu Hatchling

"Even the youngest of hatchlings can be deadly!"

Movement 8"

Combat 2

Support 1

Save 5+

CR 3"

Stamina 1

Agility [T], Ferocity* [C], Sibling [C]



Jenta



DEVANU CORE

Cost
20

Devanu Kopa

"Masters of the art of hunting and killing"

Movement 10"

Combat 6

Support 2

Save 4+ Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Dodge* [C], Feint* [C], Leap* (4) [A], Packmaster (4) [L], Sprint* (5) [A]

CR 12"

Stamina 6



Elite



DEVANU CORE

Cost
150

Devanu Kopa Beastmaster

"Some Devanu never do develop a proper fondness for their kin"

Movement 10"

Combat 6

Support 2

Save 4+ Agility [T], Alpha [T], Beast Handler (3) [L], Charge (2) [A], Dodge* [C], Ferocity* [C], Leap* (4) [A], Pack Hunter [C], Pack Instinct [C], Trainer (1 Wild Creature, Loyalty(Devanu Kopa Beastmaster)) [T]

CR 12"

Stamina 6



Elite



DEVANU CORE

Cost
150

Devanu Kopa Ranger

"Masters of the art of hunting and killing"

Elite

Movement 10"

Combat 6

Support 2

Save 4+ Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Dodge* [C], Feint* [C], Leap* (4) [A], Packmaster (4) [L], Sprint* (5) [A]

CR 12"

Stamina 6



DEVANU CORE

Cost
150

Devanu Kopa Ravager

"Masters of the art of hunting and killing"

Elite

Movement 10"

Combat 6

Support 2

Save 4+ Aggressive (3) [T], Alpha [T], Charge (1) [A], Combat Discipline* [C], Dodge* [C], Packmaster (4) [L], Pounce (3) [C], Sprint* (5) [A], Unstoppable [T]

CR 12"

Stamina 6



DEVANU CORE

Cost
150

Devanu Kopa Warmonger

"Masters of the art of hunting and killing"

Elite

Movement 8"

Combat 6

Support 2

Save 4+ Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Packmaster (4) [L], Powerful [C], Sprint* (4) [A], Unstoppable [T], Very Tough* [S]

CR 12"

Stamina 6



DEVANU CORE

Cost
150

Devanu Matriarch

"Fiercely protective of their young"

Elite

Movement 10"

Combat 5

Support 2

Save 4+ Agility [T], Assassinate* [A], Combat Discipline* [C], Dodge* [C], Feint* [C], Maternal [C], Matriarch (4) [L], Sprint* (5) [A]





CR 12"





Stamina 5







DEVANU CORE





Cost
100



<p>Devanu Sempa <i>"Following their Kopa with absolute trust"</i></p> <p>Movement 10"</p> <p>Combat 5</p> <p>Support 2</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 5</p> <p> DEVANU CORE Cost 100</p>	<p>Elite</p> <p>Grishak <i>"Silent and deadly hunters"</i></p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 3"</p> <p> DEVANU CORE Cost 25</p>
<p>Grishak Jenta <i>"The vicious youngsters are still dangerous!"</i></p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 1"</p> <p> DEVANU CORE Cost 15</p>	<p>Beast</p> <p>Grishak Kopa <i>"Hulking and terrible beasts!"</i></p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 3+</p> <p>CR 6"</p> <p> DEVANU CORE Cost 50</p>

<h3>Jenta Handler</h3> <p>"More at home with beasts than other devanu"</p>		Elite Jenta	<h3>Jenta Hunter</h3> <p>"Young devanu who fight close to their siblings"</p>		Elite Jenta
Movement	8"		Movement	8"	
Combat	4		Combat	4	
Support	1		Support	1	
Save	5+		Save	5+	
CR	6"		CR	6"	
Stamina	3		Stamina	3	
 DEVANU CORE		Cost 50	 DEVANU CORE		Cost 50

<h3>Jenta Spear</h3> <p>"Hurling spears scavenged from their prey"</p>		Elite Jenta	<h3>Kosok</h3> <p>"Casting a fearful shadow over their prey"</p>		Beast
Movement	8"		Movement	12"	
Combat	4		Combat	1	
Support	1		Support	3	
Save	5+		Save	6+	
CR	6"		CR	6"	
Stamina	3				
Move	Rge	CS	Spear	Aggressive (3) [T], Charge (2) [A], Evasive [C], Flit [C], Flying [T], Solo [T]	
8"	8"	2	Focus*, Light Weapon, Long Range* (4)		
 DEVANU CORE		Cost 50	 DEVANU CORE		Cost 25

Devanu - Outcasts

Alpha Outcast "Desperate leaders of the young outcasts"		Elite Jenta	Kelahn "Ferocious beasts that prowl the Argoran Wastes"		Beast
Movement	8"		Movement	8"	
Combat	4		Combat	6	
Support	1		Support	0	
Save	5+		Save	3+	
CR	6"		CR	6"	
Stamina	4		Stamina	2	
 DEVANU OUTCASTS		Cost 75	 DEVANU OUTCASTS		Cost 100

Koi'Koi "Venerated by young devanu and ferals alike"		Elite Unique			
Movement	6"				
Combat	4				
Support	1				
Save	5+				
CR	6"				
Stamina	3				
 DEVANU OUTCASTS		Cost 75			

Devanu - Tar Kisael

Acorri Deyirn

Civilian

Movement 6"
 Combat 2
 Support 1
 Save 5+
 CR 6"



Coward [T], Slave (2) [T]



DEVANU TAR KISAEL

Cost
20

Deyirn Light Cavalry

Troop

Movement 10"
 Combat 3
 Support 1
 Save 5+
 CR 6"



Move Rge CS Spear
 10" 4" 3 Light Weapon



DEVANU TAR KISAEL

Cost
20

Deyirn Militia

Troop

Movement 6"
 Combat 2
 Support 1
 Save 5+
 CR 6"



Defender [S]



DEVANU TAR KISAEL

Cost
10

Deyirn Militia Captain

Elite

Movement 6"
 Combat 3
 Support 2
 Save 5+
 CR 6"
 Stamina 1











Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]



DEVANU TAR KISAEL





Cost
50





Fubarnii Slave <div> <div>Slave</div> <div>  </div> </div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> <div>Uncommitted [T], Untrained [T]</div> </div> <div> <div>Save</div> <div>6+</div> </div> <div> <div>CR</div> <div>2"</div> </div> <div> <div>  </div> <div>DEVANU TAR KISAEL</div> <div> <div>Cost</div> <div>5</div> </div> </div>	Jenta Enslaver <div> <div>Elite Jenta</div> <div>  </div> </div> <div> <div>Movement</div> <div>8"</div> </div> <div> <div>Combat</div> <div>4</div> </div> <div> <div>Support</div> <div>1</div> <div>Agility [T], Ferocity* [C], Leap* (4) [A], Slave (6) [T], Trainer (3, Slave(2)) [T], Trainer (3 Slaves, Loyalty(Slaver)) [T]</div> </div> <div> <div>Save</div> <div>5+</div> </div> <div> <div>CR</div> <div>6"</div> </div> <div> <div>Stamina</div> <div>3</div> </div> <div> <div>  </div> <div>DEVANU TAR KISAEL</div> <div> <div>Cost</div> <div>50</div> </div> </div>
Tar-Kisael <div> <div>Elite Unique</div> <div>  </div> </div> <div> <div>Movement</div> <div>10"</div> </div> <div> <div>Combat</div> <div>6</div> </div> <div> <div>Support</div> <div>2</div> <div>Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Dodge* [C], Feint* [C], Leap* (4) [A], Packmaster (4) [L], Sprint* (5) [A]</div> </div> <div> <div>Save</div> <div>5+</div> </div> <div> <div>CR</div> <div>12"</div> </div> <div> <div>Stamina</div> <div>6</div> </div> <div> <div>  </div> <div>DEVANU TAR KISAEL</div> <div> <div>Cost</div> <div>175</div> </div> </div>	Trisate <div> <div>Elite</div> <div>  </div> </div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>3</div> </div> <div> <div>Support</div> <div>1</div> <div>Aggressive (3) [T], Charge (1) [A], Pack (1) [L], Pack Hunter [C], Pounce (3) [C], Retinue (Jenta Enslaver) [T], Savage [C], Sprint* (4) [A], Vengeance (Trisate) [T]</div> </div> <div> <div>Save</div> <div>5+</div> </div> <div> <div>CR</div> <div>6"</div> </div> <div> <div>Stamina</div> <div>1</div> </div> <div> <div>  </div> <div>DEVANU TAR KISAEL</div> <div> <div>Cost</div> <div>40</div> </div> </div>









Shogu





Two cards per row





Dhogu - Core



Darseni				Troop	Darseni Captain				Elite
Movement	8"				Movement	8"			
Combat	3				Combat	4			
Support	1				Support	2			
Save	4+				Save	4+			
CR	6"				CR	6"			
					Charge (1) [A], Combat Trained (1) [C], Ranger [T]				
					Captain (6) [L], Charge (1) [A], Combat Discipline* [C], Combat Trained (1) [C], Ranger [T]				
					Stamina 1				
									
DHOGU CORE				Cost	DHOGU CORE				Cost
				30					80

Dhogu Archer				Elite	Dhogu Bow				Troop
"Snipping from the snowdrifts"					"The first they'll know is the bite of our arrows"				
Movement	6"				Movement	6"			
Combat	2				Combat	2			
Support	1				Support	1			
Save	5+				Save	5+			
CR	6"				CR	6"			
					Captain (6) [L], Combat Trained (1) [C], Concentrated Fire* [A], Ranger [T]				
					Ranger [T]				
					Stamina 1				
Move	Rge	CS	Bow		Move	Rge	CS	Bow	
3"	9"	2	Accurate		3"	9"	2	Accurate	
									
DHOGU CORE				Cost	DHOGU CORE				Cost
				40					15

<h3>Dhogu Captain</h3> <p><i>"We shall thrive in these difficult times"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 2</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p>  <p>Captain (6) [L], Combat Discipline* [C], Combat Trained (1) [C], Ranger [T]</p> <p> DHOGU CORE</p> <p>Cost 40</p> <p>Elite</p>	<h3>Dhogu Spear</h3> <p><i>"Born to the mountains"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p>  <p>Combat Trained (1) [C], Ranger [T]</p> <p> DHOGU CORE</p> <p>Cost 15</p> <p>Troop</p>
<h3>Dhogu Sprog</h3> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 3"</p>  <p>Beast Handler (1) [L], Evasive [C], Ranger [T]</p> <p> DHOGU CORE</p> <p>Cost 5</p> <p>Troop</p>	<h3>Dhogu Sprog & Skerrat</h3> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 3"</p>  <p>Beast Handler (1) [L], Evasive [C], Ranger [T]</p> <p>Move 6" Rge 5" CS 1 Skerrat Bushwack, Light Weapon</p> <p> DHOGU CORE</p> <p>Cost 10</p> <p>Troop</p>

Dhogu Sprog Gang Leader				Troop	Dhogu Sprog Skerrat Rider				Troop
Movement	6"				Movement	8"			
Combat	1				Combat	2			
Support	1	Beast Handler (1) [L], Evasive [C], Gang (2) [L], Ranger [T], Trainer (3, Gang(0)) [T]			Support	1	Beast Handler (1) [L], Evasive [C], Gang (2) [L], Ranger [T], Trainer (3, Gang(0)) [T]		
Save	5+				Save	5+			
CR	3"				CR	3"			
Move	Rge	CS	Skerrat						
6"	5"	1	Bushwack, Light Weapon						
 DHOGU CORE				Cost 15	 DHOGU CORE				Cost 20

Dhogu Trapper				Elite	Dhogu Warlord				Elite
"Just wait for the mountains to provide"					"A storm is coming, but we shall remain!"				
Movement	6"				Movement	8"			
Combat	3				Combat	4			
Support	1	Beast Handler (6) [L], Combat Trained (2) [C], Coordinated Strike* [A], Pathfinder (6) [S], Ranger [T], Solo [T]			Support	2	Captain (6) [L], Charge (2) [A], Combat Discipline* [C], Combat Trained (2) [C], Powerful Charge [T], Ranger [T]		
Save	5+				Save	4+			
CR	6"				CR	9"			
Stamina	1				Stamina	2			
Move	Rge	CS	Bow						
3"	9"	2	Accurate						
 DHOGU CORE				Cost 40	 DHOGU CORE				Cost 100

<h3>Dhogu Warlord on Foot</h3> <p>Elite</p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 2</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 2</p>  <p>Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Ranger [T]</p> <p> DHOGU CORE</p> <p>Cost 60</p>	<h3>Domesticated Martram</h3> <p>Beast</p> <p>Movement 6"</p> <p>Combat 5</p> <p>Support 0</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p>  <p>Instinctive (1, 3) [T], Obstructing [T], Unstoppable [T], Untrained [T], Vehicle (2) [T], Very Tough* [S]</p> <p> DHOGU CORE</p> <p>Cost 50</p>
<h3>Domesticated Senira</h3> <p>Beast</p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p>  <p>Instinctive (0, 1) [T], Ranger [T]</p> <p> DHOGU CORE</p> <p>Cost 10</p>	<h3>Domesticated Yirnak</h3> <p>Beast</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p>  <p>Instinctive (2, 1) [T], Powerful [C], Ranger [T], Untrained [T], Very Strong [T]</p> <p> DHOGU CORE</p> <p>Cost 15</p>

Kimut Akeran

Elite
Unique

Movement 8"

Combat 5

Support 2

Save 5+

CR 6"

Stamina 2



Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Ranger [T]



DHOGU CORE

Cost
100

Kimut Tikaan

Elite
Unique

Movement 8"

Combat 5

Support 2

Save 4+

CR 6"

Stamina 2



Captain (6) [L], Charge (2) [A], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Powerful Charge [T], Ranger [T]



DHOGU CORE

Cost
150

Megla The Kind

Civilian

Movement 6"

Combat 1

Support 1

Save 6+

CR 2"



Untrained [T]



DHOGU CORE

Cost
5

Setir Skerrrat

Beast
Troop

"Resourceful little creatures..."

Movement 10"

Combat 1

Support 1

Save 6+

CR 6"









Evasive [C], Ranger [T]



DHOGU CORE



Cost
15 for 2

<div> <div>Tak Sirahn</div> <div>"Born to roam with the beasts of the mountains"</div> <div> <div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>3</div> </div> <div> <div>Support</div> <div>0</div> </div> <div> <div>Save</div> <div>4+</div> </div> <div> <div>CR</div> <div>12"</div> </div> <div> <div>Stamina</div> <div>3</div> </div> </div> <div> <div>  </div> <div> <div> <div> <div>Beast Handler (8) [L], Combat Trained (1) [C], Favoured Allies (Yartain) [T], Ranger [T], Storm Summoner* [A], Terrain (2, Snowdrifts) [T]</div> </div> </div> </div> <div> <div>  <div>DHOGU CORE</div> </div> <div> <div>Elite Unique</div> <div>Cost 60</div> </div> </div> </div></div></div>	<div> <div>Tarku Droma</div> <div></div> <div> <div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>3</div> </div> <div> <div>Support</div> <div>2</div> </div> <div> <div>Save</div> <div>5+</div> </div> <div> <div>CR</div> <div>9"</div> </div> <div> <div>Stamina</div> <div>1</div> </div> <div> <div> <div>Move</div> <div>3"</div> </div> <div> <div>Rge</div> <div>9"</div> </div> <div> <div>CS</div> <div>2</div> </div> <div> <div>Bow</div> <div>Accurate</div> </div> </div> <div> <div>  </div> <div> <div> <div> <div>Captain (6) [L], Combat Discipline* [C], Combat Trained (1) [C], Concentrated Fire* [A], Ranger [T]</div> </div> </div> </div> <div> <div>  <div>DHOGU CORE</div> </div> <div> <div>Elite Unique</div> <div>Cost 50</div> </div> </div> </div></div></div></div>
<div> <div>Yirnak Captain</div> <div>"Leading the raiders from atop the shaggy yirnak"</div> <div> <div> <div> <div>Movement</div> <div>8"</div> </div> <div> <div>Combat</div> <div>4</div> </div> <div> <div>Support</div> <div>2</div> </div> <div> <div>Save</div> <div>4+</div> </div> <div> <div>CR</div> <div>6"</div> </div> <div> <div>Stamina</div> <div>1</div> </div> </div> <div> <div>  </div> <div> <div> <div> <div>Captain (6) [L], Charge (2) [A], Combat Discipline* [C], Combat Trained (1) [C], Powerful Charge [T], Ranger [T]</div> </div> </div> </div> <div> <div>  <div>DHOGU CORE</div> </div> <div> <div>Elite</div> <div>Cost 80</div> </div> </div> </div></div></div>	<div> <div>Yirnak Rider</div> <div>"Foul tempered beasts and riders!"</div> <div> <div> <div> <div>Movement</div> <div>8"</div> </div> <div> <div>Combat</div> <div>3</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>4+</div> </div> <div> <div>CR</div> <div>6"</div> </div> </div> <div> <div>  </div> <div> <div> <div> <div>Charge (2) [A], Combat Trained (1) [C], Powerful Charge [T], Ranger [T]</div> </div> </div> </div> <div> <div>  <div>DHOGU CORE</div> </div> <div> <div>Troop</div> <div>Cost 40</div> </div> </div> </div></div></div>



Σmpire



Two cards per row



Empire - Ardaug



Tanaris Zelehn "The Herder Queen"		Elite Unique	
Movement	8"		
Combat	4		
Support	1		Captain (6) [L], Combat Trained (2) [C], Commander (4) [L], Inspire [T]
Save	4+		
CR	6"		
Stamina	2		
	EMPIRE ARDAUG	Cost 75	

Empire - Core

Trebarnii Brute Slave				Beast Slave
Movement	6"			
Combat	4			
Support	1			
Save	3+			
CR	2"			
Aggressive (3) [T], Charge (2) [A], Pounce (3) [C], Ranger [T], Savage [C], Unruly [T], Untrained [T]				
 EMPIRE CORE				Cost 30

Trebarnii Goader Slave				Slave
Movement	6"			
Combat	2			
Support	1			
Save	5+			
CR	6"			
Prod (1, 3) [A], Ranger [T], Unruly [T], Untrained [T]				
 EMPIRE CORE				Cost 15

Trebarnii Howler Slave				Slave
Movement	6"			
Combat	1			
Support	1			
Save	6+			
CR	12"			
Aggressive (3) [T], Surefooted [T], Bomber [A], Flit [C], Ranger [T], Rider [T], Unruly [T], Untrained [T]				
Move	Rge	CS	Throw Stones	
6"	6"	2		
 EMPIRE CORE				Cost 15

Trebarnii Jenta Slave				Slave
Movement	6"			
Combat	1			
Support	1			
Save	5+			
CR	6"			
Ranger [T], Unruly [T], Untrained [T]				
 EMPIRE CORE				Cost 5

Trebarnii Warrior Slave

Slave

Movement 6"

Combat 2

Support 1

Ranger [T], Unruly [T], Untrained [T]

Save 5+

CR 6"



EMPIRE CORE

Cost
10

Anbor

Beast

Movement 6"

Combat 5

Support 0

Instinctive (1, 3) [T], Swim (4) [A], Very Tough* [S]

Save 3+

CR 6"

Stamina 2



EMPIRE CORE

Cost
50

Apprentice Rahkirii

Civilian

Movement 6"

Combat 1

Support 0

Assistant [T], Bodyguard [S], Rare [T]

Save 5+

CR 0.5"



EMPIRE CORE

Cost
10

Ashti

Beast

Movement 8"

Combat 1

Support 1

Critter (1) [L], Evasive [C], Passive [T]









Save —

CR 3"



EMPIRE CORE

Cost
5

<h3>Atoran Burl</h3> <p><i>"Respected expert in all things aquatic"</i></p> <p>Movement 4"</p> <p>Combat 1</p> <p>Support 0</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p>  <p>Beast Handler (2) [L], Confuse* [A], Swim (4) [A], Travelling Biologist (2) [T]</p> <p> EMPIRE CORE</p> <p>Cost 20</p> <p>Civilian Unique</p>	<h3>Automata</h3> <p><i>"Dangerously unstable and explosive!"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 6+</p> <p>CR 0"</p> <p>Stamina 3</p>  <p>Fuel [T], Gasmask [T], Loyalty (Belomoch dre Hearne) [T], Overdrive* [C], Sprint* (4) [A], Unstable (0) [T], Untrained [T], Vent* [A]</p> <p> EMPIRE CORE</p> <p>Cost 0</p> <p>Mechanical</p>
<h3>Baruk</h3> <p><i>"Hardy beasts who can carry huge loads"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 3+</p> <p>CR 6"</p>  <p>Instinctive (0, 2) [T]</p> <p> EMPIRE CORE</p> <p>Cost 20</p> <p>Beast</p>	<h3>Batty</h3> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save —</p> <p>CR 6"</p>  <p>Critter (1) [L], Evasive [C], Flying [T], Passive [T]</p> <p> EMPIRE CORE</p> <p>Cost 5</p> <p>Beast</p>

Belan

"...couldn't turn a profit without my belan..."

Beast

Movement 6"

Combat 5

Support 0

Save 3+

CR 6"

Stamina 3



Instinctive (1, 3) [T], Unstoppable [T], Vehicle (1) [T], Very Tough* [S]



EMPIRE CORE

Cost
50

Belomoch dre Hearne

"Belomoch dre Hearne, creative and dangerous..."

Civilian
Unique

Movement 6"

Combat 1

Support 1

Save 6+

CR 6"

Stamina 2



Creator (2, Belomoch dre Hearne) [T], Refuel* (3) [A]



EMPIRE CORE

Cost
30

Bridled Eruk

"Eruk are sturdy and reliable beasts"

Beast

Movement 10"

Combat 2

Support 0

Save 4+

CR 6"



Instinctive (0, 1) [T]



EMPIRE CORE

Cost
10

Captain Jarmu

"The Crimson Helm"

Elite
Unique

Movement 6"

Combat 3

Support 2

Save 5+

CR 6"

Stamina 1



Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]



EMPIRE CORE

Cost
50

Casan Zavruun

"Small... and mildly annoying..."

Beast

Movement 6"

Combat 1

Support 1

Save 5+

CR 1"



Dug In [T], Critter (1) [L], Evasive [C], Passive [T]



EMPIRE CORE

Cost
5

Casanii Scout

Elite
Unique

"Highly sought after across the Empire!"

Movement 6"

Combat 3

Support 1

Save 3+

CR 6"

Stamina 2

Move Rge
3" 18"

CS 2

Longbow
Accurate, Focus*, Long Range* (6),
Quick Shot*



Beast Handler (2) [L], Ranger [T], Solo [T], Sprint* (4) [A]



EMPIRE CORE

Cost
30

Chatik

Beast

Movement 6"

Combat 1

Support 1

Save 6+

CR 3"



Pack (1) [L]



EMPIRE CORE

Cost
5

Chatik Jenta

Beast

Movement 6"

Combat 1

Support 1

Save —

CR 3"















Evasive [C], Pack (1) [L]



EMPIRE CORE

Cost
5 for 2

<h3>Chiila</h3> <p>"Small... and mildly annoying..."</p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save —</p> <p>CR 3"</p> <p>Critter (1) [L], Evasive [C], Passive [T]</p>  <p>EMPIRE CORE</p> <p>Cost 5</p>	<p>Beast</p> <h3>City Watch</h3> <p>Troop</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p>  <p>EMPIRE CORE</p> <p>Cost 20</p>
<h3>Civilian</h3> <p>"Farmers, masons, and labourers"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 6+</p> <p>CR 2"</p> <p>Untrained [T]</p>  <p>EMPIRE CORE</p> <p>Cost 5</p>	<p>Civilian</p> <h3>Commander Brenar</h3> <p>Elite Unique</p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 2</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p>Captain (8) [L], Combat Discipline [C], Combat Trained (2) [C], Commander (4) [L], Inspire [T], Very Tough [S]</p>  <p>EMPIRE CORE</p> <p>Cost 100</p>

<h3>Councillor</h3> <p>Civilian</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 6+</p> <p>CR 3"</p>  <p>Commander (2) [L], Coward [T], Influential (3) [S]</p> <p> EMPIRE CORE</p> <p>Cost 20</p>	<h3>Critter</h3> <p>"Small... and mildly annoying..."</p> <p>Beast</p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save —</p> <p>CR 3"</p>  <p>Critter (1) [L], Evasive [C], Passive [T]</p> <p> EMPIRE CORE</p> <p>Cost 5</p>
<h3>Danakan</h3> <p>"Inseparable from Muri"</p> <p>Civilian Unique</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0</p> <p>Save 6+</p> <p>CR 3"</p>  <p>Captain (2) [L], Commander (1) [L], Diplomat (Delgon) [T], Proud [T]</p> <p> EMPIRE CORE</p> <p>Cost 20</p>	<h3>Denuk</h3> <p>Beast</p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 0</p> <p>Save 6+</p> <p>CR 6"</p>  <p>Instinctive (0, 1) [T]</p> <p> EMPIRE CORE</p> <p>Cost 5</p>

Deyak Alora

Beast

Movement 6"

Combat 1

Support 1 Aquatic [T], Swim (6) [A]

Save 6+

CR 3"



EMPIRE CORE

Cost
5

Dihmok

Beast

"Tolerated by the traders"

Movement 8"

Combat 1

Support 1 Critter (1) [L], Evasive [C], Passive [T]

Save —

CR 3"



EMPIRE CORE

Cost
5

Displaced Engu

Troop

Movement 6"

Combat 2

Support 1 Powerful [C], Sea Legs [T]

Save 4+

CR 6"



EMPIRE CORE

Cost
15

Displaced Engu Harpoon

Troop

Movement 6"

Combat 2

Support 1 Powerful [C], Sea Legs [T]

Save 4+

CR 6"











Move	Rge	CS	Harpoon
3"	9"	2	Accurate, Powerful



EMPIRE CORE

Cost
25

<h3>Displaced Engu Oar</h3> <p>Troop</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Pitch (1) [C], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p>  <p>EMPIRE CORE</p> <p>Cost 15</p>	<h3>Distinguished Rahkirii</h3> <p>Civilian</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Engineer (1) [L], Contraption (1) [S], Master (2) [T], Protected (3) [T], Proud [T], Resourceful (2) [S], Venerated [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p>  <p>EMPIRE CORE</p> <p>Cost 40</p>
<h3>Elakiim</h3> <p>"Postie of the Emperor's Imperial Postal Service"</p> <p>Troop Unique</p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p>  <p>EMPIRE CORE</p> <p>Cost 10</p>	<h3>Elder</h3> <p>"... now, what was I doing?"</p> <p>Civilian Unique</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Captain (4) [L], Commander (4) [L], Tactician** [S], Venerated [T]</p> <p>Save 5+</p> <p>CR 2"</p> <p>Stamina 2</p>  <p>EMPIRE CORE</p> <p>Cost 20</p>

<p>Elder Belan Rider <i>"Ponderous travellers of Anyaral"</i></p> <p>Movement 6"</p> <p>Combat 5</p> <p>Support 0</p> <p>Save 3+</p> <p>CR 4"</p> <p>Stamina 3</p> <p>Commander (4) [L], Instinctive (0, 2) [T], Proud [T], Unstoppable [T], Venerated [T], Very Tough [S]</p> <p> EMPIRE CORE</p> <p>Cost 50</p> <p>Civilian</p> 	<p>Engineer Bern <i>"If I can just fix a few minor glitches..."</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0</p> <p>Save 5+</p> <p>CR 6"</p> <p>Move 0" Rge blast CS 4 Experimental Derak Point Blank</p> <p> EMPIRE CORE</p> <p>Cost 30</p> <p>Civilian Unique</p> 
<p>Enuk <i>"Enuk are sturdy and reliable beasts"</i></p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 0</p> <p>Save 5+</p> <p>CR 6"</p> <p>Instinctive (0, 1) [T]</p> <p> EMPIRE CORE</p> <p>Cost 10</p> <p>Beast</p> 	<p>Enuk Nobilis <i>"Enuk are sturdy and reliable beasts"</i></p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 0</p> <p>Save 5+</p> <p>CR 6"</p> <p>Instinctive (0, 1) [T]</p> <p> EMPIRE CORE</p> <p>Cost 10</p> <p>Beast</p> 

Fubarnii Jenta

Civilian

Movement 6"

Combat 1

Support 1 Untrained [T]

Save 6+

CR 2"



EMPIRE CORE

Cost
5

Gil Masharl

Civilian
Unique

"This particular species is most unusual!"

Movement 6"

Combat 1

Support 0 Beast Handler (2) [L], Confuse* [A], Travelling Biologist (2) [T]

Save 5+

CR 6"

Stamina 1



EMPIRE CORE

Cost
20

Graabin

Beast

Movement 6"

Combat 2

Support 1 Instinctive (0, 1) [T], Ranger [T]

Save 4+

CR 6"



EMPIRE CORE

Cost
10

Grenird The Great

Troop
Unique

Movement ?

Combat ?

Support ?

Save ?

CR ?



EMPIRE CORE

Cost
?

Guard Creature

Beast

Movement 6"

Combat 2

Support 1

Save 5+

CR 6"



EMPIRE CORE

Cost
15

Guhlain

"Raiser of the dead"

Civilian
Unique

Movement 6"

Combat 1

Support 1 Untrained [T]

Save 6+

CR 2"



EMPIRE CORE

Cost
5

Head Trader

"Everything is available for the right price!"

Civilian

Movement 6"

Combat 1

Support 0 Beast Handler (2) [L], Captain (2) [L]

Save 5+

CR 6"



EMPIRE CORE

Cost
20

Herbalist

"My what a pleasant smell!"

Civilian
Unique

Movement 6"

Combat 1

Support 0 Aromatherapy** [A], Smelling Salts* [S]

Save 5+









CR 6"

Stamina 2



EMPIRE CORE

Cost
30

<div> <div>Jaldoa</div> <div>Beast</div> </div> <div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>4</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>4+</div> </div> <div> <div>CR</div> <div>6"</div> </div> <div> <div>Stamina</div> <div>2</div> </div> </div> <div> <div>  <div>Instinctive (1, 2) [T], Unstoppable [T], Untrained [T], Very Tough* [S]</div> </div> <div> <div>  <div>EMPIRE CORE</div> <div>Cost</div> <div>40</div> </div> </div> </div>	<div> <div>Jalook</div> <div>Beast</div> </div> <div> <div> <div>Movement</div> <div>8"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>—</div> </div> <div> <div>CR</div> <div>3"</div> </div> </div> <div> <div>  <div>Critter (1) [L], Evasive [C], Passive [T], Swim (8) [A]</div> </div> <div> <div>  <div>EMPIRE CORE</div> <div>Cost</div> <div>5</div> </div> </div> </div>
<div> <div>Jalook Hatchling</div> <div>Beast</div> </div> <div> <div> <div>Movement</div> <div>8"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>—</div> </div> <div> <div>CR</div> <div>3"</div> </div> </div> <div> <div>  <div>Critter (1) [L], Evasive [C], Passive [T], Swim (8) [A]</div> </div> <div> <div>  <div>EMPIRE CORE</div> <div>Cost</div> <div>5</div> </div> </div> </div>	<div> <div>Jarla The Trader</div> <div>Elite Unique</div> </div> <div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>5</div> </div> <div> <div>Support</div> <div>0</div> </div> <div> <div>Save</div> <div>3+</div> </div> <div> <div>CR</div> <div>4"</div> </div> <div> <div>Stamina</div> <div>3</div> </div> </div> <div> <div>  <div>Beast Handler (2) [L], Commander (4) [L], Favoured Allies (Casarii) [T], Instinctive (0, 2) [T], Proud [T], Trainer (4, Retinue(Jarla The Trader)) [T], Unstoppable [T], Very Tough* [S]</div> </div> <div> <div>  <div>EMPIRE CORE</div> <div>Cost</div> <div>50</div> </div> </div> </div>

Jaron Kotya "Gerova Councillor"

Civilian
Unique

Movement 6"

Combat 1

Support 1

Coward [T], Influential (3) [S], Untrained [T]

Save 6+

CR 3"



EMPIRE CORE

Cost
20

Jomdi

Civilian
Unique

Movement 6"

Combat 1

Support 1

Creator (2, Jomdi) [T], Refuel (3) [A]

Save 6+

CR 6"

Stamina 2



EMPIRE CORE

Cost
30

Kobruna

Beast

Movement 10"

Combat 2

Support 0

Instinctive (0, 1) [T]

Save 5+

CR 6"



EMPIRE CORE

Cost
10

Kol

Beast

"Small... and mildly annoying..."

Movement 8"

Combat 1

Support 1

Critter (1) [L], Evasive [C], Passive [T]

Save —

CR 3"



EMPIRE CORE

Cost
5

Lady Ilreya drah Telir

"Teraki Councillor"

Civilian
Unique

Movement 6"

Combat 1

Support 1

Coward [T], Influential (3) [S], Untrained [T]

Save 6+

CR 3"



EMPIRE CORE

Cost
20

Light Cavalry

"Born to the saddle!"

Troop

Movement 10"

Combat 3

Support 1

Save 5+

CR 6"



Move Rge CS Spear
10" 4" 3 Light Weapon



EMPIRE CORE

Cost
20

Lord Kaliran of the Amethyst Jiara

"Enipel Councillor"

Civilian
Unique

Movement 6"

Combat 1

Support 1

Coward [T], Influential (3) [S], Untrained [T]

Save 6+

CR 3"



EMPIRE CORE

Cost
20

Martain al Griba

"Purveyor of (mostly) fresh droba"

Elite
Unique

Movement 6"

Combat 1

Support 0

Coward [T], Proud [T]

Save 5+

CR 6"



EMPIRE CORE

Cost
-10

<div> <div>Mekkalook</div> <div>"Dangerously unstable and explosive!"</div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> <div>Fuel [T], Gasmask [T], Loyalty (Jomdi) [T], Overdrive* [C], Sprint* (4) [A], Unstable (o) [T], Untrained [T], Vent* [A]</div> </div> <div> <div>Save</div> <div>6+</div> </div> <div> <div>CR</div> <div>0"</div> </div> <div> <div>Stamina</div> <div>3</div> </div> <div> <div> <div> <div></div> <div>EMPIRE CORE</div> </div> <div> <div>Cost</div> <div>0</div> </div> </div> </div> </div>	<div> <div>Mekkalora</div> <div></div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> <div>Fuel [T], Gasmask [T], Overdrive* [C], Sprint* (4) [A], Unstable (o) [T], Untrained [T], Vent* [A]</div> </div> <div> <div>Save</div> <div>6+</div> </div> <div> <div>CR</div> <div>0"</div> </div> <div> <div>Stamina</div> <div>3</div> </div> <div> <div> <div> <div></div> <div>EMPIRE CORE</div> </div> <div> <div>Cost</div> <div>0</div> </div> </div> </div> </div>
<div> <div>Militia</div> <div>"The local militia are an invaluable resource!"</div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>2</div> </div> <div> <div>Support</div> <div>1</div> <div>Defender [S]</div> </div> <div> <div>Save</div> <div>5+</div> </div> <div> <div>CR</div> <div>6"</div> </div> <div> <div> <div> <div></div> <div>EMPIRE CORE</div> </div> <div> <div>Cost</div> <div>10</div> </div> </div> </div> </div>	<div> <div>Militia Captain</div> <div>"In defense of our homes!"</div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>3</div> </div> <div> <div>Support</div> <div>2</div> <div>Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]</div> </div> <div> <div>Save</div> <div>5+</div> </div> <div> <div>CR</div> <div>6"</div> </div> <div> <div>Stamina</div> <div>1</div> </div> <div> <div> <div> <div></div> <div>EMPIRE CORE</div> </div> <div> <div>Cost</div> <div>50</div> </div> </div> </div> </div>

Militia Sergeant

Elite

Movement 6"

Combat 3

Support 2

Save 5+

CR 6"

Stamina 1



Captain (4) [L], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]



EMPIRE CORE

Cost
30

Mounted Herder Falconer

Troop

Movement 10"

Combat 2

Support 1

Save 5+

CR 6"



Falconer (1) [T], Whistle [T]

Move Rge CS Hunting Garo
10" 10" 2 Bushwack, Death From Above, Light
Weapon



EMPIRE CORE

Cost
25

Mounted Jenta

Civilian

Movement 10"

Combat 2

Support 1

Save 5+

CR 2"



Beast Handler (1) [L]



EMPIRE CORE

Cost
20

Mounted Militia Captain

Elite

"In defense of our homes!"

Movement 10"

Combat 3

Support 2

Save 5+

CR 6"

Stamina 1



Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]



EMPIRE CORE

Cost
60

Mounted Militia Sergeant

"In defense of our homes!"

Elite

Movement 10"

Combat 3

Support 2

Captain (4) [L], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]

Save 5+

CR 6"

Stamina 1



EMPIRE CORE

Cost
40

Mounted Reynad

"The Reynad are unerring in their accuracy"

Elite

Movement 10"

Combat 3

Support 1

Captain (6) [L], Concentrated Fire* [A]

Save 5+

CR 6"

Stamina 1

Move Rge CS Staff Sling
3" 18" 2 Accurate, Quick Shot*



EMPIRE CORE

Cost
50

Mounted Reynad Falconer

Elite

Movement 10"

Combat 2

Support 1

Captain (4) [L], Falconer (2) [T], Whistle [T]

Save 5+

CR 6"



Move Rge CS Hunting Garo
10" 10" 2 Bushwack, Death From Above, Light
Weapon



EMPIRE CORE

Cost
40

Mounted Trader

"Everything is available for the right price!"

Civilian

Movement 10"

Combat 1

Support 0

Beast Handler (2) [L]

Save 5+

CR 6"



EMPIRE CORE

Cost
30

Muilor of Gethlir

"Adventurer."

Troop
Unique

Movement 6"

Combat 1

Support 1 Untrained [T]

Save 6+

CR 2"



EMPIRE CORE

Cost
5

Muri

"Inseparable from Danakan"

Civilian
Unique

Movement 6"

Combat 1

Support 0 Loyalty (Danakan) [T]

Save 6+

CR 3"



EMPIRE CORE

Cost
0

Mushroom Farmer

"Spend their days tending the noxious fungi"

Civilian

Movement 6"

Combat 1

Support 1 Gasmask [T], Untrained [T]

Save 6+

CR 0"



EMPIRE CORE

Cost
5

Naliks

Beast

Movement 6"

Combat 1

Support 0 Instinctive (0, 1) [T], Pack (0) [L], Untrained [T]





Save 6+


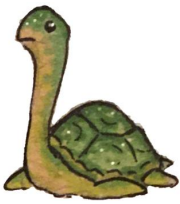






CR 2"



















EMPIRE CORE

Cost
10

<div>Olba</div> <div>Beast</div> <div> <div>Movement</div> <div>4"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> <div>Critter (1) [L], Evasive [C], Passive [T], Swim (8) [A]</div> </div> <div> <div>Save</div> <div>—</div> </div> <div> <div>CR</div> <div>3"</div> </div> <div>  <div>EMPIRE CORE</div> <div>Cost</div> <div>5</div> </div>	<div>Opher il Consorda</div> <div>Civilian Unique</div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> <div>Conard [T], Influential (3) [S], Untrained [T]</div> </div> <div> <div>Save</div> <div>6+</div> </div> <div> <div>CR</div> <div>3"</div> </div> <div>  <div>EMPIRE CORE</div> <div>Cost</div> <div>20</div> </div>
<div>Pagefourus</div> <div>Beast</div> <div>"Small... and mildly annoying..."</div> <div> <div>Movement</div> <div>8"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> <div>Critter (1) [L], Evasive [C], Passive [T]</div> </div> <div> <div>Save</div> <div>—</div> </div> <div> <div>CR</div> <div>3"</div> </div> <div>  <div>EMPIRE CORE</div> <div>Cost</div> <div>5</div> </div>	<div>Pagefourus Rex</div> <div>Beast</div> <div>"A vicious streak a mile wide!"</div> <div> <div>Movement</div> <div>12"</div> </div> <div> <div>Combat</div> <div>6</div> </div> <div> <div>Support</div> <div>0</div> <div>Aggressive (3) [T], Agility [T], Ambush [S], Critter (10) [L], Dodge [C], Evasive [C], Instinctive (5, 0) [T], Lunge (3) [C], Powerful [C], Proud [T], Very Tough [S], Wild Animal [T]</div> </div> <div> <div>Save</div> <div>3+</div> </div> <div> <div>CR</div> <div>9"</div> </div> <div> <div>Stamina</div> <div>5</div> </div> <div>  <div>EMPIRE CORE</div> <div>Cost</div> <div>150</div> </div>

<p>Plort</p> <p>Movement 3"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 3"</p> <p> EMPIRE CORE</p>	<p>Beast</p>  <p>Critter (1) [L], Evasive [C], Passive [T], Swim (6) [A]</p> <p>Cost 5</p>
<p>Rahkirii Olanore</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE CORE</p>	<p>Civilian Unique</p>  <p>Engineer (1) [L], Commander (2) [L], Contraption (1) [S], Master (3) [T], Protected (3) [T], Proud [T], Resourceful* (2) [S], Venerated [T]</p> <p>Cost 50</p>
<p>Polqin</p> <p><i>"Passive-aggressive waddling annoyance"</i></p> <p>Movement 4"</p> <p>Combat 1</p> <p>Support 0</p> <p>Save —</p> <p>CR 6"</p> <p> EMPIRE CORE</p>	<p>Beast</p>  <p>Critter (1) [L], Evasive [C], Passive [T], Scatter! (Critter, 1) [C], Swim (4) [A]</p> <p>Cost 10 for 3</p>
<p>Ratihka</p> <p><i>"Small... and mildly annoying..."</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save —</p> <p>CR 3"</p> <p> EMPIRE CORE</p>	<p>Beast</p>  <p>Critter (1) [L], Evasive [C], Passive [T], Swim (8) [A]</p> <p>Cost 5</p>

<h3>Reynad</h3> <p><i>"The Reynad are unwavering in their accuracy"</i></p> <p> Movement 6" Combat 3 Support 1 Save 5+ CR 6" Stamina 1 Move Rge CS Staff Sling 3" 18" 2 Accurate, Quick Shot* </p> <p>  EMPIRE CORE Cost 40 </p>	<p>Elite</p> 	<h3>Rugahna</h3> <p> Movement 6" Combat 1 Support 1 Save — CR 3" </p> <p> Critter (1) [L], Evasive [C], Passive [T], Swim (8) [A] </p> <p>  EMPIRE CORE Cost 5 </p>	<p>Beast</p> 
<h3>Scurry</h3> <p> Movement 8" Combat 1 Support 1 Save — CR 3" </p> <p> Critter (1) [L], Evasive [C], Passive [T], Ranger [T] </p> <p>  EMPIRE CORE Cost 5 </p>	<p>Beast</p> 	<h3>Slaimor</h3> <p> Movement 6" Combat 2 Support 1 Save 5+ CR 3" Stamina 1 </p> <p> Gasmask [T], Instinctive (0, 1) [T], Persistent [T], Safety Valve (1) [T], Vent* [A] </p> <p>  EMPIRE CORE Cost 20 </p>	<p>Beast</p> 

<h3>Slaimor Herder</h3> <p>Troop</p> <div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>2</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>5+</div> </div> <div> <div>CR</div> <div>6"</div> </div> </div> <div>  <p>Beast Handler (2) [L], Gasmask [T], Prod (1, 3) [A]</p> </div> <div>  <div>EMPIRE CORE</div> <div>Cost</div> <div>15</div> </div>	<h3>Slaimor Jenta</h3> <p>Beast</p> <div> <div> <div>Movement</div> <div>8"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>6+</div> </div> <div> <div>CR</div> <div>3"</div> </div> <div> <div>Stamina</div> <div>1</div> </div> </div> <div>  <p>Gasmask [T], Persistent [T], Safety Valve (1) [T], Vent* [A]</p> </div> <div>  <div>EMPIRE CORE</div> <div>Cost</div> <div>15</div> </div>
<h3>Slinger</h3> <p>"Drawn from the most experienced of herders"</p> <p>Troop</p> <div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>6+</div> </div> <div> <div>CR</div> <div>6"</div> </div> </div> <div>  </div> <div> <div> <div>Move</div> <div>3"</div> </div> <div> <div>Rge</div> <div>18"</div> </div> <div> <div>CS</div> <div>2</div> </div> <div>Staff Sling</div> </div> <div>  <div>EMPIRE CORE</div> <div>Cost</div> <div>15</div> </div>	<h3>TarGree</h3> <p>Object</p> <div> <div> <div>Movement</div> <div>4"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>6+</div> </div> <div> <div>CR</div> <div>1"</div> </div> </div> <div>  <p>Loyalty (Noble) [T]</p> </div> <div>  <div>EMPIRE CORE</div> <div>Cost</div> <div>5</div> </div>

Tarhoeen

Beast

Movement 10"

Combat 4

Support 0

Save 4+

CR 12"

Stamina 1



Always On The Move (6) [T], Flying [T], Grab [A], Instinctive (0, 2) [T], Overflight [C], Vehicle (1) [T], Very Tough [S]



EMPIRE CORE

Cost
60

Terali Porogal

Beast

Movement 6"

Combat 5

Support 1

Save 3+

CR 6"

Stamina 3



Instinctive (2, 2) [T], Proud [T], Unstoppable [T], Very Tough [S]



EMPIRE CORE

Cost
60

Tokki

"Small... and mildly annoying..."

Beast

Movement 8"

Combat 1

Support 1

Save —

CR 3"



Critter (1) [L], Evasive [C], Passive [T]



EMPIRE CORE

Cost
5

Toku

Beast

Movement 8"

Combat 2

Support 1

Save 5+

CR 6"



Instinctive (0, 1) [T], Untrained [T]



EMPIRE CORE

Cost
10

Toloran

"A popular choice for the most renowned stables of Gar Loren"

Beast

Movement 10"

Combat 2

Support 0 Instinctive (0, 1) [T]

Save 5+

CR 6"



EMPIRE CORE

Cost
10

Tor el Anariin

"Grand Lanak of Enipel"

Civilian
Unique

Movement 8"

Combat 2

Support 1 Coward [T], Influential (3) [S], Proud [T], Very Tough [S]

Save 4+

CR 6"

Stamina 1



EMPIRE CORE

Cost
50

Trader

"Everything is available for the right price!"

Civilian

Movement 6"

Combat 1

Support 0 Beast Handler (2) [L]

Save 5+

CR 6"



EMPIRE CORE

Cost
20

Trader Jenta

Civilian

Movement 6"

Combat 1

Support 0 Beast Handler (1) [L]

Save 5+

CR 6"



EMPIRE CORE

Cost
15

Trepain

Beast

Movement 6"

Combat 4

Support 0

Instinctive (0, 2) [T], Very Tough* [S]

Save 3+

CR 6"

Stamina 1



EMPIRE CORE

Cost
40

Trila

Beast

Movement 4"

Combat 1

Support 0

Critter (1) [L], Evasive [C], Passive [T]

Save 6+

CR 1"



EMPIRE CORE

Cost
5

Ulsino Pel

Civilian
Unique

Movement 6"

Combat 1

Support 1

Coward [T], Influential (3) [S], Untrained [T]

Save 6+

CR 3"



EMPIRE CORE

Cost
25

Urchin

Civilian

Movement 6"

Combat 1

Support 1

Beast Handler (1) [L], Evasive [C]

Save 6+

CR 3"



EMPIRE CORE

Cost
5

Move Rge CS Throw Stones
6" 6" 2

Urchin Gang Leader

Civilian

Movement 6"

Combat 1

Support 1

Save 6+

CR 3"



Beast Handler (1) [L], Evasive [C], Gang (2) [L],
Trainer (3, Gang(1)) [T]

Move Rge CS Throw Stones
6" 6" 2



EMPIRE CORE

Cost
10

Urchin Pet

Beast

Movement 10"

Combat 1

Support 1

Save 6+

CR 2"



Evasive [C]



EMPIRE CORE

Cost
5

Urson ah Crem

"Assistant to Martain al Griba"

Civilian
Unique

Movement 6"

Combat 1

Support 1

Save 6+

CR 2"



Assistant [T], Untrained [T]



EMPIRE CORE

Cost
5

Vareen

Beast

Movement 6"

Combat 1

Support 0

Save 6+

CR 2"











Instinctive (0, 1) [T], Pack (0) [L], Untrained [T]
















EMPIRE CORE

Cost
10

<p>Vorall Juice Bar <i>"Carrying the finest juices in Gar Loren"</i></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 0</p> <p>Save 2+</p> <p>CR 2"</p> <p>Instinctive (1, 2) [T], Juicebar [T], Persistent [T], Powerful [C], Untrained [T]</p> <p> EMPIRE CORE</p> <p>Cost 30</p> <p></p> <p>Beast</p>	<p>Wafter <i>"Distinguished entrepreneur and juice vendor"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p>Fan (3, 2) [A]</p> <p> EMPIRE CORE</p> <p>Cost 15</p> <p></p> <p>Troop</p>
<p>Young Gil <i>"Making new friends wherever he goes"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0</p> <p>Save 6+</p> <p>CR 2"</p> <p>Beast Handler (1) [L], Travelling Biologist (1) [T]</p> <p> EMPIRE CORE</p> <p>Cost 10</p> <p></p> <p>Civilian Unique</p>	<p>Zhontain al Griba <i>"Distinguished entrepreneur and juice vendor"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0</p> <p>Save 5+</p> <p>CR 6"</p> <p>Beast Handler (2) [L], Coward [T], Proud [T]</p> <p> EMPIRE CORE</p> <p>Cost -10</p> <p></p> <p>Elite Unique</p>

Empire - Engu

Cren Blaak <i>"The Shipbuilder"</i>		Elite Unique	Dohra Tahjin 		Elite Unique
Movement	6"		Movement	6"	
Combat	3		Combat	4	
Support	1		Support	1	
Save	4+		Save	4+	
CR	6"		CR	6"	
Stamina	2		Stamina	1	
 EMPIRE ENGU		Cost 75	 EMPIRE ENGU		Cost 75
Elroga		Beast	Engu Axe <i>"The Engu wield huge and powerful axes"</i>		Troop
Movement	3"		Movement	6"	
Combat	1		Combat	2	
Support	0		Support	1	
Save	5+		Save	4+	
CR	6"		CR	6"	
Stamina	1				
 EMPIRE ENGU		Cost 15	 EMPIRE ENGU		Cost 15

<h3>Engu Councillor</h3> <p><i>Civilian Elite</i></p>  <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>Combat Discipline* [C], Combat Trained (1) [C], Commander (4) [L], Influential (1) [S], Powerful [C], Proud [T], Sea Legs [T]</p> <p> EMPIRE ENGU</p> <p>Cost 75</p>	<h3>Engu Draal</h3> <p><i>"Some Kapa will tolerate the young Draals"</i></p> <p><i>Troop</i></p>  <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p> <p>Sea Legs [T]</p> <p> EMPIRE ENGU</p> <p>Cost 10</p>
<h3>Engu Garosa</h3> <p><i>"The most loyal of the Kapa's crew"</i></p> <p><i>Elite</i></p>  <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>Captain (4) [L], Combat Discipline* [C], Combat Trained (2) [C], Loyalty (Elite) [T], Powerful [C], Sea Legs [T]</p> <p> EMPIRE ENGU</p> <p>Cost 40</p>	<h3>Engu Harpoon</h3> <p><i>"Hold it steady and I can skewer this beast!"</i></p> <p><i>Troop</i></p>  <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p> <p>Move 3" Rge 9" CS 2 Harpoon Accurate, Powerful</p> <p> EMPIRE ENGU</p> <p>Cost 25</p>

<p>Engu Kapa <i>"It was so huge it nearly swallowed our boat!"</i></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Powerful [C], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE ENGU</p> <p>Cost 75</p> <p>Elite</p> 	<p>Engu Oar</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Pitch (1) [C], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> EMPIRE ENGU</p> <p>Cost 15</p> <p>Troop</p> 
<p>Keetva and Yukran</p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Charge (1) [A], Combat Trained (2) [C], Favoured Allies (Tabela) [T], Pack (2) [L], Pack Hunter [C], Swim (5) [A]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Move Rge CS Sling 5" 8" 2 Accurate</p> <p> EMPIRE ENGU</p> <p>Cost 30</p> <p>Elite Unique</p> 	<p>Keetva and Yukran (Early Days)</p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Charge (1) [A], Combat Trained (1) [C], Solo [T], Swim (5) [A]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Move Rge CS Sling 5" 8" 2 Accurate</p> <p> EMPIRE ENGU</p> <p>Cost 30</p> <p>Civilian Elite Unique</p> 

Tahela

"No beast is as loyal as a Tahela to its master"

Movement 10"

Combat 3

Support 1

Save 4+

CR 6"



Charge (1) [A], Combat Trained (1) [C], Loyalty (Elite) [T], Swim (5) [A]



EMPIRE ENGU

Cost
30

Beast

Tahela Jenta

"Expertly trained from an early age"

Movement 10"

Combat 2

Support 1

Save 5+

CR 6"



Charge (1) [A], Loyalty (Elite) [T], Swim (5) [A]



















EMPIRE ENGU

Cost
15




Beast

Empire - Knights





Captain Danomar <i>"I cannot stand by and watch the slaughter!"</i>			Elite Unique
Movement	8"		
Combat	4		
Support	2		
Save	3+	Assassinate* [A], Captain (8) [L], Charge (1) [A], Combat Discipline* [C], Combat Trained (2) [C], Momentum [S], Powerful Charge [T]	
CR	6"		
Stamina	3		
 EMPIRE KNIGHTS		Cost	
		150	
Captain of Relan <i>"The bravest Defenders of the North!"</i>			Elite
Movement	8"		
Combat	4		
Support	2		
Save	3+	Assassinate* [A], Captain (8) [L], Charge (1) [A], Combat Discipline* [C], Combat Trained (2) [C], Powerful Charge [T]	
CR	6"		
Stamina	2		
 EMPIRE KNIGHTS		Cost	
		100	
Knight <i>"Mounted atop the sturdy onk!"</i>			Troop
Movement	10"		
Combat	3		
Support	1	Combat Trained (2) [C]	
Save	4+		
CR	6"		
 EMPIRE KNIGHTS		Cost	
		25	
Knight Captain <i>"Stalwart defenders against the devanu"</i>			Elite
Movement	10"		
Combat	4		
Support	2	Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A]	
Save	4+		
CR	6"		
Stamina	2		
 EMPIRE KNIGHTS		Cost	
		100	





<h3>Knight Commander</h3> <p><i>"The most heroic of the Emperor's knights"</i></p> <p>Movement 10"</p> <p>Combat 4</p> <p>Support 2</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p>  <p> EMPIRE KNIGHTS</p> <p>Cost 125</p>	<p>Elite</p> <h3>Knight of Relan</h3> <p><i>"Riding the noblest of all emek breeds"</i></p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 3+</p> <p>CR 6"</p> <p>Charge (1) [A], Combat Trained (2) [C], Powerful Charge [T]</p>  <p> EMPIRE KNIGHTS</p> <p>Cost 40</p>	<p>Troop</p>
<h3>Riverknight</h3> <p><i>"Protecting those who travel the rivers"</i></p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p> <p>Combat Trained (1) [C], Swim (8) [A]</p>  <p> EMPIRE KNIGHTS</p> <p>Cost 20</p>	<p>Troop</p> <h3>Riverknight Captain</h3> <p><i>"Proud riders of the inirok"</i></p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 2</p> <p>Captain (6) [L], Combat Discipline* [C], Combat Trained (1) [C], Coordinated Strike* [A], Swim (8) [A]</p>  <p> EMPIRE KNIGHTS</p> <p>Cost 80</p>	<p>Elite</p>





Empire - Loranti





Daxu		Beast Unique	Little Loranti "Budding trader extraordinaire..."		Civilian Unique
Movement	8"		Movement	6"	
Combat	1		Combat	1	
Support	2		Support	0	
Save	5+		Save	6+	
CR	1"		CR	2"	
 EMPIRE LORANTI		Cost 5	 EMPIRE LORANTI		Cost 10
Loranti Pargal "Trader Extraordinaire!"		Elite Unique			
Movement	8"				
Combat	3				
Support	1				
Save	3+				
CR	3"				
 EMPIRE LORANTI		Cost 50			

Empire - Noble

<p>Alideku <i>"Its potent stench does not deter its owners"</i></p> <p>Movement 4"</p> <p>Combat 1</p> <p>Support O Critical [T], Proud [T], Unwieldy [T], Vent* [A]</p> <p>Save 6+</p> <p>CR 1"</p> <p> EMPIRE NOBLE</p> <p>Cost -30</p> <p>Elite Object Unique</p>	<p>Balena</p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Confuse* [A], Master Beast Handler (2) [L], Transport (1) [A]</p> <p>Save 4+</p> <p>CR 9"</p> <p>Stamina 1</p> <p> EMPIRE NOBLE</p> <p>Cost 25</p> <p>Civilian Unique</p>
<p>Contessa dar Juletta</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Beast Handler (1) [L], Commander (2) [L], Influential (2) [S], Proud [T], Travelling Biologist (2) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE NOBLE</p> <p>Cost 25</p> <p>Elite Unique</p>	<p>Domesticated Golobaali</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Instinctive (1, 1) [T], Obstructing [T], Transport (1) [A], Untrained [T], Vehicle (1) [T]</p> <p>Save 4+</p> <p>CR 9"</p> <p> EMPIRE NOBLE</p> <p>Cost 10</p> <p>Beast</p>

Elakan				Civilian Unique	Guard Captain "None shall lay a hand on our lord!"				Elite	
Movement	6"				Movement	6"				
Combat	1				Combat	3				
Support	1				Support	2				
Save	6+				Save	5+				
CR	6"				CR	6"				
Move	Rge	CS	Hunting Garo		Stamina	1				
6"	10"	2	Bushwack, Death From Above, Light Weapon							
					Cost					Cost
					15					50
EMPIRE NOBLE					EMPIRE NOBLE					

Guard Crossbow "Wielding the finest Moeresii crossbows"				Troop	Hunting Garo				Beast	
Movement	6"				Movement	10"				
Combat	1				Combat	1				
Support	1				Support	1				
Save	5+				Save	—				
CR	6"				CR	1"				
Move	Rge	CS	Crossbow							
1"	12"	2	Accurate, Powerful							
					Cost					Cost
					20					5
EMPIRE NOBLE					EMPIRE NOBLE					

<div> <div>Imperial Standard</div> <div>"Approved by the Emperor himself!"</div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>5+</div> </div> <div> <div>CR</div> <div>9"</div> </div> <div>  </div> <div> <div>Persistent [T], Standard [T], Trainer (2, Retinue(Imperial Standard)) [T]</div> </div> <div>  <div>EMPIRE NOBLE</div> <div>Cost 20</div> </div> </div>	<div> <div>Lady Emarlai</div> <div>"Tiny, with an art for getting into trouble"</div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>6+</div> </div> <div> <div>CR</div> <div>6"</div> </div> <div>  </div> <div> <div>Beast Handler (1) [L], Commander (1) [L], Coward [T], Loyalty (Contessa dar Juletta) [T], Proud [T]</div> </div> <div>  <div>EMPIRE NOBLE</div> <div>Cost 0</div> </div> </div>
<div> <div>Lady Kovera Jolir</div> <div></div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>6+</div> </div> <div> <div>CR</div> <div>3"</div> </div> <div>  </div> <div> <div>Coward [T], Influential (3) [S], Untrained [T]</div> </div> <div>  <div>EMPIRE NOBLE</div> <div>Cost 25</div> </div> </div>	<div> <div>Mounted Herder Falconer's Hunting Garo</div> <div>"Expertly trained by the Mocrassii falconers"</div> <div> <div>Movement</div> <div>10"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>2</div> </div> <div> <div>Save</div> <div>—</div> </div> <div> <div>CR</div> <div>1"</div> </div> <div>  </div> <div> <div>Evasive [C], Flying [T], Loyalty (Mounted Herder Falconer) [T], Proud [T], Untrained [T]</div> </div> <div>  <div>EMPIRE NOBLE</div> <div>Cost 0</div> </div> </div>

Mounted Reyad Falconer's Hunting Garo

"Expertly trained by the Mooraasii falconers"

Movement 10"

Combat 1

Support 2

Save —

CR 1"



Evasive [C], Flying [T], Loyalty (Mounted Reyad Falconer's Hunting Garo) [T], Proud [T], Untrained [T]



EMPIRE NOBLE

Cost
0

Beast

Noble

"How dare they encroach on our cities?"

Movement 6"

Combat 1

Support 0

Save 6+

CR 3"



Commander (2) [L], Coward [T], Proud [T]



EMPIRE NOBLE

Cost
10

Civilian

Noble Guard

"The best guards that money can buy!"

Movement 6"

Combat 2

Support 1

Save 5+

CR 6"



Charge (1) [A], Combat Trained (1) [C], Defensive Stance [T]



EMPIRE NOBLE

Cost
20

Troop

Pet Opahr

Movement 8"

Combat 2

Support 1

Save 5+

CR 6"











Charge (1) [A], Critter (1) [L], Evasive [C], Loyalty (Lady Aleksahn) [T]



EMPIRE NOBLE

Cost
10

Beast

<p>PreePree <i>"Extremely rare and valuable"</i></p> <p>Movement 4"</p> <p>Combat 1</p> <p>Support O Proud [T], Unwieldy [T]</p> <p>Save 6+</p> <p>CR 1"</p> <p> EMPIRE NOBLE</p> <p>Cost -20</p>	<p><i>Elite Object Unique</i></p> 	<p>Samine il Moerasii <i>"The falconer"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Commander (4) [L], Falconer (2) [T], Proud [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p> EMPIRE NOBLE</p> <p>Cost 10</p> <p><i>Elite Unique</i></p> 
<p>Samine's Hunting Garo <i>"Expertly trained by the Moerasii falconers"</i></p> <p>Movement 10"</p> <p>Combat 1</p> <p>Support 2 Evasive [C], Flying [T], Loyalty (Samine il Moerasii) [T], Untrained [T]</p> <p>Save —</p> <p>CR 1"</p> <p> EMPIRE NOBLE</p> <p>Cost 0</p>	<p><i>Beast</i></p> 	<p>Standard Bearer <i>"Proud to bear the colours of their lord!"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Standard [T]</p> <p>Save 5+</p> <p>CR 9"</p> <p> EMPIRE NOBLE</p> <p>Cost 20</p> <p><i>Troop</i></p> 

Toloran Rider

"Only the wealthiest can afford the Toloran"

Movement 10"

Combat 3

Support 1

Charge (1) [A], Combat Trained (1) [C]

Save 4+

CR 6"



EMPIRE NOBLE

Troop
Cost
30

Toloran Rider Captain

"The Toloran make brave and noble mounts"

Movement 10"

Combat 4

Support 2

Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A]

Save 4+

CR 6"





Stamina 2







EMPIRE NOBLE









Elite
Cost
100





Empire - Orel





<p>Preed's Graku "Vicious but exceptionally loyal!"</p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 Loyalty (Preed) [T], Pack Hunter [C], Ranger [T]</p> <p>Save 5+</p> <p>CR 3"</p> <p> EMPIRE OREL</p> <p>Cost 15</p>	<p>Graku "Vicious but exceptionally loyal!"</p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 Pack Hunter [C], Ranger [T]</p> <p>Save 5+</p> <p>CR 3"</p> <p> EMPIRE OREL</p> <p>Cost 15</p>
<p>Hunter "Making a living hunting dangerous beasts"</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 2 Beast Handler (4) [L], Combat Trained (2) [C], Confuse* [A], Get 'em!* [A], Pathfinder (4) [S], Ranger [T], Solo [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE OREL</p> <p>Cost 30</p>	<p>Lord of Orel "The grakulan are fearsome but unpredictable!"</p> <p>Movement 8"</p> <p>Combat 5</p> <p>Support 1 Aggressive (3) [T], Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Graku Master [T], Pounce (3) [C], Powerful [C]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE OREL</p> <p>Cost 125</p>

<p>Orel Knight <i>"As harsh as the lands they protect"</i></p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Beast Handler (1) [L], Combat Trained (1) [C], Pack Hunter [C]</p> <p>Save 4+</p> <p>CR 3"</p> <p> EMPIRE OREL</p> <p>Troop Cost 25</p>	<p>Orel Knight Captain <i>"We shall defend these lands!"</i></p> <p>Movement 10"</p> <p>Combat 4</p> <p>Support 1 Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Graku Master [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE OREL</p> <p>Elite Cost 100</p>
<p>Orel Militia <i>"Rarely seen without their loyal graku"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Defender [S]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE OREL</p> <p>Troop Cost 10</p>	<p>Orel Militia Captain <i>"Masters of Gubarnii and graku alike"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Graku Master [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE OREL</p> <p>Elite Cost 45</p>





Empire - Riverfolk





<p>Alora Handler "Expert trainers of families of alora"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 6+</p> <p>CR 6"</p> <p></p> <p>Alora Handler (1) [L], Favoured Allies (Alora) [T], Untrained [T], Whistle [T]</p> <p> EMPIRE RIVERFOLK</p> <p>Cost 5</p> <p>Civilian</p>	<p>Gorbi</p> <p>Movement 4"</p> <p>Combat 0</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p>Loyalty (Riverfolk) [T], Swim (6) [A]</p> <p> EMPIRE RIVERFOLK</p> <p>Cost 5</p> <p>Beast</p>
<p>Holdorna</p> <p>Movement 4"</p> <p>Combat 0</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p>Loyalty (Riverfolk) [T], Swim (6) [A]</p> <p> EMPIRE RIVERFOLK</p> <p>Cost 5</p> <p>Beast</p>	<p>Inirok</p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 0</p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p>Instinctive (0, 1) [T], Swim (10) [A]</p> <p> EMPIRE RIVERFOLK</p> <p>Cost 15</p> <p>Beast</p>

<div>Lord Delison</div> <div>"Master of the rivers"</div>		<div>Civilian</div> <div>Unique</div>		<div>Phoph Crevain</div> <div>Elite</div> <div>Unique</div>			
Movement	6"			Movement	6"		
Combat	3			Combat	2		
Support	1	Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Coward [T], Influential (3) [S], Proud [T], Sea Legs [T]		Support	2	Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Lunge (2) [C], Sea Legs [T], Slaver (2) [T], Trainer (6, Sea Legs) [T], Well-Travelled [T]	
Save	5+			Save	5+		
CR	6"			CR	12"		
Stamina	1			Stamina	2		
 EMPIRE RIVERFOLK		Cost	60	 EMPIRE RIVERFOLK		Cost	70

<div>River Critter</div> <div>"River critters, such as gorbi or holdorna"</div>		<div>Beast</div>		<div>Riverfolk Bolas</div> <div>Troop</div>			
Movement	4"			Movement	6"		
Combat	0			Combat	2		
Support	1	Loyalty (Riverfolk) [T], Swim (6) [A]		Support	1	Sea Legs [T]	
Save	5+			Save	5+		
CR	6"			CR	6"		
 EMPIRE RIVERFOLK		Cost	5	 EMPIRE RIVERFOLK		Cost	15

Mov	Rge	CS	Bolas
1"	9"	3	Entangle (1)









<h3>Riverfolk Captain</h3> <p><i>"Inspiring trust and loyalty in their crews"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 2</p> <p>Save 5+</p> <p>CR 12"</p> <p>Stamina 2</p>  <p>EMPIRE RIVERFOLK</p> <p>Cost 60</p>	<p>Elite</p> <h3>Riverfolk Crew</h3> <p><i>"Loyal crew from across the Empire"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p>  <p>Hook (2) [A], Sea Legs [T]</p> <p>EMPIRE RIVERFOLK</p> <p>Cost 10</p> <p>Troop</p>
<h3>Riverfolk First Mate</h3> <p><i>"Finding refuge after the invasion of Engu"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 12"</p>  <p>Captain (2) [L], Combat Trained (1) [C], Favoured Allies (Tabela) [T], Hook (2) [A], Pitch (2) [C], Powerful [C], Sea Legs [T], Well-Travelled [T]</p> <p>EMPIRE RIVERFOLK</p> <p>Cost 40</p> <p>Elite</p>	<h3>Riverfolk Kyalai</h3> <p><i>"Experts at catching kyalai along the river"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p>  <p>Sea Legs [T]</p> <p>Move 3" Rge 3" CS 4 Net Entangle (4)</p> <p>EMPIRE RIVERFOLK</p> <p>Cost 15</p> <p>Troop</p>




Riverfolk Urchin <i>"A common sight, playing among the boats"</i>		Civilian	Urchin on Coracle <i>"Just messing about on the river"</i>		Civilian
Movement	6"		Movement	0"	
Combat	1		Combat	1	
Support	1		Support	1	
Save	6+		Save	6+	
CR	6"		CR	6"	
 EMPIRE RIVERFOLK		Cost 5	 EMPIRE RIVERFOLK		Cost 10

Beast Handler (1) [L], Sea Legs [T], Untrained [T]

Beast Handler (1) [L], Cumbersome [T], Sea Legs [T], Swim (4) [A], Untrained [T]

Empire - Teral




Chancellor Danakan		Civilian Unique	Terali Boliga		Beast
Movement	6"		Movement	6"	
Combat	1		Combat	2	
Support	0		Support	1	
Save	5+		Save	3+	
CR	6"		CR	1"	
 EMPIRE TERAL		Cost 20	 EMPIRE TERAL		Cost 15
Terali Guard		Troop	Terali Guard Captain		Elite
Movement	6"		Movement	6"	
Combat	2		Combat	3	
Support	1		Support	2	
Save	5+		Save	5+	
CR	6"		CR	6"	
 EMPIRE TERAL		Cost 15	 EMPIRE TERAL		Cost 40





<div> <div>Terali Guard Captain On Kobruna</div> <div>Elite</div> <div> <div> <div>Movement</div> <div>8"</div> </div> <div> <div>Combat</div> <div>3</div> </div> <div> <div>Support</div> <div>1</div> <div> Beast Handler (1) [L], Cadre (1) [L], Combat Trained (2) [C], Commander (1) [L], Coordinated Strike* [A], Initiative [S], Kin in Arms [T], Standard [T] </div> </div> <div> <div>Save</div> <div>3+</div> </div> <div> <div>CR</div> <div>9"</div> </div> <div> <div>Stamina</div> <div>1</div> </div> </div> <div> <div>  <div>EMPIRE TERAL</div> <div>Cost</div> <div>50</div> </div> </div> </div>	<div> <div>Terali Guard On Kobruna</div> <div>Elite</div> <div> <div> <div>Movement</div> <div>8"</div> </div> <div> <div>Combat</div> <div>3</div> </div> <div> <div>Support</div> <div>1</div> <div> Beast Handler (1) [L], Cadre (1) [L], Combat Trained (1) [C], Initiative [S], Kin in Arms [T], Standard [T] </div> </div> <div> <div>Save</div> <div>3+</div> </div> <div> <div>CR</div> <div>9"</div> </div> </div> <div> <div>  <div>EMPIRE TERAL</div> <div>Cost</div> <div>25</div> </div> </div> </div>
<div> <div>Terali Seditonist</div> <div>Civilian</div> <div> <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> <div>Untrained [T]</div> </div> <div> <div>Save</div> <div>6+</div> </div> <div> <div>CR</div> <div>2"</div> </div> </div> <div> <div>  <div>EMPIRE TERAL</div> <div>Cost</div> <div>5</div> </div> </div> </div>	

Item

Two cards per row

Item	Value
1	10
2	20
3	30
4	40
5	50
6	60
7	70
8	80
9	90
10	100

<div> <div>Balloon</div> <div>Movement8"</div> <div>Combat—</div> <div>Support—</div> <div>Save4+Erratic (3) [T], Flying [T], Flying Transport (4) [A], Fuel [T], In The Air [A], Obstructing [T], Untrained [T], Vehicle (1) [T], Very Tough* [S]</div> <div>CR—</div> <div>Stamina6</div> <div>MoveRgeCSBomb —O"3Bombs Away!, Death From Above, Imprecise (2)</div> <div>  <div>ITEM</div> <div>Cost—</div> </div> </div>	<div> <div>Barge</div> <div>MovementSpecial</div> <div>Combat—</div> <div>Support—</div> <div>Save4+Sturdy [T], Untrained [T], Very Tough* [S]</div> <div>CR—</div> <div>Stamina3</div> <div>  <div>ITEM</div> <div>Cost—</div> </div> </div>
<div> <div>Cart</div> <div>MovementSpecial</div> <div>Combat—</div> <div>Support—</div> <div>Save4+Fuel [T], Cumbersome [T], Sturdy [T], Untrained [T], Very Tough* [S]</div> <div>CR—</div> <div>Stamina1</div> <div>  <div>ITEM</div> <div>Cost—</div> </div> </div>	<div> <div>Coracle</div> <div>Movement—</div> <div>Combat—</div> <div>Support—</div> <div>Save5+Cumbersome [T], Swim (4) [A], Untrained [T]</div> <div>CR—</div> <div>  <div>ITEM</div> <div>Cost—</div> </div> </div>

<h3>Engineer's Cottage</h3> <p>Object</p> <p>Movement —</p> <p>Combat —</p> <p>Support —</p> <p>Save 2+ Sturdy [T], Untrained [T], Very Tough* [S]</p> <p>CR —</p> <p>Stamina 10</p>  <p>ITEM</p> <p>Cost —</p>	<h3>Extra-large Balloon</h3> <p>Mechanical Object</p> <p>Movement 8"</p> <p>Combat —</p> <p>Support —</p> <p>Save 4+ Erratic (S) [T], Flying [T], Flying Transport (14) [A], Fuel [T], In The Air* [A], Obstructing [T], Untrained [T], Vehicle (2) [T], Very Tough* [S]</p> <p>CR —</p> <p>Stamina 10</p> <p>Move — Rge 0" CS 3 Bomb Bombs Away!, Death From Above, Imprecise (2)</p>  <p>ITEM</p> <p>Cost —</p>
<h3>Fan</h3> <p>Contraption Object</p> <p>Movement 0"</p> <p>Combat 3</p> <p>Support ?</p> <p>Save ? Fan (3, 2) [A], Untrained [T]</p> <p>CR ?</p>  <p>ITEM</p> <p>Cost —</p>	<h3>Gushrak</h3> <p>Contraption Mechanical Object</p> <p>Movement 3"</p> <p>Combat 2</p> <p>Support ?</p> <p>Save ? Overdrive* [C], Point Blank [R], Untrained [T], Wide Spray* [R]</p> <p>CR ?</p>  <p>ITEM</p> <p>Cost —</p>

Large Balloon

Mechanical
Object

Movement 8"

Combat —

Support —

Save 4+ Erratic (4) [T], Flying [T], Flying Transport (6) [A], Fuel [T], In The Air [A], Obstructing [T], Untrained [T], Vehicle (2) [T], Very Tough [S]

CR —

Stamina 8

Move Rge CS Bomb
— O" 3 Bombs Away!, Death From Above, Imprecise (2)



ITEM

Cost
—



Large Coracle

Boat
Object

Movement —

Combat —

Support —

Save 4+ Cumbersome [T], Sturdy [T], Swim (4) [A], Untrained [T]

CR —



ITEM

Cost
—

Light Derak

Contraption
Mechanical
Object

Movement 3"

Combat 3

Support ? Point Blank [R], Untrained [T]

Save ?

CR ?



ITEM

Cost
—

Mechanical Sling

Contraption
Mechanical
Object

Movement O"

Combat 3

Support ? Powerful [C], Untrained [T]

Save ?

CR ?



ITEM

Cost
—

<div> <div>Net</div> <div>Object</div> </div> <div> <div> <div>Movement</div> <div>3"</div> </div> <div> <div>Combat</div> <div>2</div> </div> <div> <div>Support</div> <div>?</div> </div> <div> <div>Save</div> <div>?</div> </div> <div> <div>CR</div> <div>?</div> </div> </div> <div> <div>Entangle (4) [C], Fuel [T], Untrained [T]</div> </div> <div> <div>ITEM</div> <div>Cost</div> <div>—</div> </div>	<div> <div>Net Firer</div> <div>Contraption Object</div> </div> <div> <div> <div>Movement</div> <div>0"</div> </div> <div> <div>Combat</div> <div>3</div> </div> <div> <div>Support</div> <div>?</div> </div> <div> <div>Save</div> <div>?</div> </div> <div> <div>CR</div> <div>?</div> </div> </div> <div> <div>Entangle (4) [C], Fuel [T], Untrained [T]</div> </div> <div> <div>ITEM</div> <div>Cost</div> <div>—</div> </div>
<div> <div>Ornithomata</div> <div>Contraption Mechanical Object</div> </div> <div> <div> <div>Movement</div> <div>3"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>0</div> </div> <div> <div>Save</div> <div>?</div> </div> <div> <div>CR</div> <div>?</div> </div> <div> <div>Stamina</div> <div>6</div> </div> </div> <div> <div>Charge (0) [A], Fuel [T], Mighty Blow [C], Overdrive* [C], Stamina Limit (3) [T], Untrained [T]</div> </div> <div> <div>ITEM</div> <div>Cost</div> <div>—</div> </div>	<div> <div>Raft</div> <div>Boat Object</div> </div> <div> <div> <div>Movement</div> <div>Special</div> </div> <div> <div>Combat</div> <div>—</div> </div> <div> <div>Support</div> <div>—</div> </div> <div> <div>Save</div> <div>4+</div> </div> <div> <div>CR</div> <div>—</div> </div> <div> <div>Stamina</div> <div>3</div> </div> </div> <div> <div>Sturdy [T], Untrained [T], Very Tough* [S]</div> </div> <div> <div>ITEM</div> <div>Cost</div> <div>—</div> </div>

Small Balloon

Contraption
Mechanical
Object

Movement 8"

Combat —

Support —

Save 4+ Erratic (2) [T], Flying [T], Flying Transport (2) [A], Fuel [T], In The Air* [A], Obstructing [T], Untrained [T], Vehicle (1) [T], Very Tough* [S]

CR —

Stamina 4

Move Rge CS Bomb
— O" 3 Bombs Away!, Death From Above, Imprecise (2)



ITEM

Cost
—



Steamboat

Boat
Mechanical
Object

Movement Special

Combat —

Support —

Save 4+ Sturdy [T], Untrained [T], Very Tough* [S]

CR —

Stamina 3



ITEM









Cost
—















Kedashi

Two cards per row

Kedashi - Core

<div>Abrok</div> <div>"Driven into battle by the howlers"</div> <div>Movement8"</div> <div>Combat3</div> <div>Support1</div> <div>Save5+</div> <div>CR2"</div> <div></div> <div>Pack (1) [L], Transport (1) [A], Untrained [T]</div> <div>KEDASHI CORE</div> <div>Cost15</div>	Beast	<div>Abrok Jenta</div> <div>"Small but surprisingly vicious"</div> <div>Movement8"</div> <div>Combat1</div> <div>Support1</div> <div>Save6+</div> <div>CR1"</div> <div></div> <div>Aggressive (3) [T], Evasive [C], Flit [C], Pack (1) [L], Untrained [T]</div> <div>KEDASHI CORE</div> <div>Cost15 for 2</div>	Beast
<div>Akitiin Egg</div> <div>"Just waiting to hatch..."</div> <div>Movement—</div> <div>Combat—</div> <div>Support—</div> <div>Save6+</div> <div>CR2"</div> <div></div> <div>Hatch (Akitiin Hatchling) [S], Nest (5) [S], Untrained [T]</div> <div>KEDASHI CORE</div> <div>Cost5</div>	Egg Object	<div>Akitiin Hatchling</div> <div>"Tiny terrors from the forests"</div> <div>Movement6"</div> <div>Combat1</div> <div>Support1</div> <div>Save6+</div> <div>CR1"</div> <div></div> <div>Pack (1) [L], Ranger [T]</div> <div>KEDASHI CORE</div> <div>Cost5</div>	Beast

<p>Bagrun Bomb Carrier <i>"The lumbering beasts carry baskets of ishkaru bombs"</i></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support O</p> <p>Save 3+</p> <p>CR 1"</p> <p>Stamina 2</p> <p> KEDASHI CORE</p> <p>Cost 80</p>	<p>Frenu <i>"Thought by most to be harmless beasts"</i></p> <p>Movement 10"</p> <p>Combat 1</p> <p>Support O</p> <p>Save —</p> <p>CR 1"</p> <p> KEDASHI CORE</p> <p>Cost 20 for 3</p>
<p>Grimblar (Kedashi Ally) <i>"Unfailing terror"</i></p> <p>Movement 8"</p> <p>Combat 5</p> <p>Support O</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> KEDASHI CORE</p> <p>Cost 150</p>	<p>Hendreek Kelahn <i>"Short tailed cousin of the Argoran kelahn"</i></p> <p>Movement 8"</p> <p>Combat 5</p> <p>Support O</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> KEDASHI CORE</p> <p>Cost 100</p>

Hunting Akitiin <i>"Loyal and aggressive protectors"</i>		Beast	Ishkaru Bomb 		Object
Movement	6"		Movement	?	
Combat	3		Combat	?	
Support	1		Support	?	
Save	5+		Save	?	
CR	1"		CR	?	
Move	6"	Rge	3	Spit Acid	
		blast		Point Blank, Stun	
 KEDASHI CORE		Cost 20	 KEDASHI CORE		Cost —
Kaopi <i>"Soaring over the swarms of smaller frenu"</i>		Elite	Kellanian Akitiin <i>"Giant and terrifying monstrosities"</i>		Beast
Movement	10"		Movement	4"	
Combat	4		Combat	6	
Support	1		Support	0	
Save	5+		Save	3+	
CR	6"		CR	6"	
Stamina	1		Stamina	3	
 KEDASHI CORE		Cost 40	 KEDASHI CORE		Cost 100

<div>Kotra</div> <div>Beast</div> <div> <div> <div>Movement</div> <div>8"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>—</div> </div> <div> <div>CR</div> <div>3"</div> </div> </div> <div>  <div>Critter (1) [L], Evasive [C], Passive [T]</div> </div> <div>  <div>KEDASHI CORE</div> <div>Cost</div> <div>5</div> </div>	<div>Medium Freni Swarm</div> <div>Troop</div> <div> <div> <div>"The larger swarms become dangerous"</div> </div> <div> <div>Movement</div> <div>8"</div> </div> <div> <div>Combat</div> <div>5</div> </div> <div> <div>Support</div> <div>2</div> </div> <div> <div>Save</div> <div>6+</div> </div> <div> <div>CR</div> <div>3"</div> </div> <div> <div>Stamina</div> <div>Special</div> </div> </div> <div>  <div>Combat Discipline* [C], Dodge* [C], Flying [T], Indomitable [C], Sacrifice [S], Swarm (6) [L], Untrained [T]</div> </div> <div>  <div>KEDASHI CORE</div> <div>Cost</div> <div>Special</div> </div>
<div>Naralon Wengi</div> <div>Beast</div> <div> <div> <div>"Small... and mildly annoying..."</div> </div> <div> <div>Movement</div> <div>8"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>—</div> </div> <div> <div>CR</div> <div>3"</div> </div> </div> <div>  <div>Critter (1) [L], Evasive [C], Passive [T]</div> </div> <div>  <div>KEDASHI CORE</div> <div>Cost</div> <div>5</div> </div>	<div>Naralon Wengi Pup</div> <div>Beast</div> <div> <div> <div>"Small... and mildly annoying..."</div> </div> <div> <div>Movement</div> <div>8"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>—</div> </div> <div> <div>CR</div> <div>3"</div> </div> </div> <div>  <div>Critter (1) [L], Evasive [C], Passive [T]</div> </div> <div>  <div>KEDASHI CORE</div> <div>Cost</div> <div>5</div> </div>

Orduch

Beast

Movement 8"

Combat 1

Support 1

Save —

CR 3"



Critter (1) [L], Evasive [C], Passive [T]



KEDASHI CORE

Cost
5

Seldoath

Beast
Elite

"Savage terrors from the forests"

Movement 8"

Combat 4

Support 1

Save 4+

CR 12"

Stamina 2



Aggressive (3) [T], Charge (2) [A], Combat Trained (1) [C], Dodge* [C], Lunge (2) [C], Pack (1) [L], Ranger [T], Savage [C], Transport (1) [A]



KEDASHI CORE

Cost
60

Small Frenu Swarm

Troop

"Small swarms of frenu can be a nuisance"

Movement 10"

Combat 3

Support 1

Save 6+

CR 3"

Stamina Special



Combat Discipline* [C], Dodge* [C], Flying [T], Sacrifice [S], Swarm (6) [L], Untrained [T]



KEDASHI CORE

Cost
20

Sprigg

Beast

Movement 6"

Combat 4

Support 1

Save 4+

CR 12"

Stamina 1










Aggressive (3) [T], Dodge* [C], Instinctive (0, 2) [T], Lunge (2) [C], Pack (1) [L], Pathfinder (0) [S], Ranger [T], Solo [T]











KEDASHI CORE









Cost
20

<h3>Tiny Akitiin</h3> <p>Beast</p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save —</p> <p>CR 3"</p> <p>Critter (1) [L], Evasive [C], Passive [T]</p> <p> KEDASHI CORE</p> <p>Cost 5</p>	<h3>Tohkarri</h3> <p>Beast</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 0</p> <p>Save 4+</p> <p>CR 1"</p> <p>Instinctive (0, 1) [T], Pack (1) [L], Transport (2) [A], Untrained [T]</p> <p> KEDASHI CORE</p> <p>Cost 20</p>
<h3>Tohkarri Bomb Carrier</h3> <p>"Immune to the stings of the ishkarru"</p> <p>Beast</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 0</p> <p>Save 4+</p> <p>CR 1"</p> <p>Bomb Carrier [T], Instinctive (0, 1) [T], Untrained [T]</p> <p> KEDASHI CORE</p> <p>Cost 30</p>	<h3>Trebarnii Boss</h3> <p>"They appear to have a primitive hierarchy"</p> <p>Elite</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>Beast Handler (1) [L], Captain (6) [L], Combat Discipline [C], Combat Trained (2) [C], Ranger [T]</p> <p> KEDASHI CORE</p> <p>Cost 40</p>


<p>Trebarnii BossBoss <i>"The greatest leaders of the trebarnii"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Beast Handler (2) [L], Captain (6) [L], Combat Discipline [C], Combat Trained (2) [C], Commander (2) [L], Get 'em! [A], Ranger [T]</p> <p>Save 5+</p> <p>CR 12"</p> <p>Stamina 2</p> <p> KEDASHI CORE</p> <p>Cost 60</p>	<p>Trebarnii Bross <i>"Not all brutes are stupid"</i></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Aggressive (3) [T], Beast Handler (3) [L], Charge (2) [A], Combat Trained (2) [C], Pounce (3) [C], Ranger [T], Savage [C], Trainer (2, Beast Handler) [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p> KEDASHI CORE</p> <p>Cost 40</p>
<p>Trebarnii Brute <i>"The huge brutes accompany their smaller kin"</i></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Aggressive (3) [T], Charge (2) [A], Pounce (3) [C], Ranger [T], Savage [C]</p> <p>Save 3+</p> <p>CR 2"</p> <p> KEDASHI CORE</p> <p>Cost 30</p>	<p>Trebarnii Goader <i>"Brave trebarnii who goad the beasts to battle"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Beast Handler (3) [L], Prod (1, 3) [A], Ranger [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> KEDASHI CORE</p> <p>Cost 15</p>

<h3>Trebarnii Howler</h3> <p>"Attacking in a cacophony of noise"</p>				Troop	<h3>Trebarnii Howler Bristleback</h3> <p>"The biggest and loudest of the howlers"</p>				Elite
Movement	6"				Movement	6"			
Combat	1				Combat	2			
Support	1				Support	1			
Save	6+				Save	6+			
CR	12"				CR	12"			
Move	Rge	CS	Throw Stones		Stamina	1			
6"	6"	2			Move	Rge	CS	Throw Stones	
					6"	6"	2	Accurate	
				Cost					Cost
KEDASHI CORE				15	KEDASHI CORE				60


<h3>Trebarnii Jenta</h3> <p>"Trebarnii are set to work from a young age"</p>				Civilian	<h3>Trebarnii Swarmcaller</h3> <p>"At one with the deadly swarms"</p>				Elite
Movement	6"				Movement	6"			
Combat	1				Combat	3			
Support	1				Support	1			
Save	5+				Save	5+			
CR	6"				CR	6"			
					Stamina	Special			
				Cost					Cost
KEDASHI CORE				5	KEDASHI CORE				30

<h3>Trebarnii Warrior</h3> <p><i>"The trebarnii are a nuisance for travellers"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p>  <p>Beast Handler (1) [L], Ranger [T]</p> <p> KEDASHI CORE</p> <p>Cost 10</p> <p>Troop</p>	<h3>War Sprigg</h3> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 1</p>  <p>Aggressive (3) [T], Dodge* [C], Lunge (2) [C], Pack (1) [L], Pathfinder (0) [S], Ranger [T], Savage [C], Solo [T]</p> <p> KEDASHI CORE</p> <p>Cost 45</p> <p>Beast</p>
<h3>Young Queen</h3> <p><i>"Few kedashi queens venture from their nests"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 9"</p> <p>Stamina 2</p>  <p>Commander (4) [L], Dodge* [C], Ranger [T], Sacrifice [S], Spawn Frenzy [S], Terrain (2, Forests) [T], Trainer (2, Loyalty(Queen)) [T]</p> <p> KEDASHI CORE</p> <p>Cost 60</p> <p>Queen</p>	<h3>Zanbee</h3> <p><i>"Tiny pests of the forest"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0</p> <p>Save 5+</p> <p>CR 6"</p> <p>Movement 0" Range blast CS 2 Mesmerise Point Blank, Stun</p>  <p>Evasive [C], Flying [T], Passive [T], Untrained [T], Weak [C]</p> <p> KEDASHI CORE</p> <p>Cost 10</p> <p>Beast</p>

Kedashi - Kiterak

The Kiterak "The ancient queen"		Queen Unique	
Movement	6"		
Combat	4		
Support	1		
Save	4+		Commander (4) [L], Ranger [T], Sacrifice [S], Spawn Frenzy [S], Tactician** [S], Terrain (2, Forests) [T], Trainer (2, Loyalty(The Kiterak)) [T], Venerated [T], Very Tough* [S]
CR	9"		
Stamina	2		
	KEDASHI KITERAK	Cost 100	

Kedashi - Rivers

Trebarnii Master River Hunter		Elite	Trebarnii River Hunter		Troop
Movement	6"		Movement	6"	
Combat	3		Combat	2	
Support	1		Support	1	
Save	5+		Save	5+	
CR	6"		CR	6"	
Stamina	2				
 KEDASHI RIVERS		Cost 50	 KEDASHI RIVERS		Cost 10

Beast Handler (3) [L], Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Confuse* [A], Pathfinder (4) [S], Ranger [T], Swim (6) [A], Travelling Biologist (2) [T], Whistle [T]

Beast Handler (1) [L], Pathfinder (6) [S], Ranger [T], Swim (6) [A], Whistle [T]

Mercenary

Two cards per row

Mercenary -

Dhogn Veteran

"Renowned for their abilities, if not their loyalty"

Troop

Movement 6"

Combat 3

Support 1

Save 5+

CR 6"



Beast Handler (2) [L], Combat Trained (2) [C], Favoured Allies (Setir Skerrat) [T], Pathfinder (4) [S], Ranger [T], Solo [T]



MERCENARY

Cost
15

Drazu Raya

"Raised on the streets of Gar Loven"

Troop
Unique

Movement 6"

Combat 3

Support 1

Save 4+

CR 6"



Combat Trained (2) [C], Evasive [C], Loyalty (Ora Chey) [T], Powerful [C], Retinue (Ora Chey) [T], Solo [T]



MERCENARY

Cost
20

Engu Veteran

"Many misplaced Engu have become sellswords"

Troop

Movement 6"

Combat 3

Support 1

Save 4+

CR 6"



Beast Handler (1) [L], Combat Trained (1) [C], Favoured Allies (Tabela) [T], Powerful [C], Solo [T]



MERCENARY

Cost
15

Mechanic

Troop

Movement 6"

Combat 1

Support 0

Save 5+

CR 0.5"











Initiative [S], Tune Up [A]



MERCENARY

Cost
15

Ora Chen				Troop	Pallirnai of Koheb				Troop
"Coarse tongued, with negotiable moral values..."				Unique					
Movement	6"				Movement	6"			
Combat	3				Combat	3			
Support	1				Support	1			
Save	5+				Save	5+			
CR	6"				CR	6"			
Move	Rge	CS	Throwing Knives		Stamina	3			
6"	6"	2	Accurate						
 MERCENARY				Cost	 MERCENARY				Cost
				20					40

Preed				Troop	Shipwright				Civilian
Movement	6"				Movement	6"			
Combat	2				Combat	1			
Support	1				Support	0			
Save	5+				Save	5+			
CR	6"				CR	0.5"			
Stamina	1								
Move	Rge	CS	Crossbow						
1"	12"	2	Accurate, Powerful						
 MERCENARY				Cost	 MERCENARY				Cost
				50					15

Tal Dolani Oigres
"Noble Pallinai from the shores of Kohel"

Troop
Unique

Movement 6"

Combat 3

Support 1

Save 5+ Agility [T], Assassinate* [A], Combat Discipline* [C], Combat Trained (2) [C], Dodge* [C], Ferocity* [C], Pounce (2) [C], Solo [T]

CR 6"

Stamina 3












MERCENARY

Cost
40

Wild Creature

Two cards per row

Wild Creature -

<p>Alora <i>"Playful denizens of the rivers"</i></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support O</p> <p>Save —</p> <p>CR 1"</p> <p>Alora Handler (1) [L], Evasive [C], Pack Hunter [C], Swim (8) [A]</p> <p> </p> <p> WILD CREATURE Cost 20 for 3</p>	Beast	<p>Ancient Grimblar <i>"Small... and mildly annoying..."</i></p> <p>Movement 8"</p> <p>Combat 6</p> <p>Support O</p> <p>Save 3+</p> <p>CR 9"</p> <p>Stamina 5</p> <p>Abject Terror [T], Assassinate* [A], Crunch (3) [C], Indomitable [C], Mighty Blow [C], Pathfinder (o) [S], Unstoppable [T], Very Powerful [C], Very Tough* [S], Wild Animal [T]</p> <p></p> <p> WILD CREATURE Cost 200</p>	Beast Unique
<p>Annoying Garkrid</p> <p>Movement 3"</p> <p>Combat O</p> <p>Support 1</p> <p>Save —</p> <p>CR O"</p> <p>Evasive [C], Instinctive (o, 1) [T]</p> <p></p> <p> WILD CREATURE Cost 5</p>	Beast	<p>Argoran Zauruun</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 1"</p> <p>Dug In [T], Critter (1) [L], Evasive [C], Passive [T]</p> <p></p> <p> WILD CREATURE Cost 5</p>	Beast

Bagrun

Beast

Movement 6"

Combat 4

Support 0 Instinctive (1, 3) [T], Untrained [T], Very Tough* [S]

Save 3+

CR 1"

Stamina 2



WILD CREATURE

Cost
80

Baksun

Beast

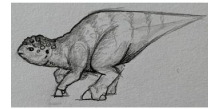
Movement 8"

Combat 3

Support 1 Charge (2) [A], Instinctive (1, 1) [T], Powerful Charge [T], Untrained [T]

Save 4+

CR 6"



WILD CREATURE

Cost
30

Biting Garkrid

Beast

Movement 3"

Combat 1

Support 1 Instinctive (1, 0) [T]

Save —

CR 0"



WILD CREATURE

Cost
5

Blue-tailed Fossier Kopa

Beast

Movement 8"

Combat 2

Support 1 Critter (6) [L]

Save 5+

CR 6"



WILD CREATURE

Cost
10

Blue-tailed Fossier Sempa

Beast

Movement 8"

Combat 1

Support 1

Save —

CR 3"

Critter (1) [L], Evasive [C], Passive [T]



WILD CREATURE

Cost
5

Bronx Hatchling

Beast

Movement 6"

Combat 1

Support 1

Save 5+

CR 2"



WILD CREATURE

Cost
5

Bronx Jenta

Beast

Movement 6"

Combat 2

Support 1

Save 4+

CR 2"

Instinctive (1, 1) [T]



WILD CREATURE

Cost
10

Bronx Kopa

Beast

Movement 6"

Combat 4

Support 0

Save 2+

CR 2"

Charge (2) [A], Instinctive (1, 2) [T], Lunge (2) [C],
Powerful Charge [T], Sweep [C], Transport (5) [A],
Unstoppable [T]



WILD CREATURE

Cost
50

Bronx Sempa

Beast

Movement 6"

Combat 3

Support 1

Save 3+

CR 2"



Instinctive (1, 1) [T], Lunge (1) [C], Powerful Charge [T], Sweep [C], Transport (4) [A], Unstoppable [T]



WILD CREATURE

Cost
30

Chobana Skerrat

Beast

"Horrid little creatures..."

Movement 10"

Combat 1

Support 1

Save 6+

CR 6"



Aggressive (1) [T], Evasive [C], Pack Hunter [C], Pounce (1) [C], Ranger [T]



WILD CREATURE

Cost
10

Doliir

Beast

Movement 8"

Combat 1

Support 1

Save —

CR 3"



Critter (1) [L], Evasive [C], Passive [T]



WILD CREATURE

Cost
5

Enar Naliks

Beast

Movement 6"

Combat 2

Support 0

Save 5+

CR 6"

Stamina 1



Aggressive (3) [T], Assassinate* [A], Blitz (1) [C], Charge (2) [A], Pack (2) [L], Pounce (3) [C], Proud [T], Savage [C], Wild Animal [T]



WILD CREATURE

Cost
30

Enar Vareen

Beast

Movement 6"

Combat 2

Support 0

Save 5+ Aggressive (3) [T], Assassinate* [A], Blitz (1) [C], Charge (2) [A], Pack (2) [L], Pounce (3) [C], Proud [T], Savage [C], Wild Animal [T]

CR 6"

Stamina 1



WILD CREATURE

Cost
30

Felexin

Beast

Movement 10"

Combat 2

Support 1

Save 5+ Aggressive (3) [T], Evasive [C], Pack (1) [L], Pack Hunter [C], Pounce (2) [C]

CR 6"



WILD CREATURE

Cost
20

Fosser

"Small... and mildly annoying..."

Beast

Movement 6"

Combat 1

Support 1

Critter (1) [L], Evasive [C], Passive [T]

Save 5+

CR 1"



WILD CREATURE

Cost
5

Frenzied Grimblar

"Unfailing terror"

Beast

Movement 8"

Combat 5

Support 0

Save 3+ Crunch (3) [C], Frenzied [C], Indomitable [C], Mighty Blow [C], Pathfinder (0) [S], Terror [T], Unstoppable [T], Very Powerful [C], Very Tough* [S], Wild Animal [T]









CR 6"

Stamina 3



WILD CREATURE

Cost
150

<h3>Gargoyle</h3> <p>Beast</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 0</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> WILD CREATURE</p> <p>Cost 15</p>	 <p>Camouflage [T], Flying [T], Leap* (4) [A]</p>	<h3>Garkrið Eggstick</h3> <p>Egg Object</p> <p>Movement —</p> <p>Combat —</p> <p>Support —</p> <p>Save 4+ Heavy [T], Untrained [T]</p> <p>CR 0"</p> <p> WILD CREATURE</p> <p>Cost 5</p>	
<h3>Garkrið Infestation</h3> <p>Beast</p> <p>Movement 3"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save —</p> <p>CR 0"</p> <p> WILD CREATURE</p> <p>Cost 5</p>	 <p>Instinctive (1, 0) [T]</p>	<h3>Golobaali</h3> <p>Beast</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 9"</p> <p> WILD CREATURE</p> <p>Cost 10</p>	 <p>Instinctive (0, 2) [T], Untrained [T]</p>

Grakukan

"The grakukan are fearsome but unpredictable!"

Beast

Movement 8"

Combat 4

Support 0

Save 3+

CR 6"



Aggressive (3) [T], Instinctive (1, 0) [T], Pounce (3) [C], Powerful [C]



WILD CREATURE

Cost
75

Granok Kopa

Beast

Movement 10"

Combat 3

Support 1

Save 4+

CR 3"



Instinctive (0, 1) [T], Pack (1) [L], Untrained [T]



WILD CREATURE

Cost
20

Granok Sempa

Beast

Movement 10"

Combat 2

Support 1

Save 5+

CR 3"



Instinctive (0, 1) [T], Pack (1) [L], Untrained [T]



WILD CREATURE

Cost
10

Grimblar

"Unfailing terror"

Beast

Movement 8"

Combat 5

Support 0

Save 3+

CR 6"

Stamina 3



Crunch (3) [C], Indomitable [C], Mighty Blow [C], Pathfinder (0) [S], Terror [T], Unstoppable [T], Very Powerful [C], Very Tough [S], Wild Animal [T]



WILD CREATURE

Cost
150

Hadera

Beast

Movement 10"

Combat 4

Support 0

Unstoppable [T], Untrained [T], Very Tough [S]

Save 3+

CR 6"

Stamina 2



WILD CREATURE

Cost
40

Jeskir

Beast

Movement 6"

Combat 2

Support 1

Save 5+

CR 6"



WILD CREATURE

Cost
15

Kentirin

Beast

Movement 8"

Combat 1

Support 1

Evasive [C]

Save 6+

CR 3"



WILD CREATURE

Cost
5

Kitahii

Beast

Movement 10"

Combat 4

Support 0

Save 5+

CR 6"

Aggressive (3) [T], Agility [T], Ambush [S], Combat Trained (2) [C], Pounce (3) [C], Ranger [T], Untrained [T], Wild Animal [T]



WILD CREATURE

Cost
30

Lesser Fanged Akitiin

Beast

Movement 4"

Combat 2

Support 0

Save —

CR 3"



Aggressive (3) [T], Ambush [S], Evasive [C], Mighty Blow [C], Pounce (3) [C], Powerful [C]



WILD CREATURE

Cost
20

Marsh Lohbess

Beast

"Small... and mildly annoying..."

Movement 8"

Combat 1

Support 1

Save —

CR 3"



Critter (1) [L], Evasive [C], Passive [T], Swim (6) [A]



WILD CREATURE

Cost
5

Martram

Beast

Movement 6"

Combat 5

Support 0

Save 3+

CR 6"

Stamina 3



Instinctive (1, 3) [T], Unstoppable [T], Untrained [T], Very Tough* [S]



WILD CREATURE

Cost
50

Mekkrid

Beast

Movement 6"

Combat 2

Support 0

Save 5+

CR 0"



Aggressive (3) [T], Instinctive (2, 0) [T], Pounce (3) [C], Ranger [T], Untrained [T], Wild Animal [T]



WILD CREATURE

Cost
20

Ochulan Doaka

Beast

Movement 8"

Combat 2

Support 1

Save 5+

CR 6"



WILD CREATURE

Cost
10

Ogechla

Beast

Movement 4"

Combat 4

Support 0 Ambush [S], Mighty Blow [C], Powerful [C]

Save 4+

CR 3"



WILD CREATURE

Cost
30

Onsegar

Beast

Movement 10"

Combat 5

Support 1 Aggressive (3) [T], Pounce (3) [C], Powerful [C], Untrained [T], Very Tough [S]

Save 3+

CR 9"

Stamina 4



WILD CREATURE

Cost
150

Opahyr

Beast

Movement 8"

Combat 2

Support 1 Charge (1) [A], Critter (1) [L], Evasive [C]









Save 5+

CR 6"



WILD CREATURE

Cost
10

<p>Pyulka <i>"Small... and mildly annoying..."</i></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save —</p> <p>CR 3"</p> <p></p> <p>Critter (1) [L], Evasive [C], Nest (5) [S], Passive [T]</p> <p> WILD CREATURE</p> <p>Cost 5</p> <p>Beast</p>	<p>Quosiin</p> <p>Movement 8"</p> <p>Combat 5</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p> <p></p> <p>Aggressive (3) [T], Instinctive (0, 1) [T], Lunge (2) [C], Powerful [C], Proud [T]</p> <p> WILD CREATURE</p> <p>Cost 35</p> <p>Beast</p>
<p>Quosiin Calf</p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p>Instinctive (0, 1) [T], Loyalty (Quosiin) [T]</p> <p> WILD CREATURE</p> <p>Cost 15</p> <p>Beast</p>	<p>Quoxa</p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save —</p> <p>CR 3"</p> <p></p> <p>Critter (1) [L], Evasive [C], Passive [T]</p> <p> WILD CREATURE</p> <p>Cost 5</p> <p>Beast</p>

Rakla Jenta

"Fearsome predator from the Casanii Territories"

Beast

Movement 8"

Combat 2

Support 0

Save 5+

CR 2"

Stamina 1



Aggressive (3) [T], Instinctive (1, 0) [T], Pack (1) [L], Sprint* (4) [A]



WILD CREATURE

Cost
15

Rakla Kopa

"Fearsome predator from the Casanii Territories"

Beast

Movement 8"

Combat 4

Support 1

Save 4+

CR 3"

Stamina 2



Aggressive (3) [T], Instinctive (2, 0) [T], Pack (2) [L], Pounce (3) [C], Sprint* (4) [A]



WILD CREATURE

Cost
35

Rakla Sempa

"Fearsome predator from the Casanii Territories"

Beast

Movement 8"

Combat 3

Support 1

Save 4+

CR 3"

Stamina 2



Aggressive (3) [T], Instinctive (2, 0) [T], Pack (1) [L], Pounce (3) [C], Sprint* (4) [A], Transport (1) [A]



WILD CREATURE

Cost
30

Renteli

Beast

Movement 10"

Combat 1

Support 0

Save ?

CR 1"

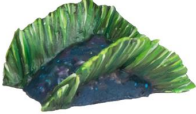









Evasive [C], Flying [T], Passive [T], Swift [T], Untrained [T], Weak [C]



WILD CREATURE

Cost
5

River Akitiin Coil		Beast Body Section	River Akitiin Head		Beast Body Section
Movement	0"		Movement	0"	
Combat	0		Combat	4	
Support	1		Support	1	
Save	3+		Save	4+	
CR	0"		CR	6"	
Stamina	Special		Stamina	3	
 WILD CREATURE		Cost Special	 WILD CREATURE		Cost 150
River Akitiin Tail		Beast Body Section	Ruhynko		Beast
Movement	0"		Movement	4"	
Combat	3		Combat	5	
Support	0		Support	0	
Save	4+		Save	3+	
CR	0"		CR	6"	
Stamina	Special		Stamina	1	
 WILD CREATURE		Cost Special	 WILD CREATURE		Cost 30

Ruukil Hullborer

Beast

Movement 2"

Combat 1

Support O
Crunch (2) [C], Instinctive (1, O) [T], Pack (1) [L],
Pounce (3) [C], Swim (6) [A]

Save —

CR O"



WILD CREATURE

Cost
5

Sakuu

Beast

Movement 8"

Combat 2

Support 1
Charge (1) [A], Combat Discipline* (1) [C], Nimble
[S]

Save 6+

CR 3"

Stamina 1



WILD CREATURE

Cost
20

Senira

Beast

Movement 8"

Combat 2

Support 1
Instinctive (O, 1) [T], Ranger [T]

Save 4+

CR 6"



WILD CREATURE

Cost
10

Setir Opay

Beast

Movement 8"

Combat 1

Support 1
Critter (1) [L], Evasive [C], Passive [T]

Save —

CR 3"



WILD CREATURE

Cost
5

Shiny Garkrid

Beast

Movement 8"

Combat 1

Support O Evasive [C], Instinctive (O, 1) [T]

Save —

CR O"



WILD CREATURE

Cost
5

Shipmite

Beast

Movement 2"

Combat 1

Support O Instinctive (1, O) [T], Pounce (3) [C], Swim (6) [A], Weak [C]

Save —

CR O"



WILD CREATURE

Cost
5

Spitting Garkrid

Beast

Movement 3"

Combat 1

Support 1 Instinctive (1, O) [T], Powerful [C]

Save —

CR O"



Move Rge CS Spit
O" 6" 2 Powerful



WILD CREATURE

Cost
10

Torala

Beast

"Mainly peaceful, but deadly if riled"

Movement 4"

Combat 4

Support O Crunch (3) [C], Indomitable [C], Instinctive (O, 2) [T], Powerful [C], Swim (6) [A], Unstoppable [T], Untrained [T], Very Tough* [S], Wild Animal [T]

Save 4+

CR 6"

Stamina 2



WILD CREATURE

Cost
50

Tourac

Beast

Movement 6"

Combat 1

Support 0 Sqwak! [S], Untrained [T]

Save 5+

CR 12"



WILD CREATURE

Cost
10

Tropli

Beast

Movement 10"

Combat 2

Support 1 Instinctive (0, 1) [T], Untrained [T]

Save 5+

CR 6"



WILD CREATURE

Cost
10

Tunnelling Akitiin

Beast

Movement 6"

Combat 4

Support 0 Aggressive (3) [T], Ambush [S], Instinctive (2, 0) [T], Lunge (2) [C], Untrained [T], Wild Animal [T]

Save 3+

CR 6"



WILD CREATURE

Cost
40

Utakrid

Beast

Movement 10"

Combat 4

Support 0 Crunch (2) [C], Dodge* [C], Flying [T], Grab [A], Overflight [C], Untrained [T], Very Tough* [S]

Save 4+

CR 9"

Stamina 2



WILD CREATURE

Cost
50

Utakrid (flightless)

Beast

Movement 3"

Combat 4

Support 0

Save 5+

CR 9"

Stamina 2

Crunch (2) [C], Untrained [T], Very Tough* [S]



WILD CREATURE

Cost
20



Utakrid Eggberg

Egg
Object

Movement ?

Combat ?

Support ?

Save 3+

CR ?

Stamina 3

Sturdy [T], Very Heavy [T], Untrained [T], Very Tough* [S]



WILD CREATURE

Cost
15

Utakrid Eggmass (Small)

Egg
Object

Movement ?

Combat ?

Support ?

Save 4+

CR ?

Stamina 1

Heavy [T], Untrained [T], Very Tough* [S]



WILD CREATURE

Cost
5



Utakrid Sempa

Beast

Movement 3"

Combat 3

Support 1

Save 5+

CR 9"

Crunch (1) [C], Swim (6) [A], Untrained [T]



WILD CREATURE

Cost
30

Voracious Lesser Red Tip

"Small... and mildly annoying..."

Beast

Movement 10"

Combat 1

Support 1

Save —

CR 3"



Evasive [C], Flying [T], Untrained [T]



WILD CREATURE

Cost
5

Vorall

Beast

Movement 6"

Combat 4

Support 0

Save 2+

CR 2"



Aggressive (3) [T], Crunch (2) [C], Instinctive (2, 2) [T], Pounce (2) [C], Powerful [C], Untrained [T], Wild Animal [T]



WILD CREATURE

Cost
30

Wild Belan

Beast

Movement 6"

Combat 5

Support 0

Save 3+

CR 6"

Stamina 3



Instinctive (0, 2) [T], Unstoppable [T], Untrained [T], Very Tough* [S]



WILD CREATURE

Cost
50

Wild Flocking Garo

Beast

Movement 10"

Combat 1

Support 1

Save —

CR 1"



Evasive [C], Flying [T], Pack (1) [L], Untrained [T]



WILD CREATURE

Cost
20 for 3

Wild Hunting Garo

Beast

Movement 10"

Combat 1

Support 2

Save —

CR 1"



Evasive [C], Flying [T], Untrained [T]



WILD CREATURE

Cost
5

Wild Sprigg

Beast

Movement 6"

Combat 4

Support 1

Save 4+

CR 12"

Stamina 1



Aggressive (3) [T], Dodge* [C], Instinctive (0, 2) [T],
Lunge (2) [C], Pack (1) [L], Pathfinder (0) [S],
Ranger [T], Solo [T], Untrained [T]



WILD CREATURE

Cost
20

Wild Tahela

Beast

Movement 10"

Combat 3

Support 1

Save 4+

CR 6"



Charge (1) [A], Combat Trained (1) [C], Pack (2) [L],
Pack Hunter [C], Swim (5) [A]



WILD CREATURE

Cost
30

Wild Tahela Jenta

Beast

Movement 10"

Combat 2

Support 1

Save 5+

CR 6"



Charge (1) [A], Pack (0) [L], Pack Hunter [C], Swim
(5) [A]



WILD CREATURE

Cost
15

Wild Tarhoeen

Beast

Movement 10"

Combat 4

Support 0

Save 4+

CR 12"

Stamina 1



Always On The Move (6) [T], Flying [T], Grab [A], Instinctive (0, 2) [T], Overflight [C], Untrained [T], Very Tough* [S]



WILD CREATURE

Cost
60

Wild Trepain

Beast

Movement 6"

Combat 5

Support 0

Save 3+

CR 6"

Stamina 1



Instinctive (0, 2) [T], Untrained [T], Very Tough* [S]



WILD CREATURE

Cost
40

Yartain

"Fearsome beasts of the Setir mountains"

Beast

Movement 6"

Combat 5

Support 2

Save 3+

CR 6"

Stamina 2



Blitz (3) [C], Overdrive* [C], Powerful [C], Ranger [T], Very Tough* [S]



WILD CREATURE

Cost
80

Yartain Pup

"Young, but still fearsome!"

Beast

Movement 6"

Combat 3

Support 1

Save 4+

CR 6"



Blitz (3) [C], Loyalty (Yartain) [T], Ranger [T]



WILD CREATURE

Cost
15

Yirnak

Beast

Movement 8"

Combat 3

Support 1

Save 3+

CR 6"



Charge (1) [A], Instinctive (1, 1) [T], Powerful [C], Ranger [T], Very Strong [T]



WILD CREATURE

Cost
15

Yirnak Kopa

Beast

Movement 8"

Combat 3

Support 1

Save 3+

CR 6"



Charge (1) [A], Instinctive (1, 1) [T], Mighty Blow [C], Powerful [C], Ranger [T], Very Strong [T]



WILD CREATURE

Cost
20

Yorali

Beast

Movement 8"

Combat 4

Support 0

Save 4+

CR 9"

Stamina 2



Aggressive (3) [T], Crunch (2) [C], Lunge (3) [C], Untrained [T], Very Tough [S], Wild Animal [T]



WILD CREATURE

Cost
50

Wild Creature - Skerrat

Chobana Skerrat Broodmother

Beast Elite

Movement8"


Combat4

Support1


Save4+

CR9"

Stamina2



Aggressive (3) [T], Beast Handler (4) [L], Charge (2) [A], Chobana Skerrat Trainer (4, Beast Handler(3)) [T], Dodge* [C], Favoured Allies (Chobana Skerrat) [T], Pounce (3) [C], Powerful [C], Ranger [T], Savage [C]

WILD CREATURE SKERRAT

Cost60

Skerrat Broodmother

Beast Elite

Movement8"


Combat4

Support1


Save4+

CR9"

Stamina2



Aggressive (3) [T], Beast Handler (4) [L], Charge (2) [A], Dodge* [C], Favoured Allies (Setir Skerrat) [T], Pounce (3) [C], Powerful [C], Ranger [T], Savage [C], Setir Skerrat Trainer (4, Beast Handler(3)) [T]

WILD CREATURE SKERRAT

Cost60

Wild Creature - Tahril



<p>Tahril Garkrid</p> <p>Beast Garkrid</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 0</p> <p>Save 5+</p> <p>CR 0.5"</p> <p>Garkrid Swarm (1) [L], Instinctive (0, 2) [T], Passive [T], Untrained [T]</p> <p>WILD CREATURE TAHRIL</p> <p>Cost 10</p>	<p>Tahril Garkrid Flyer</p> <p>Beast Garkrid</p> <p>Movement 4"</p> <p>Combat 1</p> <p>Support 0</p> <p>Save 4+</p> <p>CR 0"</p> <p>Flying (8) [T], Instinctive (1, 0) [T]</p> <p>WILD CREATURE TAHRIL</p> <p>Cost 5 for 2</p>
<p>Tahril Garkrid Nest</p> <p>Elite Object</p> <p>Movement 0"</p> <p>Combat 0</p> <p>Support 0</p> <p>Save 4+</p> <p>CR 0"</p> <p>Stamina 6</p> <p>Dormant Menace [T], Passive [T], Spawn Garkrid* [S], Very Tough* [S]</p> <p>WILD CREATURE TAHRIL</p> <p>Cost 30</p>	<p>Tahril Garkrid Queen</p> <p>Beast Elite Garkrid Object</p> <p>Movement 0"</p> <p>Combat 3</p> <p>Support 0</p> <p>Save 5+</p> <p>CR 9"</p> <p>Aggression Pheromones (4) [T], Garkrid Swarm (3) [L], Heavy [T], Instinctive (2, 0) [T]</p> <p>WILD CREATURE TAHRIL</p> <p>Cost 30</p>

Tahril Garkrið Satellite Nest		Elite Object	Tahril Garkrið Soldier		Beast Garkrið	
Movement	0"		Movement	6"		
Combat	0		Combat	3		
Support	0		Support	0		
Save	5+		Save	4+		
CR	0"		CR	0.5"		
Stamina	3					
			Move	Rge	CS	Spit
			2"	blast	3	Powerful
WILD CREATURE TAHRIL		Cost 20	WILD CREATURE TAHRIL		Cost 40	



















Casarii






Three cards per row

Casanii - Alaim



Alaim The Outcast		Enarii Unique	
Movement	10"		
Combat	5		
Support	O		Blitz (2) [C], Charge (1) [A], Combat Trained (2) [C], Diplomat (Empire) [T], Powerful [C], Solo [T], Transport (1) [A], Unstoppable [T], Barreling Charge (1) [T], Save 3+ Very Tough [S]
CR	6"		
Stamina	4		
	CASANII ALAIM	Cost 150	

Casanii - Core



Casanii Bodyguard Troop  <p> Movement 8" Combat 4 Support 1 Bodyguard [S], Combat Discipline* [C], Combat Trained (2) [C], Retinue [T], Very Tough* [S] Save 3+ CR 6" Stamina 2 Move 6" Rng 6" CS 2 Throwing Knives Accurate </p> <p> CASANII CORE Cost 60</p>	Casanii Warrior Troop <p><i>"The mainstay of the Casanii forces"</i></p>  <p> Movement 8" Combat 3 Support 1 Combat Trained (1) [C], Rider [T] Save 5+ CR 6" Move 8" Rng 4" CS 2 Throwing Spear Bushwack </p> <p> CASANII CORE Cost 20</p>	Casanii Warrior Chief Elite <p><i>"Veterans who have survived countless hunts"</i></p>  <p> Movement 8" Combat 4 Support 2 Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Rider [T] Save 5+ CR 9" Stamina 2 Move 8" Rng 4" CS 2 Throwing Spear Bushwack, Focus* </p> <p> CASANII CORE Cost 80</p>
Crested Grola Beast  <p> Movement 6" Combat 2 Support 1 Save 5+ CR 6" </p> <p> CASANII CORE Cost 15</p>	Erillai Beast  <p> Movement 8" Combat 3 Support 0 Instinctive (1, 2) [T], Leap* (4) [A], Untrained [T] Save 4+ CR 2" Stamina 1 </p> <p> CASANII CORE Cost 15</p>	Erillai Rider Elite Troop <p><i>"Fast and deadly cavalry"</i></p>  <p> Movement 8" Combat 3 Support 1 Charge (1) [A], Combat Trained (1) [C], Leap* (4) [A], Transport (1) [A] Save 4+ CR 6" Stamina 1 Move 8" Rng 4" CS 2 Throwing Spear Bushwack </p> <p> CASANII CORE Cost 30</p>
Hadera Rider Elite Troop <p><i>"Masters of the Casanii plains"</i></p>  <p> Movement 10" Combat 4 Support 1 Charge (2) [A], Combat Trained (1) [C], Transport (2) [A], Unstoppable [T], Very Tough* [S] Save 3+ CR 6" Stamina 2 Move 8" Rng 4" CS 2 Throwing Spear Bushwack </p> <p> CASANII CORE Cost 60</p>	Mounted Shaman (Erillai) Elite Unique  <p> Movement 8" Combat 3 Support 1 Charge (1) [A], Commander (2) [L], Inspire [T], Leap* (4) [A], Tactician** [S], Transport (1) [A] Save 4+ CR 6" Stamina 3 </p> <p> CASANII CORE Cost 60</p>	Mounted Shaman (Hadera) Elite Unique  <p> Movement 10" Combat 4 Support 1 Charge (2) [A], Commander (2) [L], Inspire [T], Tactician** [S], Transport (2) [A], Unstoppable [T], Very Tough* [S] Save 3+ CR 6" Stamina 3 </p> <p> CASANII CORE Cost 90</p>

<p>Ol'raan "Muri's other bodyguard"</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Beast Handler (2) [L], Ranger [T], Solo [T], Sprint* (4) [A]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 2</p> <p>Move 3" Rng 18" CS 2 Longbow Accurate, Focus*, Long Range* (6), Quick Shot*</p> <p> CASANII CORE Cost 30</p>	<p>On'Saa "Ensuring messages are delivered at all costs"</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Agility [T], Assassinate* [A], Combat Trained (2) [C], Dodge* [C], Ferocity* [C], Ranger [T], Rider [T], Solo [T], Sprint* (4) [A]</p> <p>Save 6+</p> <p>CR 6"</p> <p>Stamina 4</p> <p> CASANII CORE Cost 50</p>	<p>Shaman "Those who walk with the spirits"</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Commander (2) [L], Inspire [T], Rider [T], Tactician* [S]</p> <p>Save 6+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> CASANII CORE Cost 40</p>
<p>Tokara "Muri's bodyguard"</p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 1 Bodyguard [S], Combat Discipline* [C], Combat Trained (2) [C], Retinue (Freedom Fighter Muri) [T], Very Tough* [S]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 2</p> <p>Move 6" Rng 6" CS 2 Throwing Knives Accurate</p> <p> CASANII CORE Cost 60</p>	<p>Tracker "Unerringly accurate with their bows"</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Ranger [T], Rider [T], Solo [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>Move 3" Rng 18" CS 2 Longbow Focus*, Quick Shot*</p> <p> CASANII CORE Cost 25</p>	










Casanii - Deyath







Telani Deyath "Scourge of those who trespass on his lands"			Elite Unique		
Movement	8"				
Combat	4				
Support	2				
Save	4+				
CR	9"				
Stamina	3				
Move	8"	CS	3	Koiba Bushwack, Light Weapon	
Rage	4"				
 CASANII DEYATH			Cost	100	

Casanii - Enyath


Noh'rilan Enyath					Elite Unique	Young Noh'rilan					Elite Unique
Movement 10"						Movement 10"					
Combat 4						Combat 4					
Support 1						Combat Trained (1) [C], Packmaster (2) [L]					
Save 3+						Support 1					
CR 9"						Save 4+					
Stamina 2						CR 6"					
Move 8"						Move 8"					
Rage 4"						Rage 4"					
CS 2					CS 2						
Throwing Spear					Throwing Spear						
Bushwack, Focus					Bushwack						
Casanii Enyath					Cost 90	Casanii Enyath					Cost 50

Casanii - Feral

<p>Dompaku "Graceful giants who accompany the ferals"</p> <p>Movement 6"</p> <p>Combat 5</p> <p>Support 1 Instinctive (1, 3) [T], Obstructing [T], Proud [T], Transport (4) [A], Unstoppable [T], Vehicle (3) [T], Very Tough* [S]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> CASANII FERAL Cost 60</p>	<p>Feral Baksun Troop</p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 1 Charge (2) [A], Instinctive (1, 1) [T], Pack (1) [L], Powerful Charge [T], Transport (1) [A]</p> <p>Save 4+</p> <p>CR 3"</p> <p> CASANII FERAL Cost 45</p>	<p>Feral Brave "The older ferals who rule the youngsters"</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Captain (2) [L], Combat Trained (1) [C], Get 'em! [A], Rider [T]</p> <p>Save 6+</p> <p>CR 3"</p> <p>Stamina 1</p> <p> CASANII FERAL Cost 30</p>
<p>Feral Brave on Rakla "The braves can barely control the huge beasts!"</p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 1 Aggressive (3) [T], Combat Trained (1) [C], Instinctive (2, 0) [T], Pack (2) [L], Pounce (3) [C], Sprint* (4) [A], Transport (1) [A]</p> <p>Save 4+</p> <p>CR 3"</p> <p>Stamina 2</p> <p> CASANII FERAL Cost 40</p>	<p>Feral Granok Rider Troop</p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Instinctive (0, 1) [T], Pack (1) [L], Transport (1) [A]</p> <p>Save 5+</p> <p>CR 3"</p> <p>Move 10" Rng 8" CS 2 Sling Light Weapon</p> <p> CASANII FERAL Cost 25</p>	<p>Feral Mutt "All tempered protectors for the young ferals"</p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 1 Combat Trained (1) [C], Pack (0) [L]</p> <p>Save 5+</p> <p>CR 1"</p> <p> CASANII FERAL Cost 15</p>
<p>Feral Sling "Hunting their prey from afar"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Pack (1) [L], Rider [T]</p> <p>Save 6+</p> <p>CR 1"</p> <p>Move 3" Rng 8" CS 2 Sling</p> <p> CASANII FERAL Cost 10</p>	<p>Feral Warrior "Young casanii trying to prove themselves"</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Pack (1) [L], Rider [T]</p> <p>Save 6+</p> <p>CR 1"</p> <p> CASANII FERAL Cost 10</p>	<p>Jakiin "The youngest of Koi'Koi's ferals"</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Loyalty (Koi'Koi) [T], Pack (1) [L]</p> <p>Save 6+</p> <p>CR 2"</p> <p> CASANII FERAL Cost 10</p>

Lek'Saa <i>"More at home with grishak than her kin"</i>		Elite Unique	Lek'Saa on Grishak <i>"More at home with grishak than her kin"</i>		Elite Unique	Lek'Saa on Rakla <i>"More at home with grishak than her kin"</i>		Elite Unique
Movement	6"		Movement	10"		Movement	8"	
Combat	2		Combat	3		Combat	4	
Support	1		Support	1		Support	1	
Save	6+		Save	4+		Save	4+	
CR	6"		CR	6"		CR	6"	
Stamina	1		Stamina	2		Stamina	2	
 CASANII FERAL		Cost 20	 CASANII FERAL		Cost 50	 CASANII FERAL		Cost 30

Casanii - Steyar



















Sely'Ban Steyar		Elite
"Most renowned of the Onegar Riders"		Unique
Movement	10"	
Combat	5	
Support	1	
Save	3+	
CR	9"	
Stamina	4	
CASANII STEYAR		Cost
		150



















Delgon







Three cards per row

Delgon - Core







Belderak Bombard Mechanical Object  Movement Special Combat — Support — Fuel [T], Heavy [T], Sturdy [T], Untrained [T], Very Tough [S] Save 2+ CR — Stamina 1 Move Rae CS Shell O" 12-24 2 Death From Above, Haphazard (4, 3), Operated (2), Powerful.  DELGON CORE Cost 25	Delgon Civilian Civilian  Movement 6" Combat 1 Support 1 Untrained [T] Save 6+ CR 2"  DELGON CORE Cost 5	Delgon Creche Mother Civilian  Movement 6" Combat 1 Support 1 Untrained [T] Save 6+ CR 2"  DELGON CORE Cost 5
Delgon Mechanic Troop  Movement 6" Combat 1 Support 0 Initiative [S], Tune Up [A] Save 5+ CR 0.5"  DELGON CORE Cost 15	Delgon Sprog Troop  Movement 6" Combat 1 Support 1 Beast Handler (1) [L], Evasive [C], Ranger [T] Save 5+ CR 3"  DELGON CORE Cost 5	Delgon Sprog & Skerrat Troop  Movement 6" Combat 2 Support 1 Beast Handler (1) [L], Evasive [C], Ranger [T] Save 5+ CR 3" Move Rae CS Skerrat 6" 5" 1 Bushwack, Light Weapon  DELGON CORE Cost 10
Delgon Sprog Gang Leader Troop  Movement 6" Combat 1 Support 1 Beast Handler (1) [L], Evasive [C], Gang (2) [L], Ranger [T], Trainer (3, Gang (0)) [T] Save 5+ CR 3" Move Rae CS Skerrat 6" 5" 1 Bushwack, Light Weapon  DELGON CORE Cost 15	Delgon Sprog Skerrat Rider Troop  Movement 8" Combat 2 Support 1 Beast Handler (1) [L], Evasive [C], Gang (2) [L], Ranger [T], Trainer (3, Gang (0)) [T] Save 5+ CR 3"  DELGON CORE Cost 20	Delgon Standard Bearer Troop  Movement 6" Combat 1 Support 1 Standard [T] Save 5+ CR 9"  DELGON CORE Cost 20

Heavy KalMalog  Movement 3" Combat 3 Support 1 Cadre (1) [L], Fuel [T], Sprint* (3) [A], Unstable (3) [T], Very Tough* [S] Save 3+ CR 0.5" Stamina 6 Move 0" Rng 12" CS 2 Guns Ferocity*, Long Range* (6), Quick Shot*  DELGON CORE Cost 50	Heavy KalMalog With Deraks  Movement 3" Combat 3 Support 1 Cadre (1) [L], Fuel [T], Sprint* (3) [A], Unstable (3) [T], Very Tough* [S] Save 3+ CR 0.5" Stamina 6 Move 0" Rng 12" CS 2 Guns Long Range* (6), Overdrive*, Powerful, Shatter  DELGON CORE Cost 50	Heavy KalMalog With Gushbraks  Movement 3" Combat 3 Support 1 Cadre (1) [L], Fuel [T], Sprint* (3) [A], Unstable (3) [T], Very Tough* [S] Save 3+ CR 0.5" Stamina 6 Move 0" Rng blast CS 3 Gushbrak Focus*, Intense Spray*, Quick Shot*  DELGON CORE Cost 50
KalDreman <i>"Elite but headstrong bodyguards"</i>  Movement 6" Combat 2 Support 2 Bodyguard [S], Combat Trained (1) [C], Defender [S], Initiative [S], Rare [T] Save 5+ CR 0.5"  DELGON CORE Cost 20	KalDromar <i>"Stalwart and reliable bodyguards"</i>  Movement 6" Combat 2 Support 1 Bodyguard [S], Defender [S], Initiative [S], Rare [T] Save 4+ CR 0.5"  DELGON CORE Cost 15	KalDru <i>"Devastatingly effective!"</i>  Movement 6" Combat 1 Support 0 Save 5+ CR 0.5" Move 3" Rng blast CS 3 Light Derak Point Blank  DELGON CORE Cost 20
KalDruKar <i>"Unwieldy, but deadly at long range!"</i>  Movement 6" Combat 1 Support 0 Save 5+ CR 0.5" Stamina 3 Move 0" Rng 12" CS 2 Derakar Long Range* (4), Quick Shot*  DELGON CORE Cost 30	KalGarkii <i>"Inexperienced but unquestioning in their loyalty"</i>  Movement 6" Combat 2 Support 1 Save 5+ CR 0.5"  DELGON CORE Cost 10	KalGush <i>"Feared by friends and enemies alike!"</i>  Movement 6" Combat 1 Support 0 Gasmask [T], Persistent [T], Safety Valve (3) [T], Vent* [A] Save 5+ CR 0" Stamina 3 Move 3" Rng blast CS 2 Gushbrak Focus*, Wide Spray*  DELGON CORE Cost 30


KalJoran <i>"Ferocious shock troopers who lead the charge"</i>  Movement 6" Combat 2 Support 1 <i>Charge (1) [A], Defensive Line [C]</i> Save 5+ CR 0.5"  DELGON CORE Cost 15	KalMalog <i>"Trampling all beneath their metal hooves!"</i>  Movement 8" Combat 3 Support 1 <i>Assassinate* [A], Cadre (1) [L], Combat Trained (2) [C], Fuel [T], Overdrive* [C], Sprint* (4) [A], Stamina Limit (3) [T]</i> Save 4+ CR 6" Stamina 6  DELGON CORE Cost 50	KalMalog Veteran <i>"Trampling all beneath their metal hooves!"</i>  Movement 8" Combat 3 Support 1 <i>Assassinate* [A], Cadre (1) [L], Combat Trained (2) [C], Ferocity* [C], Fuel [T], Sprint* (4) [A], Stamina Limit (4) [T]</i> Save 4+ CR 6" Stamina 6  DELGON CORE Cost 75
Mounted NuraSen <i>"All must bow to the Enari!"</i>  Movement 8" Combat 1 Support 1 <i>Authority (4) [L], Protected (4) [T]</i> Save 5+ CR 6"  DELGON CORE Cost 50	NuraFeln  Movement 6" Combat 1 Support 0 <i>Initiative [S], Smelling Salts* [S]</i> Save 5+ CR 0.5"  DELGON CORE Cost 15	NuraKira <i>"For the Gods!"</i>  Movement 6" Combat 1 Support 1 <i>Authority (2) [L], Protected (2) [T]</i> Save 6+ CR 6"  DELGON CORE Cost 20
NuraKira Obal <i>"I aim only to bring peace to these lands"</i>  Movement 6" Combat 1 Support 1 <i>Authority (2) [L], Diplomat (Empire) [T], Protected (2) [T]</i> Save 6+ CR 6"  DELGON CORE Cost 30	NuraLehn <i>"The young Acolytes lead from the front lines"</i>  Movement 6" Combat 1 Support 1 <i>Authority (1) [L]</i> Save 6+ CR 6"  DELGON CORE Cost 15	NuraSen <i>"All must bow to the Enari!"</i>  Movement 6" Combat 1 Support 1 <i>Authority (4) [L], Protected (4) [T]</i> Save 6+ CR 6"  DELGON CORE Cost 40

<p>NuraSen Gohral <i>"Possessed of a sharp but callous mind"</i></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Authority (4) [L], Protected (4) [T], Tactician** [S]</p> <p>Save 6+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> DELGON CORE Cost 60</p>	<p>NuraSen Plutom <i>"Technology is the route to victory!"</i></p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Authority (4) [L], Protected (4) [T], Refuel (3) [A], Tune Up [A]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> DELGON CORE Cost 60</p>	<p>NuraTia Obal</p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Authority (4) [L], Diplomat (Empire) [T], Influential (2) [S], Protected (2) [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p> DELGON CORE Cost 60</p>
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Delgon - Dehnan

Dehnan <i>"The god of the Shogun nomads"</i> 	Enarii Unique	KalDehnan <i>"Loyal followers of Dehnan"</i> 	Troop	NuraSen Todahlin 	Elite Unique
Movement 10"		Movement 6"		Movement 8"	
Combat 5		Combat 2		Combat 2	
Support 0	Assassinate* [A], Combat Trained (2) [C], Critical [T], Impetuous [T], Powerful [C], Protected (4) [T], Unstoppable [T], Very Tough* [S]	Support 2	Combat Trained (1) [C], Loyalty (Dehnan) [T], Ranger [T], Rare [T], Retinue (Dehnan) [T], Sprint* (4) [A]	Support 1	Authority (4) [L], Commander (4) [L], Favoured Allies (Tera!) [T], Protected (2) [T], Very Tough* [S]
Save 3+		Save 5+		Save 4+	
CR 12"		CR 0.5"		CR 6"	
Stamina 5		Stamina Special		Stamina 1	
 DELGON DEHRAN	Cost 120	 DELGON DEHRAN	Cost 20	 DELGON DEHRAN	Cost 50



Delgon - Eldeyn

Eldeyn The Gardener		Enarii Unique
Movement	10"	
Combat	4	
Support	<div>○ Commander (4) [L], Critical [T], Powerful [C], Unstoppable [T], Very Tough [S]</div>	
Save	3+	
CR	12"	
Stamina	5	
	DELGON ELDEYN	Cost 80



Delgon - Garabon

NuraGan Largos		Elite Unique
Movement	8"	
Combat	2	
Support	1	
	Authority (4) [L], Commander (4) [L], Protected (4) [T]	
Save	4+	
CR	6"	
	DELGON GARABON	Cost 60

Delgon - Malog

Malog		Enari Mechanical Unique	
Movement	12"		
Combat	6		
Support	O		
Save	3+		
CR	12"		
Stamina	6		
	DELGON MALOG	Cost 150	


Delgon - Roban

<div>Roban</div> <div>"Seething with hatred for the devanu"</div> <div>Movement 10"</div> <div>Combat 5</div> <div>Support O</div> <div>Save 3+</div> <div>CR 12"</div> <div>Stamina 5</div> <div> DELGON ROBAN</div>		<div>Enarii</div> <div>Unique</div> <div></div> <div>Combat Trained (2) [C], Commander (4) [L], Critical [T], Mighty Blow [C], Powerful [C], Unstoppable [T], Very Tough [S]</div> <div>Cost 200</div>	
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Devanu








Three cards per row

Devanu - Arak







<div>Arak Katain</div> <div>"I shall kill one of their gods!"</div> <div>Movement 10"</div> <div>Combat 6</div> <div>Support ○ Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Commander (4) [L], Momentum [S], Very Tough* [S]</div> <div>Save 4+</div> <div>CR 12"</div> <div>Stamina 6</div> <div>DEVANU ARAK</div>		<div>Elite Unique</div> <div></div> <div></div> <div>Cost 200</div>	
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Devanu - Core










<p>Devanu Eggstick "Keeping their eggs safe and close"</p> <p>Movement —</p> <p>Combat —</p> <p>Support — Concealed [T], Untrained [T], Unwieldy [T]</p> <p>Save 4+</p> <p>CR 0"</p> <p></p> <p> DEVANU CORE Cost 5</p>	<p>Devanu Hatchling "Even the youngest of hatchlings can be deadly!"</p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 Agility [T], Ferocity* [C], Sibling [C]</p> <p>Save 5+</p> <p>CR 3"</p> <p>Stamina 1</p> <p></p> <p> DEVANU CORE Cost 20</p>	<p>Devanu Kopa "Masters of the art of hunting and killing"</p> <p>Movement 10"</p> <p>Combat 6</p> <p>Support 2 Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Dodge* [C], Feint* [C], Leap* (4) [A], Packmaster (4) [L], Sprint* (5) [A]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 6</p> <p></p> <p> DEVANU CORE Cost 150</p>
<p>Devanu Kopa Beastmaster "Some Devanu never do develop a proper fondness for their kin"</p> <p>Movement 10"</p> <p>Combat 6</p> <p>Support 2 Agility [T], Alpha [T], Beast Handler (3) [L], Charge (2) [A], Dodge* [C], Ferocity* [C], Leap* (4) [A], Pack Hunter [C], Pack Instinct [C], Trainer (1 Wild Creature, Loyalty(Devanu Kopa Beastmaster)) [T]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 6</p> <p></p> <p> DEVANU CORE Cost 150</p>	<p>Devanu Kopa Ranger "Masters of the art of hunting and killing"</p> <p>Movement 10"</p> <p>Combat 6</p> <p>Support 2 Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Dodge* [C], Feint* [C], Leap* (4) [A], Packmaster (4) [L], Sprint* (5) [A]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 6</p> <p></p> <p> DEVANU CORE Cost 150</p>	<p>Devanu Kopa Ravager "Masters of the art of hunting and killing"</p> <p>Movement 10"</p> <p>Combat 6</p> <p>Support 2 Aggressive (3) [T], Alpha [T], Charge (1) [A], Combat Discipline* [C], Dodge* [C], Packmaster (4) [L], Pounce (3) [C], Sprint* (5) [A], Unstoppable [T]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 6</p> <p></p> <p> DEVANU CORE Cost 150</p>
<p>Devanu Kopa Warmonger "Masters of the art of hunting and killing"</p> <p>Movement 8"</p> <p>Combat 6</p> <p>Support 2 Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Packmaster (4) [L], Powerful [C], Sprint* (4) [A], Unstoppable [T], Very Tough* [S]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 6</p> <p></p> <p> DEVANU CORE Cost 150</p>	<p>Devanu Matriarch "Fiercely protective of their young"</p> <p>Movement 10"</p> <p>Combat 5</p> <p>Support 2 Agility [T], Assassinate* [A], Combat Discipline* [C], Dodge* [C], Feint* [C], Maternal [C], Matriarch (4) [L], Sprint* (5) [A]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 5</p> <p></p> <p> DEVANU CORE Cost 100</p>	<p>Devanu Sempa "Following their Kopa with absolute trust"</p> <p>Movement 10"</p> <p>Combat 5</p> <p>Support 2 Agility [T], Assassinate* [A], Beast Handler (2) [L], Combat Discipline* [C], Dodge* [C], Feint* [C], Sprint* (5) [A]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 5</p> <p></p> <p> DEVANU CORE Cost 100</p>







<p>Grishak "Silent and deadly hunters"</p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 1 Charge (2) [A], Pack (1) [L], Pack Hunter [C], Savage [C]</p> <p>Save 4+</p> <p>CR 3"</p> <p> DEVANU CORE Cost 25</p>	<p>Grishak Jenta "The vicious youngsters are still dangerous!"</p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 1 Pack (1) [L], Pack Hunter [C], Untrained [T]</p> <p>Save 5+</p> <p>CR 1"</p> <p> DEVANU CORE Cost 15</p>	<p>Grishak Kopa "Hulking and terrible beasts!"</p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Charge (2) [A], Grishak Trainer (2, Pack Instinct) [T], Pack (2) [L], Pack Hunter [C], Pack Instinct [C], Powerful [C]</p> <p>Save 3+</p> <p>CR 6"</p> <p> DEVANU CORE Cost 50</p>
<p>Jenta Handler "More at home with beasts than other devanu"</p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 1 Agility [T], Beast Handler (2) [L], Ferocity* [C], Leap* (4) [A], Pack Hunter [C]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> DEVANU CORE Cost 50</p>	<p>Jenta Hunter "Young devanu who fight close to their siblings"</p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 1 Agility [T], Combat Discipline* [C], Feint* [C], Ferocity* [C], Leap* (4) [A], Rapid Strike [C], Sibling [C]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> DEVANU CORE Cost 50</p>	<p>Jenta Spear "Hurling spears scavenged from their prey"</p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 1 Agility [T], Ferocity* [C], Leap* (4) [A]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 3</p> <p>Move 8" Rng 8" CS 2 Spear Focus*, Light Weapon, Long Range* (4)</p> <p> DEVANU CORE Cost 50</p>
<p>Kosok "Casting a fearful shadow over their prey"</p> <p>Movement 12"</p> <p>Combat 1</p> <p>Support 3 Aggressive (3) [T], Charge (2) [A], Evasive [C], Flit [C], Flying [T], Solo [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p> DEVANU CORE Cost 25</p>		

Devanu - Outcasts

Alpha Outcast <i>"Desperate leaders of the young outcasts"</i>		Elite Jenta	Kelahn <i>"Ferocious beasts that prowled the Argorian Wastes"</i>		Beast	Koi'Koi <i>"Venerated by young devanu and ferals alike"</i>		Elite Unique
Movement	8"		Movement	8"		Movement	6"	
Combat	4		Combat	6		Combat	4	
Support	1	Agility [T], Alpha [T], Charge (2) [A], Combat Discipline [C], Dodge [C], Ferocity [C], Leap (4) [A], Outcast [T], Packmaster (4) [L]	Support	0	Aggressive (3) [T], Instinctive (4, 2) [T], Pounce (3) [C], Powerful [C], Untrained [T], Very Tough [S], Wild Animal [T]	Support	1	Combat Discipline [C], Commander (2) [L], Coward [T], Favored Allies (Casani Feral) [T], Inspire [T], Outcast [T], Venerated [T]
Save	5+		Save	3+		Save	5+	
CR	6"		CR	6"		CR	6"	
Stamina	4		Stamina	2		Stamina	3	
	DEVANU OUTCASTS	Cost 75		DEVANU OUTCASTS	Cost 100		DEVANU OUTCASTS	Cost 75

Devanu - Tar Kisael

<p>Acorri Deyirn Civilian</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p>  DEVANU TAR KISAEL Cost 20 </p>	<p>Deyirn Light Cavalry Troop</p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p>  DEVANU TAR KISAEL Cost 20 </p>	<p>Deyirn Militia Troop</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p>  DEVANU TAR KISAEL Cost 10 </p>
<p>Deyirn Militia Captain Elite</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 2</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>  DEVANU TAR KISAEL Cost 50 </p>	<p>Deyirn Mounted Militia Captain Elite</p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 2</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>  DEVANU TAR KISAEL Cost 60 </p>	<p>Deyirn Mounted Reynad Elite</p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>  DEVANU TAR KISAEL Cost 50 </p>
<p>Deyirn Reynad Elite</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>  DEVANU TAR KISAEL Cost 40 </p>	<p>Deyirn Slinger Troop</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 6+</p> <p>CR 6"</p> <p>  DEVANU TAR KISAEL Cost 15 </p>	<p>Fubarnii Slave Slave</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 6+</p> <p>CR 2"</p> <p>  DEVANU TAR KISAEL Cost 5 </p>

Jenta Enslaver		Elite Jenta	Tar-Kisael		Elite Unique	Trisate		Elite
Movement	8"		Movement	10"		Movement	6"	
Combat	4		Combat	6		Combat	3	
Support	1	Agility [T], Ferocity* [C], Leap* (4) [A], Slaver (6) [T], Trainer (3, Slaver(2)) [T], Trainer (3 Slaves, Loyalty(Slaver)) [T]	Support	2	Agility [T], Alpha [T], Assassinate* [A], Combat Discipline* [C], Dodge* [C], Feint* [C], Leap* (4) [A], Packmaster (4) [L], Sprint* (5) [A]	Support	1	Aggressive (3) [T], Charge (1) [A], Pack (1) [L], Pack Hunter [C], Pounce (3) [C], Retinue (Jenta Enslaver) [T], Savage [C], Sprint* (4) [A], Vengeance (Trisate) [T]
Save	5+		Save	5+		Save	5+	
CR	6"		CR	12"		CR	6"	
Stamina	3		Stamina	6		Stamina	1	
	DEVANU TAR KISAEL	Cost 50		DEVANU TAR KISAEL	Cost 175		DEVANU TAR KISAEL	Cost 40













Dhogu

Three cards per row

Dhogu - Core

<p>Darseni Troop</p>  <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Charge (1) [A], Combat Trained (1) [C], Ranger [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> DHOGU CORE Cost 30</p>	<p>Darseni Captain Elite</p>  <p>Movement 8"</p> <p>Combat 4</p> <p>Support 2 Captain (6) [L], Charge (1) [A], Combat Discipline [C], Combat Trained (1) [C], Ranger [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> DHOGU CORE Cost 80</p>	<p>Dhogu Archer Elite</p> <p><i>"Snipping from the snowdrifts"</i></p>  <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Captain (6) [L], Combat Trained (1) [C], Concentrated Fire [A], Ranger [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>Move 3" Rng 9" CS 2 Bow Accurate</p> <p> DHOGU CORE Cost 40</p>
<p>Dhogu Bow Troop</p> <p><i>"The first they'll know is the bite of our arrows"</i></p>  <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Ranger [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Move 3" Rng 9" CS 2 Bow Accurate</p> <p> DHOGU CORE Cost 15</p>	<p>Dhogu Captain Elite</p> <p><i>"We shall thrive in these difficult times"</i></p>  <p>Movement 6"</p> <p>Combat 3</p> <p>Support 2 Captain (6) [L], Combat Discipline [C], Combat Trained (1) [C], Ranger [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> DHOGU CORE Cost 40</p>	<p>Dhogu Spear Troop</p> <p><i>"Born to the mountains"</i></p>  <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Combat Trained (1) [C], Ranger [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> DHOGU CORE Cost 15</p>
<p>Dhogu Sprog Troop</p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Beast Handler (1) [L], Evasive [C], Ranger [T]</p> <p>Save 5+</p> <p>CR 3"</p> <p> DHOGU CORE Cost 5</p>	<p>Dhogu Sprog & Skerrat Troop</p>  <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Beast Handler (1) [L], Evasive [C], Ranger [T]</p> <p>Save 5+</p> <p>CR 3"</p> <p>Move 6" Rng 5" CS 1 Skerrat Bushwack, Light Weapon</p> <p> DHOGU CORE Cost 10</p>	<p>Dhogu Sprog Gang Leader Troop</p>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Beast Handler (1) [L], Evasive [C], Gang (2) [L], Ranger [T], Trainer (3, Gang(0)) [T]</p> <p>Save 5+</p> <p>CR 3"</p> <p>Move 6" Rng 5" CS 1 Skerrat Bushwack, Light Weapon</p> <p> DHOGU CORE Cost 15</p>



Dhogu Sprog Skerrat Rider Troop  Movement 8" Combat 2 Support 1 Beast Handler (1) [L], Evasive [C], Gang (2) [L], Ranger [T], Trainer (3, Gang(0)) [T] Save 5+ CR 3"  DHOGU CORE Cost 20	Dhogu Trapper Elite <i>"Just wait for the mountains to provide"</i>  Movement 6" Combat 3 Support 1 Beast Handler (6) [L], Combat Trained (2) [C], Coordinated Strike* [A], Pathfinder (6) [S], Ranger [T], Solo [T] Save 5+ CR 6" Stamina 1 Move 3" Rng 9" CS 2 Bow Accurate  DHOGU CORE Cost 40	Dhogu Warlord Elite <i>"A storm is coming, but we shall remain!"</i>  Movement 8" Combat 4 Support 2 Captain (6) [L], Charge (2) [A], Combat Discipline* [C], Combat Trained (2) [C], Powerful Charge [T], Ranger [T] Save 4+ CR 9" Stamina 2  DHOGU CORE Cost 100
Dhogu Warlord on Foot Elite  Movement 6" Combat 4 Support 2 Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Ranger [T] Save 5+ CR 6" Stamina 2  DHOGU CORE Cost 60	Domesticated Martram Beast  Movement 6" Combat 5 Support 0 Instinctive (1, 3) [T], Obstructing [T], Unstoppable [T], Untrained [T], Vehicle (2) [T], Very Tough* [S] Save 3+ CR 6" Stamina 3  DHOGU CORE Cost 50	Domesticated Senira Beast  Movement 8" Combat 2 Support 1 Instinctive (0, 1) [T], Ranger [T] Save 4+ CR 6"  DHOGU CORE Cost 10
Domesticated Yirnak Beast  Movement 8" Combat 3 Support 1 Instinctive (2, 1) [T], Powerful [C], Ranger [T], Untrained [T], Very Strong [T] Save 4+ CR 6"  DHOGU CORE Cost 15	Kimut Akeran Elite Unique  Movement 8" Combat 5 Support 2 Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Ranger [T] Save 5+ CR 6" Stamina 2  DHOGU CORE Cost 100	Kimut Tikaan Elite Unique  Movement 8" Combat 5 Support 2 Captain (6) [L], Charge (2) [A], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Powerful Charge [T], Ranger [T] Save 4+ CR 6" Stamina 2  DHOGU CORE Cost 150

Megla The Kind Civilian  Movement 6" Combat 1 Support 1 Untrained [T] Save 6+ CR 2"  DHOGU CORE Cost 5	Setir Skerrat Beast Troop <i>"Resourceful little creatures..."</i>  Movement 10" Combat 1 Support 1 Evasive [C], Ranger [T] Save 6+ CR 6"  DHOGU CORE Cost 15 for 2	Tak Sirahn Elite Unique <i>"Born to roam with the beasts of the mountains"</i>  Movement 6" Combat 3 Support 0 Beast Handler (8) [L], Combat Trained (1) [C], Favoured Allies (Yartain) [T], Ranger [T], Storm Summoner [A], Terrain (2, Snowdrifts) [T] Save 4+ CR 12" Stamina 3  DHOGU CORE Cost 60
Tarku Droma Elite Unique  Movement 6" Combat 3 Support 2 Captain (6) [L], Combat Discipline [C], Combat Trained (1) [C], Concentrated Fire [A], Ranger [T] Save 5+ CR 9" Stamina 1 Move 3" Rng 9" CS 2 Bow Accurate  DHOGU CORE Cost 50	Yirnak Captain Elite <i>"Leading the raiders from atop the chaggy yirnak"</i>  Movement 8" Combat 4 Support 2 Captain (6) [L], Charge (2) [A], Combat Discipline [C], Combat Trained (1) [C], Powerful Charge [T], Ranger [T] Save 4+ CR 6" Stamina 1  DHOGU CORE Cost 80	Yirnak Rider Troop <i>"Foul tempered beasts and riders!"</i>  Movement 8" Combat 3 Support 1 Charge (2) [A], Combat Trained (1) [C], Powerful Charge [T], Ranger [T] Save 4+ CR 6"  DHOGU CORE Cost 40

Σmpire



















Three cards per row



















Empire - Ardaug


















Tanaris Zelehn "The Herder Queen"		Elite Unique		
Movement	8"			
Combat	4			
Support	1		Captain (6) [L], Combat Trained (2) [C], Commander (4) [L], Inspire [T]	
Save	4+			
CR	6"			
Stamina	2			
 EMPIRE ARDAUG		Cost 75		










Empire - Core










Trebarnii Brute Slave <small>Beast Slave</small>  Movement 6" Combat 4 Support 1 <i>Aggressive (3) [T], Charge (2) [A], Pounce (3) [C], Ranger [T], Savage [C], Unruly [T], Untrained [T]</i> Save 3+ CR 2"  EMPIRE CORE <small>Cost 30</small>	Trebarnii Goader Slave <small>Slave</small>  Movement 6" Combat 2 Support 1 <i>Prod (1, 3) [A], Ranger [T], Unruly [T], Untrained [T]</i> Save 5+ CR 6"  EMPIRE CORE <small>Cost 15</small>	Trebarnii Howler Slave <small>Slave</small>  Movement 6" Combat 1 Support 1 <i>Aggressive (3) [T], Surefooted [T], Bomber [A], Elit [C], Ranger [T], Rider [T], Unruly [T], Untrained [T]</i> Save 6+ CR 12" Move 6" Rage 6" CS 2 Throw Stones  EMPIRE CORE <small>Cost 15</small>
Trebarnii Jenta Slave <small>Slave</small>  Movement 6" Combat 1 Support 1 <i>Ranger [T], Unruly [T], Untrained [T]</i> Save 5+ CR 6"  EMPIRE CORE <small>Cost 5</small>	Trebarnii Warrior Slave <small>Slave</small>  Movement 6" Combat 2 Support 1 <i>Ranger [T], Unruly [T], Untrained [T]</i> Save 5+ CR 6"  EMPIRE CORE <small>Cost 10</small>	Anbor <small>Beast</small>  Movement 6" Combat 5 Support 0 <i>Instinctive (1, 3) [T], Swim (4) [A], Very Tough [S]</i> Save 3+ CR 6" Stamina 2  EMPIRE CORE <small>Cost 50</small>
Apprentice Rahkirii <small>Civilian</small>  Movement 6" Combat 1 Support 0 <i>Assistant [T], Bodyguard [S], Rare [T]</i> Save 5+ CR 0.5"  EMPIRE CORE <small>Cost 10</small>	Ashti <small>Beast</small>  Movement 8" Combat 1 Support 1 <i>Critter (1) [L], Evasive [C], Passive [T]</i> Save — CR 3"  EMPIRE CORE <small>Cost 5</small>	Atoran Burh <small>Civilian Unique</small> <i>"Respected expert in all things aquatic"</i>  Movement 4" Combat 1 Support 0 <i>Beast Handler (2) [L], Confuse [A], Swim (4) [A], Travelling Biologist (2) [T]</i> Save 5+ CR 6" Stamina 1  EMPIRE CORE <small>Cost 20</small>



















Automata <i>"Dangerously unstable and explosive!"</i>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Fuel [T], Gasmask [T], Loyalty (Belomoch dre Hearne) [T], Overdrive* [C], Sprint* [4] [A], Unstable (o) [T], Untrained [T], Vent* [A]</p> <p>Save 6+</p> <p>CR 0"</p> <p>Stamina 3</p> <p> EMPIRE CORE Cost 0</p>	Baruk <i>"Lardy beasts who can carry huge loads"</i>  <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Instinctive (o, 2) [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p> EMPIRE CORE Cost 20</p>	Batty  <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Flying [T], Passive [T]</p> <p>Save —</p> <p>CR 6"</p> <p> EMPIRE CORE Cost 5</p>
Belan <i>"...couldn't turn a profit without my belan..."</i>  <p>Movement 6"</p> <p>Combat 5</p> <p>Support 0 Instinctive (1, 3) [T], Unstoppable [T], Vehicle (1) [T], Very Tough* [S]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> EMPIRE CORE Cost 50</p>	Belomoch dre Hearne <i>"Belomoch dre Hearne, creative and dangerous..."</i>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Creator (2, Belomoch dre Hearne) [T], Refuel* (3) [A]</p> <p>Save 6+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE CORE Cost 30</p>	Bridled Enuk <i>"Enuk are sturdy and reliable beasts"</i>  <p>Movement 10"</p> <p>Combat 2</p> <p>Support 0 Instinctive (o, 1) [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> EMPIRE CORE Cost 10</p>
Captain Jarimu <i>"The Crimson Adm."</i>  <p>Movement 6"</p> <p>Combat 3</p> <p>Support 2 Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE CORE Cost 50</p>	Casan Zavruun <i>"Small... and mildly annoying..."</i>  <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Dug In [T], Critter (1) [L], Evasive [C], Passive [T]</p> <p>Save 5+</p> <p>CR 1"</p> <p> EMPIRE CORE Cost 5</p>	Casani Scout <i>"Highly sought after across the Empire!"</i>  <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Beast Handler (2) [L], Ranger [T], Solo [T], Sprint* (4) [A]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 2</p> <p>Move 3" Rae 18" CS 2 Longbow Accurate, Focus*, Long Range* (6), Quick Shot*</p> <p> EMPIRE CORE Cost 30</p>



















<p>Chatik Beast</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Pack (1) [L]</p> <p>Save 6+</p> <p>CR 3"</p> <p></p> <p> EMPIRE CORE Cost 5</p>	<p>Chatik Jenta Beast</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Evasive [C], Pack (1) [L]</p> <p>Save —</p> <p>CR 3"</p> <p></p> <p> EMPIRE CORE Cost 5 for 2</p>	<p>Chiila Beast</p> <p>"Small... and mildly annoying..."</p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T]</p> <p>Save —</p> <p>CR 3"</p> <p></p> <p> EMPIRE CORE Cost 5</p>
<p>City Watch Troop</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 4+</p> <p>CR 6"</p> <p></p> <p> EMPIRE CORE Cost 20</p>	<p>Civilian Civilian</p> <p>"Farmers, masons, and labourers"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Untrained [T]</p> <p>Save 6+</p> <p>CR 2"</p> <p></p> <p> EMPIRE CORE Cost 5</p>	<p>Commander Brenar Elite Unique</p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 2 Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Inspire [T], Very Tough* [S]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p></p> <p> EMPIRE CORE Cost 100</p>
<p>Councillor Civilian</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Commander (2) [L], Coward [T], Influential (3) [S]</p> <p>Save 6+</p> <p>CR 3"</p> <p></p> <p> EMPIRE CORE Cost 20</p>	<p>Critter Beast</p> <p>"Small... and mildly annoying..."</p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T]</p> <p>Save —</p> <p>CR 3"</p> <p></p> <p> EMPIRE CORE Cost 5</p>	<p>Danakan Civilian Unique</p> <p>"Inseparable from Muri"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Captain (2) [L], Commander (1) [L], Diplomat (Delgon) [T], Proud [T]</p> <p>Save 6+</p> <p>CR 3"</p> <p></p> <p> EMPIRE CORE Cost 20</p>










Denuk Beast  Movement 8" Combat 1 Support O Instinctive (O, 1) [T] Save 6+ CR 6"  EMPIRE CORE Cost 5	Deyak Alora Beast  Movement 6" Combat 1 Support 1 Aquatic [T], Swim (6) [A] Save 6+ CR 3"  EMPIRE CORE Cost 5	Dilmok Beast <i>"Tolerated by the traders"</i>  Movement 8" Combat 1 Support 1 Critter (1) [L], Evasive [C], Passive [T] Save — CR 3"  EMPIRE CORE Cost 5
Displaced Engu Troop  Movement 6" Combat 2 Support 1 Powerful [C], Sea Legs [T] Save 4+ CR 6"  EMPIRE CORE Cost 15	Displaced Engu Harpoon Troop  Movement 6" Combat 2 Support 1 Powerful [C], Sea Legs [T] Save 4+ CR 6" Move 3" Rng 9" CS 2 Harpoon Accurate, Powerful  EMPIRE CORE Cost 25	Displaced Engu Oar Troop  Movement 6" Combat 2 Support 1 Pitch (1) [C], Sea Legs [T] Save 4+ CR 6"  EMPIRE CORE Cost 15
Distinguished Rabkiri Civilian  Movement 6" Combat 1 Support O Engineer (1) [L], Contraption (1) [S], Master (2) [T], Protected (3) [T], Proud [T], Resourceful (2) [S], Venerated [T] Save 5+ CR 6" Stamina 1  EMPIRE CORE Cost 40	Elakiim Troop Unique <i>"Postic of the Emperor's Imperial Postal Service"</i>  Movement 10" Combat 2 Support 1 Save 5+ CR 6"  EMPIRE CORE Cost 10	Elder Civilian Unique <i>"... now, what was I doing?"</i>  Movement 6" Combat 1 Support O Captain (4) [L], Commander (4) [L], Tactician" [S], Venerated [T] Save 5+ CR 2" Stamina 2  EMPIRE CORE Cost 20



















<p>Elder Belan Rider "Ponderous travellers of Anjaval"</p> <p>Civilian</p> <p>Movement 6"</p> <p>Combat 5</p> <p>Support 0 Commander (4) [L], Instinctive (0, 2) [T], Proud [T], Unstoppable [T], Venerated [T], Very Tough* [S]</p> <p>Save 3+</p> <p>CR 4"</p> <p>Stamina 3</p> <p> EMPIRE CORE Cost 50</p>	<p>Engineer Bern "If I can just fix a few minor glitches..."</p> <p>Civilian Unique</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0</p> <p>Save 5+</p> <p>CR 6"</p> <p>Move 0" Rae blast CS 4 Experimental Derak Point Blank</p> <p> EMPIRE CORE Cost 30</p>	<p>Enuk "Enuk are sturdy and reliable beasts"</p> <p>Beast</p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 0 Instinctive (0, 1) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE CORE Cost 10</p>
<p>Enuk Nobilis "Enuk are sturdy and reliable beasts"</p> <p>Beast</p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 0 Instinctive (0, 1) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE CORE Cost 10</p>	<p>Eriqan</p> <p>Beast</p> <p>Movement 6"</p> <p>Combat 5</p> <p>Support 0 Instinctive (1, 3) [T], Unstoppable [T], Very Tough* [S]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> EMPIRE CORE Cost 50</p>	<p>Exotic Pet Merchant</p> <p>Civilian</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Slaver (4) [T], Trainer (2, Slaver(1)) [T], Trainer (2 Slavers, Loyalty(Slaver)) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE CORE Cost 40</p>
<p>Exotic Pet Trader</p> <p>Civilian</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Slaver (2) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE CORE Cost 20</p>	<p>Freedom Fighter Muri</p> <p>Elite Unique</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Captain (2) [L], Commander (1) [L], Favoured Allies (Casarii) [T], Influential (1) [S], Inspire [T], Tactician* [S]</p> <p>Save 6+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE CORE Cost 40</p>	<p>Fubarnii Jenta</p> <p>Civilian</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Untrained [T]</p> <p>Save 6+</p> <p>CR 2"</p> <p> EMPIRE CORE Cost 5</p>



















<p>Gil Masharl <i>"This particular species is most unusual!"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support ○ Beast Handler (2) [L], Confuse* [A], Travelling Biologist (2) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE CORE Cost 20</p>	<p>Graabin Beast</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Instinctive (0, 1) [T], Ranger [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> EMPIRE CORE Cost 10</p>	<p>Grenird The Great Troop Unique</p> <p>Movement ?</p> <p>Combat ?</p> <p>Support ?</p> <p>Save ?</p> <p>CR ?</p> <p> EMPIRE CORE Cost ?</p>
<p>Guard Creature Beast</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE CORE Cost 15</p>	<p>Guhlain <i>"Raiser of the dead"</i> Civilian Unique</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Untrained [T]</p> <p>Save 6+</p> <p>CR 2"</p> <p> EMPIRE CORE Cost 5</p>	<p>Head Trader <i>"Everything is available for the right price!"</i> Civilian</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support ○ Beast Handler (2) [L], Captain (2) [L]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE CORE Cost 20</p>
<p>Herbalist <i>"My what a pleasant smell!"</i> Civilian Unique</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support ○ Aromatherapy* [A], Smelling Salts* [S]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE CORE Cost 30</p>	<p>Jaldoa Beast</p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Instinctive (1, 2) [T], Unstoppable [T], Untrained [T], Very Tough* [S]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE CORE Cost 40</p>	<p>Jalook Beast</p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T], Swim (8) [A]</p> <p>Save —</p> <p>CR 3"</p> <p> EMPIRE CORE Cost 5</p>



















Jalook Hatchling Beast  Movement 8" Combat 1 Support 1 Critter (1) [L], Evasive [C], Passive [T], Swim (8) [A] Save — CR 3"  EMPIRE CORE Cost 5	Jarla The Trader Elite Unique  Movement 6" Combat 5 Support 0 Beast Handler (2) [L], Commander (4) [L], Favoured Allies (Casaniil) [T], Instinctive (0, 2) [T], Proud [T], Trainer (4, Retinue(Jarla The Trader)) [T], Unstoppable [T], Very Tough [S] Save 3+ CR 4" Stamina 3  EMPIRE CORE Cost 50	Jaron Kot'ya Civilian Unique <i>"Grove's Counsellor"</i>  Movement 6" Combat 1 Support 1 Coward [T], Influential (3) [S], Untrained [T] Save 6+ CR 3"  EMPIRE CORE Cost 20
Jomdi Civilian Unique  Movement 6" Combat 1 Support 1 Creator (2, Jomdi) [T], Refuel (3) [A] Save 6+ CR 6" Stamina 2  EMPIRE CORE Cost 30	Kobruna Beast  Movement 10" Combat 2 Support 0 Instinctive (0, 1) [T] Save 5+ CR 6"  EMPIRE CORE Cost 10	Kol Beast <i>"Small... and mildly annoying..."</i>  Movement 8" Combat 1 Support 1 Critter (1) [L], Evasive [C], Passive [T] Save — CR 3"  EMPIRE CORE Cost 5
Lady Il'reya drah Telir Civilian Unique <i>"T'erali Counsellor"</i>  Movement 6" Combat 1 Support 1 Coward [T], Influential (3) [S], Untrained [T] Save 6+ CR 3"  EMPIRE CORE Cost 20	Light Cavalry Troop <i>"Born to the saddle!"</i>  Movement 10" Combat 3 Support 1 Save 5+ CR 6" Move 10" Rge 4" CS 3 Spear Light Weapon  EMPIRE CORE Cost 20	Lord Kaliran of the Amethyst Jiara Civilian Unique <i>"Empire Counsellor"</i>  Movement 6" Combat 1 Support 1 Coward [T], Influential (3) [S], Untrained [T] Save 6+ CR 3"  EMPIRE CORE Cost 20

















Martain al Griba <i>"Purveyor of (mostly) fresh droba"</i>  Movement 6" Combat 1 Support 0 Save 5+ CR 6" <i>Coward [T], Proud [T]</i>  EMPIRE CORE Cost -10	Mekkalook <i>"Dangerously unstable and explosive!"</i>  Movement 6" Combat 1 Support 1 Save 6+ CR 0" Stamina 3 <i>Fuel [T], Gasmask [T], Loyalty (Jomdi) [T], Overdrive* [C], Sprint* (4) [A], Unstable (o) [T], Untrained [T], Vent* [A]</i>  EMPIRE CORE Cost 0	Mekkalora  Movement 6" Combat 1 Support 1 Save 6+ CR 0" Stamina 3 <i>Fuel [T], Gasmask [T], Overdrive* [C], Sprint* (4) [A], Unstable (o) [T], Untrained [T], Vent* [A]</i>  EMPIRE CORE Cost 0
Militia <i>"The local militia are an invaluable resource!"</i>  Movement 6" Combat 2 Support 1 Save 5+ CR 6" <i>Defender [S]</i>  EMPIRE CORE Cost 10	Militia Captain <i>"In defense of our homes!"</i>  Movement 6" Combat 3 Support 2 Save 5+ CR 6" Stamina 1 <i>Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]</i>  EMPIRE CORE Cost 50	Militia Sergeant  Movement 6" Combat 3 Support 2 Save 5+ CR 6" Stamina 1 <i>Captain (4) [L], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]</i>  EMPIRE CORE Cost 30
Mounted Herder Falconer  Movement 10" Combat 2 Support 1 Save 5+ CR 6" <i>Falconer (1) [T], Whistle [T]</i> Move 10" Rng 10" CS 2 Hunting Gato Bushwack, Death From Above, Light Weapon  EMPIRE CORE Cost 25	Mounted Jenta  Movement 10" Combat 2 Support 1 Save 5+ CR 2" <i>Beast Handler (1) [L]</i>  EMPIRE CORE Cost 20	Mounted Militia Captain <i>"In defense of our homes!"</i>  Movement 10" Combat 3 Support 2 Save 5+ CR 6" Stamina 1 <i>Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]</i>  EMPIRE CORE Cost 60

<p>Mounted Militia Sergeant Elite <i>"In defense of our homes!"</i></p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 2 <i>Captain (4) [L], Combat Trained (2) [C], Coordinated Strike* [A], Defender [S]</i></p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE CORE Cost 40</p>	<p>Mounted Reynad Elite <i>"The Reynad are unwavering in their accuracy."</i></p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 <i>Captain (6) [L], Concentrated Fire* [A]</i></p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>Movement 3" Range 18" CS 2 <i>Staff sling Accurate, Quick Shot*</i></p> <p> EMPIRE CORE Cost 50</p>	<p>Mounted Reynad Falconer Elite</p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 1 <i>Captain (4) [L], Falconer (2) [T], Whistle [T]</i></p> <p>Save 5+</p> <p>CR 6"</p> <p>Movement 10" Range 10" CS 2 <i>Hunting Garo Bushwack, Death From Above, Light Weapon</i></p> <p> EMPIRE CORE Cost 40</p>
<p>Mounted Trader Civilian <i>"Everything is available for the right price!"</i></p> <p>Movement 10"</p> <p>Combat 1</p> <p>Support 0 <i>Beast Handler (2) [L]</i></p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE CORE Cost 30</p>	<p>Muilor of Gethlir Troop Unique <i>"Adventurer."</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 <i>Untrained [T]</i></p> <p>Save 6+</p> <p>CR 2"</p> <p> EMPIRE CORE Cost 5</p>	<p>Muri Civilian Unique <i>"Inseparable from Danakan"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 <i>Loyalty (Danakan) [T]</i></p> <p>Save 6+</p> <p>CR 3"</p> <p> EMPIRE CORE Cost 0</p>
<p>Mushroom Farmer Civilian <i>"Spend their days tending the noxious fungi"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 <i>Gasmask [T], Untrained [T]</i></p> <p>Save 6+</p> <p>CR 0"</p> <p> EMPIRE CORE Cost 5</p>	<p>Naliks Beast</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 <i>Instinctive (0, 1) [T], Pack (0) [L], Untrained [T]</i></p> <p>Save 6+</p> <p>CR 2"</p> <p> EMPIRE CORE Cost 10</p>	<p>Olba Beast</p> <p>Movement 4"</p> <p>Combat 1</p> <p>Support 1 <i>Critter (1) [L], Evasive [C], Passive [T], Swim (8) [A]</i></p> <p>Save —</p> <p>CR 3"</p> <p> EMPIRE CORE Cost 5</p>



















Opher il Consorda Civilian Unique  Movement 6" Combat 1 Support 1 Coward [T], Influential (3) [S], Untrained [T] Save 6+ CR 3"  EMPIRE CORE Cost 20	Pagefourus Beast <i>"Small... and mildly annoying..."</i>  Movement 8" Combat 1 Support 1 Critter (1) [L], Evasive [C], Passive [T] Save — CR 3"  EMPIRE CORE Cost 5	Pagefourus Rex Beast <i>"A vicious streak a mile wide!"</i>  Movement 12" Combat 6 Support 0 Aggressive (3) [T], Agility [T], Ambush [S], Critter (10) [L], Dodge* [C], Evasive [C], Instinctive (5, 0) [T], Lunge (3) [C], Powerful [C], Proud [T], Very Tough* [S], Wild Animal [T] Save 3+ CR 9" Stamina 5  EMPIRE CORE Cost 150
Plot Beast  Movement 3" Combat 1 Support 1 Critter (1) [L], Evasive [C], Passive [T], Swim (6) [A] Save 5+ CR 3"  EMPIRE CORE Cost 5	Polglin Beast <i>"Passive-aggressive waddling annoyances"</i>  Movement 4" Combat 1 Support 0 Critter (1) [L], Evasive [C], Passive [T], Scatter! (Critter, 1) [C], Swim (4) [A] Save — CR 6"  EMPIRE CORE Cost 10 for 3	Rahkivrii Olanore Civilian Unique  Movement 6" Combat 1 Support 0 Engineer (1) [L], Commander (2) [L], Contraption (1) [S], Master (3) [T], Protected (3) [T], Proud [T], Resourceful* (2) [S], Venerated [T] Save 5+ CR 6" Stamina 1  EMPIRE CORE Cost 50
Ratihka Beast <i>"Small... and mildly annoying..."</i>  Movement 6" Combat 1 Support 1 Critter (1) [L], Evasive [C], Passive [T], Swim (8) [A] Save — CR 3"  EMPIRE CORE Cost 5	Reynad Elite <i>"The Reynad are unwavering in their accuracy."</i>  Movement 6" Combat 3 Support 1 Captain (6) [L], Concentrated Fire* [A] Save 5+ CR 6" Stamina 1 Move Rng CS Staff sling 3" 18" 2 Accurate, Quick Shot*  EMPIRE CORE Cost 40	Rugahna Beast  Movement 6" Combat 1 Support 1 Critter (1) [L], Evasive [C], Passive [T], Swim (8) [A] Save — CR 3"  EMPIRE CORE Cost 5






Scurry Beast  Movement 8" Combat 1 Support 1 Critter (1) [L], Evasive [C], Passive [T], Ranger [T] Save — CR 3"  EMPIRE CORE Cost 5	Slaimor Beast  Movement 6" Combat 2 Support 1 Gasmask [T], Instinctive (0, 1) [T], Persistent [T], Safety Valve (1) [T], Vent* [A] Save 5+ CR 3" Stamina 1  EMPIRE CORE Cost 20	Slaimor Herder Troop  Movement 6" Combat 2 Support 1 Beast Handler (2) [L], Gasmask [T], Prod (1, 3) [A] Save 5+ CR 6"  EMPIRE CORE Cost 15
Slaimor Jenta Beast  Movement 8" Combat 1 Support 1 Gasmask [T], Persistent [T], Safety Valve (1) [T], Vent* [A] Save 6+ CR 3" Stamina 1  EMPIRE CORE Cost 15	Slinger Troop <i>"Drawn from the most experienced of herders"</i>  Movement 6" Combat 1 Support 1 Save 6+ CR 6" Move Rge CS Staff Sling 3" 18" 2  EMPIRE CORE Cost 15	TarGree Object  Movement 4" Combat 1 Support 1 Loyalty (Noble) [T] Save 6+ CR 1"  EMPIRE CORE Cost 5
Tarhoen Beast  Movement 10" Combat 4 Support 0 Always On The Move (6) [T], Flying [T], Grab [A], Instinctive (0, 2) [T], Overflight [C], Vehicle (1) [T], Very Tough* [S] Save 4+ CR 12" Stamina 1  EMPIRE CORE Cost 60	Terali Porogal Beast  Movement 6" Combat 5 Support 1 Instinctive (2, 2) [T], Proud [T], Unstoppable [T], Very Tough* [S] Save 3+ CR 6" Stamina 3  EMPIRE CORE Cost 60	Tokki Beast <i>"Small... and mildly annoying..."</i>  Movement 8" Combat 1 Support 1 Critter (1) [L], Evasive [C], Passive [T] Save — CR 3"  EMPIRE CORE Cost 5

Toku Beast  Movement 8" Combat 2 Support 1 Instinctive (0, 1) [T], Untrained [T] Save 5+ CR 6"  EMPIRE CORE Cost 10	Toloran Beast <i>"A popular choice for the most renowned stables of Gar Loren"</i>  Movement 10" Combat 2 Support 0 Instinctive (0, 1) [T] Save 5+ CR 6"  EMPIRE CORE Cost 10	Tor el Anariin Civilian Unique <i>"Grand Lanak of Enipei"</i>  Movement 8" Combat 2 Support 1 Coward [T], Influential (3) [S], Proud [T], Very Tough [S] Save 4+ CR 6" Stamina 1  EMPIRE CORE Cost 50
Trader Civilian <i>"Everything is available for the right price!"</i>  Movement 6" Combat 1 Support 0 Beast Handler (2) [L] Save 5+ CR 6"  EMPIRE CORE Cost 20	Trader Jenta Civilian  Movement 6" Combat 1 Support 0 Beast Handler (1) [L] Save 5+ CR 6"  EMPIRE CORE Cost 15	Trepain Beast  Movement 6" Combat 4 Support 0 Instinctive (0, 2) [T], Very Tough [S] Save 3+ CR 6" Stamina 1  EMPIRE CORE Cost 40
Trila Beast  Movement 4" Combat 1 Support 0 Critter (1) [L], Evasive [C], Passive [T] Save 6+ CR 1"  EMPIRE CORE Cost 5	Ulsino Pel Civilian Unique  Movement 6" Combat 1 Support 1 Coward [T], Influential (3) [S], Untrained [T] Save 6+ CR 3"  EMPIRE CORE Cost 25	Urchin Civilian  Movement 6" Combat 1 Support 1 Beast Handler (1) [L], Evasive [C] Save 6+ CR 3" Move 6" Rng 6" CS 2 Throw Stones  EMPIRE CORE Cost 5









Urchin Gang Leader Civilian  Movement 6" Combat 1 Support 1 Beast Handler (1) [L], Evasive [C], Gang (2) [L], Trainer (3, Gang(1)) [T] Save 6+ CR 3" Move 6" Rge 6" CS 2 Throw Stones  EMPIRE CORE Cost 10	Urchin Pet Beast  Movement 10" Combat 1 Support 1 Evasive [C] Save 6+ CR 2"  EMPIRE CORE Cost 5	Urson alh Crem Civilian Unique <i>"Assistant to Martain al Griba"</i>  Movement 6" Combat 1 Support 1 Assistant [T], Untrained [T] Save 6+ CR 2"  EMPIRE CORE Cost 5
Vareen Beast  Movement 6" Combat 1 Support 0 Instinctive (0, 1) [T], Pack (0) [L], Untrained [T] Save 6+ CR 2"  EMPIRE CORE Cost 10	Vorall Juice Bar Beast <i>"Carrying the finest juices in Gar Loren"</i>  Movement 6" Combat 4 Support 0 Instinctive (1, 2) [T], Juicebar [T], Persistent [T], Powerful [C], Untrained [T] Save 2+ CR 2"  EMPIRE CORE Cost 30	Wafter Troop  Movement 6" Combat 2 Support 1 Fan (3, 2) [A] Save 5+ CR 6"  EMPIRE CORE Cost 15
Young Gil Civilian Unique <i>"Making new friends wherever he goes"</i>  Movement 6" Combat 1 Support 0 Beast Handler (1) [L], Travelling Biologist (1) [T] Save 6+ CR 2"  EMPIRE CORE Cost 10	Zhontain al Griba Elite Unique <i>"Distinguished entrepreneur and juice vendor"</i>  Movement 6" Combat 1 Support 0 Beast Handler (2) [L], Coward [T], Proud [T] Save 5+ CR 6"  EMPIRE CORE Cost -10	

Empire - Engu







<p>Cren Blaak "The Shipbuilder"</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Influential (1) [S], Inspire [T], Powerful [C], Sea Legs [T], Shipwright [A], Very Tough* [S]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE ENGU Cost 75</p>	<p>Elite Unique</p> <p></p>	<p>Dohra Tahjin</p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Combat Discipline* [C], Combat Trained (1) [C], Commander (4) [L], Influential (1) [S], Powerful [C], Proud [T], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE ENGU Cost 75</p>	<p>Elite Unique</p> <p></p>	<p>Elroga</p> <p>Movement 3"</p> <p>Combat 1</p> <p>Support 0 Good Fortune* [S], Swim (9) [A], Terrain (1, Shallow Water) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE ENGU Cost 15</p>	<p>Beast</p> <p></p>
<p>Engu Axe "The Engu wield huge and powerful axes"</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Powerful [C], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> EMPIRE ENGU Cost 15</p>	<p>Troop</p> <p></p>	<p>Engu Councillor</p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Combat Discipline* [C], Combat Trained (1) [C], Commander (4) [L], Influential (1) [S], Powerful [C], Proud [T], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE ENGU Cost 75</p>	<p>Civilian Elite</p> <p></p>	<p>Engu Draal "Some Kapa will tolerate the young Draals"</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> EMPIRE ENGU Cost 10</p>	<p>Troop</p> <p></p>
<p>Engu Garosa "The most loyal of the Kapa's crew"</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Captain (4) [L], Combat Discipline* [C], Combat Trained (2) [C], Loyalty (Elite) [T], Powerful [C], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE ENGU Cost 40</p>	<p>Elite</p> <p></p>	<p>Engu Harpoon "Hold it steady and I can slay this beast!"</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Powerful [C], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Move 3" Rng 9" CS 2 Harpoon Accurate, Powerful</p> <p> EMPIRE ENGU Cost 25</p>	<p>Troop</p> <p></p>	<p>Engu Kapa "It was so huge it nearly swallowed our boat!"</p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Powerful [C], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE ENGU Cost 75</p>	<p>Elite</p> <p></p>

<p>Engu Oar Troop</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Pitch (1) [C], Sea Legs [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> EMPIRE ENGU Cost 15</p>	<p>Keetva and Yukran Elite Unique</p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Charge (1) [A], Combat Trained (2) [C], Favoured Allies (Tabela) [T], Pack (2) [L], Pack Hunter [C], Swim (5) [A]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Move 5" Range 8" CS 2 Sling Accurate</p> <p> EMPIRE ENGU Cost 30</p>	<p>Keetva and Yukran (Early Days) Civilian Elite Unique</p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Charge (1) [A], Combat Trained (1) [C], Solo [T], Swim (5) [A]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Move 5" Range 8" CS 2 Sling Accurate</p> <p> EMPIRE ENGU Cost 30</p>
<p>Tabela Beast</p> <p>"No beast is as loyal as a Tabela to its master."</p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Charge (1) [A], Combat Trained (1) [C], Loyalty (Elite) [T], Swim (5) [A]</p> <p>Save 4+</p> <p>CR 6"</p> <p> EMPIRE ENGU Cost 30</p>	<p>Tabela Jenta Beast</p> <p>"Expertly trained from an early age"</p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 1 Charge (1) [A], Loyalty (Elite) [T], Swim (5) [A]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE ENGU Cost 15</p>	










Empire - Knights










<p>Captain Danomar "I cannot stand by and watch the slaughter!"</p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 2 Assassinate* [A], Captain (8) [L], Charge (1) [A], Combat Discipline* [C], Combat Trained (2) [C], Momentum [S], Powerful Charge [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> EMPIRE KNIGHTS Cost 150</p>	<p>Captain of Relan "The bravest Defenders of the North!"</p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 2 Assassinate* [A], Captain (8) [L], Charge (1) [A], Combat Discipline* [C], Combat Trained (2) [C], Powerful Charge [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE KNIGHTS Cost 100</p>	<p>Knight "Mounted atop the sturdy onuk"</p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Combat Trained (2) [C]</p> <p>Save 4+</p> <p>CR 6"</p> <p> EMPIRE KNIGHTS Cost 25</p>
<p>Knight Captain "Stalwart defenders against the devanu"</p> <p>Movement 10"</p> <p>Combat 4</p> <p>Support 2 Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE KNIGHTS Cost 100</p>	<p>Knight Commander "The most heroic of the Emperor's knights"</p> <p>Movement 10"</p> <p>Combat 4</p> <p>Support 2 Captain (8) [L], Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Coordinated Strike* [A], Inspire [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE KNIGHTS Cost 125</p>	<p>Knight of Relan "Riding the noblest of all onuk breeds"</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Charge (1) [A], Combat Trained (2) [C], Powerful Charge [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p> EMPIRE KNIGHTS Cost 40</p>
<p>Riverknight "Protecting those who travel the rivers"</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Combat Trained (1) [C], Swim (8) [A]</p> <p>Save 4+</p> <p>CR 6"</p> <p> EMPIRE KNIGHTS Cost 20</p>	<p>Riverknight Captain "Proud riders of the inirok"</p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 1 Captain (6) [L], Combat Discipline* [C], Combat Trained (1) [C], Coordinated Strike* [A], Swim (8) [A]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 2</p> <p> EMPIRE KNIGHTS Cost 80</p>	





Empire - Loranti

Daxu		Beast Unique	Little Loranti “Budding trader extraordinaire...”		Civilian Unique	Loranti Pargal “Trader Extraordinaire!”		Elite Unique						
Movement	8"		Movement	6"		Movement	8"							
Combat	1		Combat	1		Combat	3							
Support	2		Defender [S], Loyalty [Loranti Pargal] [T]	Beast Handler (1) [L], Trainer (1, Retinue[Loranti Pargal]) [T]		Support	1		Beast Handler (2) [L], Commander (4) [L], Favoured Allies [Casani] [T], Proud [T], Trainer (4, Retinue[Loranti Pargal]) [T]					
Save	5+		Save	6+		Save	3+							
CR	1"		CR	2"		CR	3"							
		EMPIRE LORANTI	Cost	5			EMPIRE LORANTI	Cost	10			EMPIRE LORANTI	Cost	50









Empire - Noble

<p>Alideku "Its potent stench does not deter its owners"</p> <p>Movement 4"</p> <p>Combat 1</p> <p>Support 0 Critical [T], Proud [T], Unwieldy [T], Vent* [A]</p> <p>Save 6+</p> <p>CR 1"</p> <p> EMPIRE NOBLE Cost -30</p> <p>Elite Object Unique</p>	<p>Balena</p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Confuse* [A], Master Beast Handler (2) [L], Transport (1) [A]</p> <p>Save 4+</p> <p>CR 9"</p> <p>Stamina 1</p> <p> EMPIRE NOBLE Cost 25</p> <p>Civilian Unique</p>	<p>Contessa dar Juletta</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Beast Handler (1) [L], Commander (2) [L], Influential (2) [S], Proud [T], Travelling Biologist (2) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE NOBLE Cost 25</p> <p>Elite Unique</p>
<p>Domesticated Golobaali</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Instinctive (1, 1) [T], Obstructing [T], Transport (1) [A], Untrained [T], Vehicle (1) [T]</p> <p>Save 4+</p> <p>CR 9"</p> <p> EMPIRE NOBLE Cost 10</p> <p>Beast</p>	<p>Elakan</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Beast Handler (1) [L], Loyalty (Balena) [T], Rider [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p>Movement 6" Range 10" CS 2 Hunting Garo Bushwack, Death From Above, Light Weapon</p> <p> EMPIRE NOBLE Cost 15</p> <p>Civilian Unique</p>	<p>Guard Captain "None shall lay a hand on our lord!"</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 2 Captain (6) [L], Charge (1) [A], Combat Discipline* [C], Combat Trained (2) [C], Defensive Stance [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE NOBLE Cost 50</p> <p>Elite</p>
<p>Guard Crossbow "Wielding the finest Moeresii crossbows"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p>Movement 1" Range 12" CS 2 Crossbow Accurate, Powerful</p> <p> EMPIRE NOBLE Cost 20</p> <p>Troop</p>	<p>Hunting Garo</p> <p>Movement 10"</p> <p>Combat 1</p> <p>Support 1 Evasive [C], Flying [T], Untrained [T]</p> <p>Save —</p> <p>CR 1"</p> <p> EMPIRE NOBLE Cost 5</p> <p>Beast</p>	<p>Imperial Standard "Approved by the Emperor himself!"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Persistent [T], Standard [T], Trainer (2, Retinue[Imperial Standard]) [T]</p> <p>Save 5+</p> <p>CR 9"</p> <p> EMPIRE NOBLE Cost 20</p> <p>Elite</p>



















<p>Lady Emarlai "Tiny, with an art for getting into trouble."</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Beast Handler (1) [L], Commander (1) [L], Coward [T], Loyalty (Contessa dar Juletta) [T], Proud [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p> EMPIRE NOBLE Cost 0</p>	<p>Lady Kovera Jolir Civilian Unique</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Coward [T], Influential (3) [S], Untrained [T]</p> <p>Save 6+</p> <p>CR 3"</p> <p> EMPIRE NOBLE Cost 25</p>	<p>Mounted Herder Falconer's Hunting Garo Beast "Expertly trained by the Moerasii falconers."</p> <p>Movement 10"</p> <p>Combat 1</p> <p>Support 2 Evasive [C], Flying [T], Loyalty (Mounted Herder Falconer) [T], Proud [T], Untrained [T]</p> <p>Save —</p> <p>CR 1"</p> <p> EMPIRE NOBLE Cost 0</p>
<p>Mounted Regad Falconer's Hunting Garo Beast "Expertly trained by the Moerasii falconers."</p> <p>Movement 10"</p> <p>Combat 1</p> <p>Support 2 Evasive [C], Flying [T], Loyalty (Mounted Regad Falconer's Hunting Garo) [T], Proud [T], Untrained [T]</p> <p>Save —</p> <p>CR 1"</p> <p> EMPIRE NOBLE Cost 0</p>	<p>Noble Civilian "How dare they encroach on our cities?"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Commander (2) [L], Coward [T], Proud [T]</p> <p>Save 6+</p> <p>CR 3"</p> <p> EMPIRE NOBLE Cost 10</p>	<p>Noble Guard Troop "The best guards that money can buy!"</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Charge (1) [A], Combat Trained (1) [C], Defensive Stance [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE NOBLE Cost 20</p>
<p>Pet Opahr Beast</p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 Charge (1) [A], Critter (1) [L], Evasive [C], Loyalty (Lady Aleksahn) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE NOBLE Cost 10</p>	<p>Preepree Elite Object Unique "Extremely rare and valuable."</p> <p>Movement 4"</p> <p>Combat 1</p> <p>Support 0 Proud [T], Unwieldy [T]</p> <p>Save 6+</p> <p>CR 1"</p> <p> EMPIRE NOBLE Cost -20</p>	<p>Samine il Moerasii Elite Unique "The falconer"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Commander (4) [L], Falconer (2) [T], Proud [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p> EMPIRE NOBLE Cost 10</p>











<p>Samine's Hunting Garo Beast</p> <p><i>"Expertly trained by the Moerasii falconers"</i></p> <p>Movement 10"</p> <p>Combat 1</p> <p>Support 2 <i>Evasive [C], Flying [T], Loyalty (Samine if Moerasii) [T], Untrained [T]</i></p> <p>Save —</p> <p>CR 1"</p> <p> EMPIRE NOBLE Cost 0</p>	<p>Standard Bearer Troop</p> <p><i>"Proud to bear the colours of their lord!"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 <i>Standard [T]</i></p> <p>Save 5+</p> <p>CR 9"</p> <p> EMPIRE NOBLE Cost 20</p>	<p>Toloran Rider Troop</p> <p><i>"Only the wealthiest can afford the Toloran"</i></p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 <i>Charge (1) [A], Combat Trained (1) [C]</i></p> <p>Save 4+</p> <p>CR 6"</p> <p> EMPIRE NOBLE Cost 30</p>
<p>Toloran Rider Captain Elite</p> <p><i>"The Toloran make brave and noble mounts"</i></p> <p>Movement 10"</p> <p>Combat 4</p> <p>Support 2 <i>Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A]</i></p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE NOBLE Cost 100</p>		

Empire - Orel






<p>Preed's Graku Beast</p> <p><i>"Vicious but exceptionally loyal!"</i></p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 Loyalty (Preed) [T], Pack Hunter [C], Ranger [T]</p> <p>Save 5+</p> <p>CR 3"</p> <p> EMPIRE OREL Cost 15</p>	<p>Graku Beast</p> <p><i>"Vicious but exceptionally loyal!"</i></p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 Pack Hunter [C], Ranger [T]</p> <p>Save 5+</p> <p>CR 3"</p> <p> EMPIRE OREL Cost 15</p>	<p>Hunter Elite</p> <p><i>"Making a living hunting dangerous beasts"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 2 Beast Handler (4) [L], Combat Trained (2) [C], Confuse [A], Get 'em! [A], Pathfinder (4) [S], Ranger [T], Solo [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE OREL Cost 30</p>
<p>Lord of Orel Elite</p> <p><i>"The grakulan are fearsome but unpredictable!"</i></p> <p>Movement 8"</p> <p>Combat 5</p> <p>Support 1 Aggressive (3) [T], Captain (6) [L], Combat Discipline [C], Combat Trained (2) [C], Commander (4) [L], Graku Master [T], Pounce (3) [C], Powerful [C]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE OREL Cost 125</p>	<p>Orel Knight Troop</p> <p><i>"As harsh as the lands they protect"</i></p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Beast Handler (1) [L], Combat Trained (1) [C], Pack Hunter [C]</p> <p>Save 4+</p> <p>CR 3"</p> <p> EMPIRE OREL Cost 25</p>	<p>Orel Knight Captain Elite</p> <p><i>"We shall defend these lands!"</i></p> <p>Movement 10"</p> <p>Combat 4</p> <p>Support 1 Captain (6) [L], Combat Discipline [C], Combat Trained (2) [C], Coordinated Strike [A], Graku Master [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> EMPIRE OREL Cost 100</p>
<p>Orel Militia Troop</p> <p><i>"Rarely seen without their loyal graku"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Defender [S]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE OREL Cost 10</p>	<p>Orel Militia Captain Elite</p> <p><i>"Masters of Gubarnii and graku alike"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Captain (6) [L], Combat Discipline [C], Combat Trained (2) [C], Coordinated Strike [A], Graku Master [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE OREL Cost 45</p>	

Empire - Riverfolk

<p>Alora Handler "Expert trainers of families of alora"</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1</p> <p>Save 6+</p> <p>CR 6"</p> <p></p> <p>Alora Handler (1) [L], Favoured Allies (Alora) [T], Untrained [T], Whistle [T]</p> <p> EMPIRE RIVERFOLK Cost 5</p>	<p>Gorbi Beast</p> <p>Movement 4"</p> <p>Combat 0</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p>Loyalty (Riverfolk) [T], Swim (6) [A]</p> <p> EMPIRE RIVERFOLK Cost 5</p>	<p>Holdorna Beast</p> <p>Movement 4"</p> <p>Combat 0</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p>Loyalty (Riverfolk) [T], Swim (6) [A]</p> <p> EMPIRE RIVERFOLK Cost 5</p>
<p>Inirok Beast</p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 0</p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p>Instinctive (0, 1) [T], Swim (10) [A]</p> <p> EMPIRE RIVERFOLK Cost 15</p>	<p>Lord Delison "Master of the rivers" Civilian Unique</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p></p> <p>Combat Discipline* [C], Combat Trained (2) [C], Commander (4) [L], Conard [T], Influential (3) [S], Proud [T], Sea Legs [T]</p> <p> EMPIRE RIVERFOLK Cost 60</p>	<p>Phoph Crevain Elite Unique</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 2</p> <p>Save 5+</p> <p>CR 12"</p> <p>Stamina 2</p> <p></p> <p>Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Lunge (2) [C], Sea Legs [T], Slaver (2) [T], Trainer (6, Sea Legs) [T], Well-Travelled [T]</p> <p> EMPIRE RIVERFOLK Cost 70</p>
<p>River Critter "River critters, such as gorbi or holdorna" Beast</p> <p>Movement 4"</p> <p>Combat 0</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p>Loyalty (Riverfolk) [T], Swim (6) [A]</p> <p> EMPIRE RIVERFOLK Cost 5</p>	<p>Riverfolk Bolas "Ensnaring attacking beasts or raiders" Troop</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p>Sea Legs [T]</p> <p>Mov 1" Rng 9" CS 3 Bolas Entangle (1)</p> <p> EMPIRE RIVERFOLK Cost 15</p>	<p>Riverfolk Captain "Inspiring trust and loyalty in their crews" Elite</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 2</p> <p>Save 5+</p> <p>CR 12"</p> <p>Stamina 2</p> <p></p> <p>Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Coordinated Strike* [A], Sea Legs [T], Trainer (6, Sea Legs) [T], Well-Travelled [T]</p> <p> EMPIRE RIVERFOLK Cost 60</p>

<p>Riverfolk Crew <i>"Loyal crew from across the Empire"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Hook (2) [A], Sea Legs [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p></p> <p> EMPIRE RIVERFOLK Cost 10</p>	Troop	<p>Riverfolk First Mate <i>"Finding refuge after the invasion of Engu"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Captain (2) [L], Combat Trained (1) [C], Favoured Allies (Tabela) [T], Hook (2) [A], Pitch (2) [C], Powerful [C], Sea Legs [T], Well-Travelled [T]</p> <p>Save 4+</p> <p>CR 12"</p> <p></p> <p> EMPIRE RIVERFOLK Cost 40</p>	Elite	<p>Riverfolk Kyalai <i>"Experts at catching kyalai along the river"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Sea Legs [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Move 3" Rng 3" CS 4 Net Entangle (4)</p> <p></p> <p> EMPIRE RIVERFOLK Cost 15</p>	Troop
<p>Riverfolk Urchin <i>"A common sight, playing among the boats"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Beast Handler (1) [L], Sea Legs [T], Untrained [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p></p> <p> EMPIRE RIVERFOLK Cost 5</p>	Civilian	<p>Urchin on Coracle <i>"Just messing about on the river"</i></p> <p>Movement 0"</p> <p>Combat 1</p> <p>Support 1 Beast Handler (1) [L], Cumbersome [T], Sea Legs [T], Swim (4) [A], Untrained [T]</p> <p>Save 6+</p> <p>CR 6"</p> <p></p> <p> EMPIRE RIVERFOLK Cost 10</p>	Civilian		










Empire - Teral










<p>Chancellor Danakan Civilian Unique</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0  Commander (2) [L], Favoured Allies (Delgon) [T], Influential (3) [S], Protected (2) [T], Proud [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE TERAL Cost 20</p>	<p>Terali Boliga Beast</p> <p>Movement 6"</p> <p>Combat 2 </p> <p>Support 1 Charge (1) [A], Defender [S], Savage [C]</p> <p>Save 3+</p> <p>CR 1"</p> <p> EMPIRE TERAL Cost 15</p>	<p>Terali Guard Troop</p> <p>Movement 6"</p> <p>Combat 2 </p> <p>Support 1 Beast Handler (1) [L], Bodyguard [S], Combat Trained (1) [C], Initiative [S]</p> <p>Save 5+</p> <p>CR 6"</p> <p> EMPIRE TERAL Cost 15</p>
<p>Terali Guard Captain Elite</p> <p>Movement 6"</p> <p>Combat 3 </p> <p>Support 2 Beast Handler (1) [L], Bodyguard [S], Captain (6) [L], Combat Discipline* [C], Combat Trained (2) [C], Initiative [S]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> EMPIRE TERAL Cost 40</p>	<p>Terali Guard Captain On Kobruna Elite</p> <p>Movement 8"</p> <p>Combat 3 </p> <p>Support 1 Beast Handler (1) [L], Cadre (1) [L], Combat Trained (2) [C], Commander (1) [L], Coordinated Strike* [A], Initiative [S], Kin in Arms [T], Standard [T]</p> <p>Save 3+</p> <p>CR 9"</p> <p>Stamina 1</p> <p> EMPIRE TERAL Cost 50</p>	<p>Terali Guard On Kobruna Elite</p> <p>Movement 8"</p> <p>Combat 3 </p> <p>Support 1 Beast Handler (1) [L], Cadre (1) [L], Combat Trained (1) [C], Initiative [S], Kin in Arms [T], Standard [T]</p> <p>Save 3+</p> <p>CR 9"</p> <p> EMPIRE TERAL Cost 25</p>
<p>Terali Seditonist Civilian</p> <p>Movement 6"</p> <p>Combat 1 </p> <p>Support 1 Untrained [T]</p> <p>Save 6+</p> <p>CR 2"</p> <p> EMPIRE TERAL Cost 5</p>		

Item

Three cards per row

Item










Balloon Mechanical Object <p>Movement 8"</p> <p>Combat —</p> <p>Support — Erratic (3) [T], Flying [T], Flying Transport (4) [A], Fuel [T], In The Air [A], Obstructing [T], Untrained [T], Vehicle (1) [T], Very Tough [S]</p> <p>Save 4+</p> <p>CR —</p> <p>Stamina 6</p> <p>Move — Rng 0" CS 3 Bomb Bombs Away!, Death From Above, Imprecise (2)</p> <p> ITEM Cost —</p>	Barge Boat Object <p>Movement Special</p> <p>Combat —</p> <p>Support — Sturdy [T], Untrained [T], Very Tough [S]</p> <p>Save 4+</p> <p>CR —</p> <p>Stamina 3</p> <p> ITEM Cost —</p>	Cart Object <p>Movement Special</p> <p>Combat —</p> <p>Support — Fuel [T], Cumbersome [T], Sturdy [T], Untrained [T], Very Tough [S]</p> <p>Save 4+</p> <p>CR —</p> <p>Stamina 1</p> <p> ITEM Cost —</p>
Coracle Boat Object <p>Movement —</p> <p>Combat —</p> <p>Support — Cumbersome [T], Swim (4) [A], Untrained [T]</p> <p>Save 5+</p> <p>CR —</p> <p> ITEM Cost —</p>	Engineer's Cottage Object <p>Movement —</p> <p>Combat —</p> <p>Support — Sturdy [T], Untrained [T], Very Tough [S]</p> <p>Save 2+</p> <p>CR —</p> <p>Stamina 10</p> <p> ITEM Cost —</p>	Extra-large Balloon Mechanical Object <p>Movement 8"</p> <p>Combat —</p> <p>Support — Erratic (5) [T], Flying [T], Flying Transport (14) [A], Fuel [T], In The Air [A], Obstructing [T], Untrained [T], Vehicle (2) [T], Very Tough [S]</p> <p>Save 4+</p> <p>CR —</p> <p>Stamina 10</p> <p>Move — Rng 0" CS 3 Bomb Bombs Away!, Death From Above, Imprecise (2)</p> <p> ITEM Cost —</p>
Fan Contrapion Object <p>Movement 0"</p> <p>Combat 3</p> <p>Support ? Fan (3, 2) [A], Untrained [T]</p> <p>Save ?</p> <p>CR ?</p> <p> ITEM Cost —</p>	Gushrak Contrapion Mechanical Object <p>Movement 3"</p> <p>Combat 2</p> <p>Support ? Overdrive [C], Point Blank [R], Untrained [T], Wide Spray [R]</p> <p>Save ?</p> <p>CR ?</p> <p> ITEM Cost —</p>	Large Balloon Mechanical Object <p>Movement 8"</p> <p>Combat —</p> <p>Support — Erratic (4) [T], Flying [T], Flying Transport (6) [A], Fuel [T], In The Air [A], Obstructing [T], Untrained [T], Vehicle (2) [T], Very Tough [S]</p> <p>Save 4+</p> <p>CR —</p> <p>Stamina 8</p> <p>Move — Rng 0" CS 3 Bomb Bombs Away!, Death From Above, Imprecise (2)</p> <p> ITEM Cost —</p>



















Large Coracle <small>Boat Object</small>  Movement — Combat — Support — Cumbersome [T], Sturdy [T], Swim (4) [A], Untrained [T] Save 4+ CR — ITEM Cost —	Light Derak <small>Contraption Mechanical Object</small>  Movement 3" Combat 3 Support ? Point Blank [R], Untrained [T] Save ? CR ? ITEM Cost —	Mechanical Sling <small>Contraption Mechanical Object</small>  Movement 0" Combat 3 Support ? Powerful [C], Untrained [T] Save ? CR ? ITEM Cost —
Net <small>Object</small>  Movement 3" Combat 2 Support ? Entangle (4) [C], Fuel [T], Untrained [T] Save ? CR ? ITEM Cost —	Net Firer <small>Contraption Object</small>  Movement 0" Combat 3 Support ? Entangle (4) [C], Fuel [T], Untrained [T] Save ? CR ? ITEM Cost —	Ornithomata <small>Contraption Mechanical Object</small>  Movement 3" Combat 1 Support 0 Charge (0) [A], Fuel [T], Mighty Blow [C], Overdrive* [C], Stamina Limit (3) [T], Untrained [T] Save ? CR ? Stamina 6 ITEM Cost —
Raft <small>Boat Object</small>  MovementSpecial Combat — Support — Sturdy [T], Untrained [T], Very Tough* [S] Save 4+ CR — Stamina 3 ITEM Cost —	Small Balloon <small>Contraption Mechanical Object</small>  Movement 8" Combat — Support — Erratic (2) [T], Flying [T], Flying Transport (2) [A], Fuel [T], In The Air* [A], Obstructing [T], Untrained [T], Vehicle (1) [T], Very Tough* [S] Save 4+ CR — Stamina 4 Move RAE CS Bomb — 0" 3 Bombs Away!, Death From Above, Imprecise (2) ITEM Cost —	Steamboat <small>Boat Mechanical Object</small>  MovementSpecial Combat — Support — Sturdy [T], Untrained [T], Very Tough* [S] Save 4+ CR — Stamina 3 ITEM Cost —










Kedashi



















Three cards per row

Kedashi - Core



<p>Abrok Beast</p> <p><i>"Driven into battle by the howlers"</i></p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Pack (1) [L], Transport (1) [A], Untrained [T]</p> <p>Save 5+</p> <p>CR 2"</p> <p> KEDASHI CORE Cost 15</p>	<p>Abrok Jenta Beast</p> <p><i>"Small but surprisingly vicious"</i></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Aggressive (3) [T], Evasive [C], Fit [C], Pack (1) [L], Untrained [T]</p> <p>Save 6+</p> <p>CR 1"</p> <p> KEDASHI CORE Cost 15 for 2</p>	<p>Akitiin Egg Egg Object</p> <p><i>"Just waiting to hatch..."</i></p> <p>Movement —</p> <p>Combat —</p> <p>Support — Hatch (Akitiin Hatchling) [S], Nest (5) [S], Untrained [T]</p> <p>Save 6+</p> <p>CR 2"</p> <p> KEDASHI CORE Cost 5</p>
<p>Akitiin Hatchling Beast</p> <p><i>"Tiny terrors from the forests"</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Pack (1) [L], Ranger [T]</p> <p>Save 6+</p> <p>CR 1"</p> <p> KEDASHI CORE Cost 5</p>	<p>Bagrun Bomb Carrier Beast</p> <p><i>"The lumbering beasts carry baskets of ishkaru bombs"</i></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 0 Bomb Carrier [T], Instinctive (1, 3) [T], Persistent [T], Untrained [T], Very Tough [S]</p> <p>Save 3+</p> <p>CR 1"</p> <p>Stamina 2</p> <p> KEDASHI CORE Cost 80</p>	<p>Frenn Beast Troop</p> <p><i>"Thought by most to be harmless beasts"</i></p> <p>Movement 10"</p> <p>Combat 1</p> <p>Support 0 Evasive [C], Flying [T], Passive [T], Swift [T], Untrained [T], Weak [C]</p> <p>Save —</p> <p>CR 1"</p> <p> KEDASHI CORE Cost 20 for 3</p>
<p>Grimblar (Kedashi Ally) Beast</p> <p><i>"Unfailing terror"</i></p> <p>Movement 8"</p> <p>Combat 5</p> <p>Support 0 Crunchy (3) [C], Indomitable [C], Mighty Blow [C], Pathfinder (0) [S], Terror [T], Unstoppable [T], Very Powerful [C], Very Tough [S], Wild Animal [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> KEDASHI CORE Cost 150</p>	<p>Hendreek Kelahn Beast</p> <p><i>"Short tailed cousin of the Argoran kelahn"</i></p> <p>Movement 8"</p> <p>Combat 5</p> <p>Support 0 Aggressive (3) [T], Charge (2) [A], Impetuous [T], Instinctive (3, 1) [T], Pounce (3) [C], Powerful [C], Ranger [T], Very Tough [S], Wild Animal [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> KEDASHI CORE Cost 100</p>	<p>Hunting Akitiin Beast</p> <p><i>"Loyal and aggressive protectors"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Pack (1) [L], Ranger [T]</p> <p>Save 5+</p> <p>CR 1"</p> <p>Move 6" Rae blast CS 3 Spit Acid Point Blank, Stun</p> <p> KEDASHI CORE Cost 20</p>

Ishkarri Bomb  Movement ? Combat ? Support ? Bomb [S], Untrained [T] Save ? CR ?  KEDASHI CORE Cost —	Kaopi <i>"Soaring over the swarms of smaller frenu."</i>  Movement 10" Combat 4 Support 1 Captain (6) [L], Combat Discipline [C], Dodge [C], Flying [T], Manipulate Swarm (1) [A], Sacrifice [S] Save 5+ CR 6" Stamina 1  KEDASHI CORE Cost 40	Kellalion Akitiin <i>"Giant and terrifying monstrosities."</i>  Movement 4" Combat 6 Support 0 Aggressive (3) [T], Ambush [S], Instinctive (4, 0) [T], Lunge (3) [C], Powerful [C], Untrained [T], Very Tough [S], Wild Animal [T] Save 3+ CR 6" Stamina 3  KEDASHI CORE Cost 100
Kotra  Movement 8" Combat 1 Support 1 Critter (1) [L], Evasive [C], Passive [T] Save — CR 3"  KEDASHI CORE Cost 5	Medium Frenu Swarm <i>"The larger swarms become dangerous."</i>  Movement 8" Combat 5 Support 2 Combat Discipline [C], Dodge [C], Flying [T], Indomitable [C], Sacrifice [S], Swarm (6) [L], Untrained [T] Save 6+ CR 3" Stamina Special  KEDASHI CORE Cost Special	Naralon Wengi <i>"Small... and mildly annoying..."</i>  Movement 8" Combat 1 Support 1 Critter (1) [L], Evasive [C], Passive [T] Save — CR 3"  KEDASHI CORE Cost 5
Naralon Wengi Pup <i>"Small... and mildly annoying..."</i>  Movement 8" Combat 1 Support 1 Critter (1) [L], Evasive [C], Passive [T] Save — CR 3"  KEDASHI CORE Cost 5	Orduch  Movement 8" Combat 1 Support 1 Critter (1) [L], Evasive [C], Passive [T] Save — CR 3"  KEDASHI CORE Cost 5	Seldoath <i>"Savage terrors from the forests."</i>  Movement 8" Combat 4 Support 1 Aggressive (3) [T], Charge (2) [A], Combat Trained (1) [C], Dodge [C], Lunge (2) [C], Pack (1) [L], Ranger [T], Savage [C], Transport (1) [A] Save 4+ CR 12" Stamina 2  KEDASHI CORE Cost 60





<p>Small Frenu Swarm Troop</p> <p><i>"Small swarms of frenu can be a nuisance"</i></p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Combat Discipline [C], Dodge [C], Flying [T], Sacrifice [S], Swarm (6) [L], Untrained [T]</p> <p>Save 6+</p> <p>CR 3"</p> <p>Stamina Special</p> <p> KEDASHI CORE Cost 20</p>	<p>Sprigg Beast</p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Aggressive (3) [T], Dodge [C], Instinctive (0, 2) [T], Lunge (2) [C], Pack (1) [L], Pathfinder (0) [S], Ranger [T], Solo [T]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 1</p> <p> KEDASHI CORE Cost 20</p>	<p>Tiny Akitiin Beast</p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T]</p> <p>Save —</p> <p>CR 3"</p> <p> KEDASHI CORE Cost 5</p>
<p>Tohkarri Beast</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 0 Instinctive (0, 1) [T], Pack (1) [L], Transport (2) [A], Untrained [T]</p> <p>Save 4+</p> <p>CR 1"</p> <p> KEDASHI CORE Cost 20</p>	<p>Tohkarri Bomb Carrier Beast</p> <p><i>"Immune to the stings of the ishkarri"</i></p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 0 Bomb Carrier [T], Instinctive (0, 1) [T], Untrained [T]</p> <p>Save 4+</p> <p>CR 1"</p> <p> KEDASHI CORE Cost 30</p>	<p>Trearnii Boss Elite</p> <p><i>"They appear to have a primitive hierarchy"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Beast Handler (1) [L], Captain (6) [L], Combat Discipline [C], Combat Trained (2) [C], Ranger [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> KEDASHI CORE Cost 40</p>
<p>Trearnii BossBoss Elite</p> <p><i>"The greatest leaders of the trearnii"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Beast Handler (2) [L], Captain (6) [L], Combat Discipline [C], Combat Trained (2) [C], Commander (2) [L], Get 'em! [A], Ranger [T]</p> <p>Save 5+</p> <p>CR 12"</p> <p>Stamina 2</p> <p> KEDASHI CORE Cost 60</p>	<p>Trearnii Boss Beast Elite</p> <p><i>"Not all brutes are stupid"</i></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Aggressive (3) [T], Beast Handler (3) [L], Charge (2) [A], Combat Trained (2) [C], Pounce (3) [C], Ranger [T], Savage [C], Trainer (2, Beast Handler) [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p> KEDASHI CORE Cost 40</p>	<p>Trearnii Brute Beast Troop</p> <p><i>"The huge brutes accompany their smaller kin"</i></p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Aggressive (3) [T], Charge (2) [A], Pounce (3) [C], Ranger [T], Savage [C]</p> <p>Save 3+</p> <p>CR 2"</p> <p> KEDASHI CORE Cost 30</p>

<p>Trebarnii Goader Troop</p> <p><i>"Brave trebarnii who goad the beasts to battle"</i></p> <p>Movement 6"</p>  <p>Combat 2</p> <p>Support 1 Beast Handler (3) [L], Prod (1, 3) [A], Ranger [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> KEDASHI CORE Cost 15</p>	<p>Trebarnii Howler Troop</p> <p><i>"Attacking in a cacophony of noise"</i></p> <p>Movement 6"</p>  <p>Combat 1</p> <p>Support 1 Aggressive (3) [T], Surefooted [T], Bomber [A], Flit [C], Pack (1) [L], Ranger [T], Rider [T]</p> <p>Save 6+</p> <p>CR 12"</p> <p>Move 6" Rng 6" CS 2 Throw Stones</p> <p> KEDASHI CORE Cost 15</p>	<p>Trebarnii Howler Bristleback Elite</p> <p><i>"The biggest and loudest of the howlers"</i></p> <p>Movement 6"</p>  <p>Combat 2</p> <p>Support 1 Surefooted [T], Combat Trained (1) [C], Dodge* [C], Pack (2) [L], Pathfinder (7) [S], Ranger [T], Rider [T]</p> <p>Save 6+</p> <p>CR 12"</p> <p>Stamina 1</p> <p>Move 6" Rng 6" CS 2 Throw Stones Accurate</p> <p> KEDASHI CORE Cost 60</p>
<p>Trebarnii Jenta Civilian</p> <p><i>"Trebarnii are set to work from a young age"</i></p> <p>Movement 6"</p>  <p>Combat 1</p> <p>Support 1 Beast Handler (1) [L], Ranger [T], Untrained [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> KEDASHI CORE Cost 5</p>	<p>Trebarnii Swarmcaller Elite</p> <p><i>"At one with the deadly swarms"</i></p> <p>Movement 6"</p>  <p>Combat 3</p> <p>Support 1 Beast Handler (1) [L], Captain (6) [L], Dodge* [C], Manipulate Swarms (1) [A], Ranger [T], Sacrifice [S]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina Special</p> <p> KEDASHI CORE Cost 30</p>	<p>Trebarnii Warrior Troop</p> <p><i>"The trebarnii are a nuisance for travellers"</i></p> <p>Movement 6"</p>  <p>Combat 2</p> <p>Support 1 Beast Handler (1) [L], Ranger [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> KEDASHI CORE Cost 10</p>
<p>War Sprigg Beast</p> <p>Movement 6"</p>  <p>Combat 4</p> <p>Support 1 Aggressive (3) [T], Dodge* [C], Lunge (2) [C], Pack (1) [L], Pathfinder (6) [S], Ranger [T], Savage [C], Solo [T]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 1</p> <p> KEDASHI CORE Cost 45</p>	<p>Young Queen Queen</p> <p><i>"Few kedashi queens venture from their nests"</i></p> <p>Movement 6"</p>  <p>Combat 3</p> <p>Support 1 Commander (4) [L], Dodge* [C], Ranger [T], Sacrifice [S], Spawn Frenzy [S], Terrain (2, Forests) [T], Trainer (2, Loyalty(Queen)) [T]</p> <p>Save 5+</p> <p>CR 9"</p> <p>Stamina 2</p> <p> KEDASHI CORE Cost 60</p>	<p>Zanbee Beast</p> <p><i>"Tiny pests of the forest"</i></p> <p>Movement 6"</p>  <p>Combat 1</p> <p>Support 0 Evasive [C], Flying [T], Passive [T], Untrained [T], Weak [C]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Move 0" Rng blast CS 2 Mesmerise Point Blank, Stun</p> <p> KEDASHI CORE Cost 10</p>

Kedashi - Kiterak

<div><div>The Kiterak</div><div>"The ancient queen"</div></div>		Queen Unique	
Movement	6"	<div></div>	
Combat	4		
Support	1		Commander (4) [L], Ranger [T], Sacrifice [S], Spawn Frenzy [S], Tactician** [S], Terrain (2, Forests) [T], Trainer (2, Loyalty(The Kiterak)) [T], Venerated [T], Very Tough [S]
Save	4+		
CR	9"		
Stamina	2		
	KEDASHI KITERAK	Cost 100	



Kedashi - Rivers

Trebarnii Master River Hunter		Elite	Trebarnii River Hunter		Troop
Movement	6"		Movement	6"	
Combat	3		Combat	2	
Support	1		Support	1	
Save	5+		Save	5+	
CR	6"		CR	6"	
Stamina	2				
	KEDASHI RIVERS	Cost 50		KEDASHI RIVERS	Cost 10

Mercenary

Three cards per row


Mercenary -



















<p>Dhogan Veteran Troop <i>"Renowned for their abilities, if not their loyalty."</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Beast Handler (2) [L], Combat Trained (2) [C], Favoured Allies (Setir Skerrat) [T], Pathfinder (4) [S], Ranger [T], Solo [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> MERCENARY Cost 15</p>	<p>Dravui Raya Troop Unique <i>"Raised on the streets of Gar Loren"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Combat Trained (2) [C], Evasive [C], Loyalty (Ora Chey) [T], Powerful [C], Retinue (Ora Chey) [T], Solo [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> MERCENARY Cost 20</p>	<p>Engu Veteran Troop <i>"Many misplaced Engu have become sellswords"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Beast Handler (1) [L], Combat Trained (1) [C], Favoured Allies (Tabela) [T], Powerful [C], Solo [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> MERCENARY Cost 15</p>
<p>Mechanic Troop</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Initiative [S], Tune Up [A]</p> <p>Save 5+</p> <p>CR 0.5"</p> <p> MERCENARY Cost 15</p>	<p>Ora Chey Troop Unique <i>"Coarse tongued, with negotiable moral values..."</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Combat Trained (2) [C], Loyalty (Dravui Raya) [T], Pathfinder (4) [S], Ranger [T], Retinue (Dravui Raya) [T], Solo [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Mov 6" Rng 6" CS 2 Throwing Knives Accurate</p> <p> MERCENARY Cost 20</p>	<p>Pallirnai of Kohob Troop</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Agility [T], Assassinate* [A], Combat Discipline* [C], Combat Trained (2) [C], Dodge* [C], Ferocity* [C], Pounce (2) [C], Solo [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> MERCENARY Cost 40</p>
<p>Preed Troop</p> <p>Movement 6"</p> <p>Combat 2</p> <p>Support 1 Beast Handler (2) [L], Combat Trained (2) [C], Favoured Allies (Graku) [T], Get 'em! [A], Pathfinder (4) [S], Ranger [T], Retinue (Preed's Graku) [T], Solo [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 1</p> <p>Mov 1" Rng 12" CS 2 Crossbow Accurate, Powerful</p> <p> MERCENARY Cost 50</p>	<p>Shipwright Civilian</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 0 Initiative [S], Shipwright [A]</p> <p>Save 5+</p> <p>CR 0.5"</p> <p> MERCENARY Cost 15</p>	<p>Tal Dolani Oigres Troop Unique <i>"Noble (Pallirnai from the shores of Kohob)"</i></p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Agility [T], Assassinate* [A], Combat Discipline* [C], Combat Trained (2) [C], Dodge* [C], Ferocity* [C], Pounce (2) [C], Solo [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> MERCENARY Cost 40</p>

Wild Creature



















Three cards per row










Wild Creature -







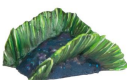











<p>Alora Beast <i>"Playful denizens of the rivers"</i></p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 0 <i>Alora Handler (1) [L], Evasive [C], Pack Hunter [C], Swim (8) [A]</i></p> <p>Save —</p> <p>CR 1"</p> <p> WILD CREATURE Cost 20 for 3</p>	<p>Ancient Grimblar Beast Unique</p> <p>Movement 8"</p> <p>Combat 6</p> <p>Support 0 <i>Abject Terror [T], Assassinate* [A], Crunch (3) [C], Indomitable [C], Mighty Blow [C], Pathfinder (0) [S], Unstoppable [T], Very Powerful [C], Very Tough* [S], Wild Animal [T]</i></p> <p>Save 3+</p> <p>CR 9"</p> <p>Stamina 5</p> <p> WILD CREATURE Cost 200</p>	<p>Annoying Garkrid Beast</p> <p>Movement 3"</p> <p>Combat 0</p> <p>Support 1 <i>Evasive [C], Instinctive (0, 1) [T]</i></p> <p>Save —</p> <p>CR 0"</p> <p> WILD CREATURE Cost 5</p>
<p>Argoran Zavruiin Beast <i>"Small... and mildly annoying..."</i></p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 <i>Dug In [T], Critter (1) [L], Evasive [C], Passive [T]</i></p> <p>Save 5+</p> <p>CR 1"</p> <p> WILD CREATURE Cost 5</p>	<p>Bagrun Beast</p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 0 <i>Instinctive (1, 3) [T], Untrained [T], Very Tough* [S]</i></p> <p>Save 3+</p> <p>CR 1"</p> <p>Stamina 2</p> <p> WILD CREATURE Cost 80</p>	<p>Baksun Beast</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 <i>Charge (2) [A], Instinctive (1, 1) [T], Powerful Charge [T], Untrained [T]</i></p> <p>Save 4+</p> <p>CR 6"</p> <p> WILD CREATURE Cost 30</p>
<p>Biting Garkrid Beast</p> <p>Movement 3"</p> <p>Combat 1</p> <p>Support 1 <i>Instinctive (1, 0) [T]</i></p> <p>Save —</p> <p>CR 0"</p> <p> WILD CREATURE Cost 5</p>	<p>Blue-tailed Fossor Kopa Beast</p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 <i>Critter (6) [L]</i></p> <p>Save 5+</p> <p>CR 6"</p> <p> WILD CREATURE Cost 10</p>	<p>Blue-tailed Fossor Sempa Beast</p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 <i>Critter (1) [L], Evasive [C], Passive [T]</i></p> <p>Save —</p> <p>CR 3"</p> <p> WILD CREATURE Cost 5</p>










Bronx Hatchling Beast  Movement 6" Combat 1 Support 1 Save 5+ CR 2"  WILD CREATURE Cost 5	Bronx Jenta Beast  Movement 6" Combat 2 Support 1 Instinctive (1, 1) [T] Save 4+ CR 2"  WILD CREATURE Cost 10	Bronx Kopa Beast  Movement 6" Combat 4 Support 0 Charge (2) [A], Instinctive (1, 2) [T], Lunge (2) [C], Powerful Charge [T], Sweep [C], Transport (5) [A], Unstoppable [T] Save 2+ CR 2"  WILD CREATURE Cost 50
Bronx Sempa Beast  Movement 6" Combat 3 Support 1 Instinctive (1, 1) [T], Lunge (1) [C], Powerful Charge [T], Sweep [C], Transport (4) [A], Unstoppable [T] Save 3+ CR 2"  WILD CREATURE Cost 30	Chobana Skerrat Beast <i>"Horrid little creatures..."</i>  Movement 10" Combat 1 Support 1 Aggressive (1) [T], Evasive [C], Pack Hunter [C], Pounce (1) [C], Ranger [T] Save 6+ CR 6"  WILD CREATURE Cost 10	Doliir Beast  Movement 8" Combat 1 Support 1 Critter (1) [L], Evasive [C], Passive [T] Save — CR 3"  WILD CREATURE Cost 5
Enar Naliks Beast  Movement 6" Combat 2 Support 0 Aggressive (3) [T], Assassinate* [A], Blitz (1) [C], Charge (2) [A], Pack (2) [L], Pounce (3) [C], Proud [T], Savage [C], Wild Animal [T] Save 5+ CR 6" Stamina 1  WILD CREATURE Cost 30	Enar Vareen Beast  Movement 6" Combat 2 Support 0 Aggressive (3) [T], Assassinate* [A], Blitz (1) [C], Charge (2) [A], Pack (2) [L], Pounce (3) [C], Proud [T], Savage [C], Wild Animal [T] Save 5+ CR 6" Stamina 1  WILD CREATURE Cost 30	Felexin Beast  Movement 10" Combat 2 Support 1 Aggressive (3) [T], Evasive [C], Pack (1) [L], Pack Hunter [C], Pounce (2) [C] Save 5+ CR 6"  WILD CREATURE Cost 20



















<p>Fosser Beast</p> <p>"Small... and mildly annoying..."</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T]</p> <p>Save 5+</p> <p>CR 1"</p> <p> WILD CREATURE Cost 5</p>	<p>Frenzied Grimblar Beast</p> <p>"Unfading terror"</p> <p>Movement 8"</p> <p>Combat 5</p> <p>Support 0 Crunch (3) [C], Frenzied [C], Indomitable [C], Mighty Blow [C], Pathfinder (0) [S], Terror [T], Unstoppable [T], Very Powerful [C], Very Tough [S], Wild Animal [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> WILD CREATURE Cost 150</p>	<p>Gargoyle Beast</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 0 Camouflage [T], Flying [T], Leap* (4) [A]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> WILD CREATURE Cost 15</p>
<p>Garkrid Eggstick Egg Object</p> <p>Movement —</p> <p>Combat —</p> <p>Support — Heavy [T], Untrained [T]</p> <p>Save 4+</p> <p>CR 0"</p> <p> WILD CREATURE Cost 5</p>	<p>Garkrid Infestation Beast</p> <p>Movement 3"</p> <p>Combat 1</p> <p>Support 1 Instinctive (1, 0) [T]</p> <p>Save —</p> <p>CR 0"</p> <p> WILD CREATURE Cost 5</p>	<p>Golobaali Beast</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Instinctive (0, 2) [T], Untrained [T]</p> <p>Save 4+</p> <p>CR 9"</p> <p> WILD CREATURE Cost 10</p>
<p>Grakukan Beast</p> <p>"The grakukan are fearsome but unpredictable!"</p> <p>Movement 8"</p> <p>Combat 4</p> <p>Support 0 Aggressive (3) [T], Instinctive (1, 0) [T], Pounce (3) [C], Powerful [C]</p> <p>Save 3+</p> <p>CR 6"</p> <p> WILD CREATURE Cost 75</p>	<p>Granok Kopa Beast</p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Instinctive (0, 1) [T], Pack (1) [L], Untrained [T]</p> <p>Save 4+</p> <p>CR 3"</p> <p> WILD CREATURE Cost 20</p>	<p>Granok Sempa Beast</p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 1 Instinctive (0, 1) [T], Pack (1) [L], Untrained [T]</p> <p>Save 5+</p> <p>CR 3"</p> <p> WILD CREATURE Cost 10</p>










Grimblar <i>"Unfailing terror"</i> <div> <div>Movement</div> <div>8"</div> </div> <div> <div>Combat</div> <div>5</div> </div> <div> <div>Support</div> <div> O Crunch (3) [C], Indomitable [C], Mighty Blow [C], Pathfinder (o) [S], Terror [T], Unstoppable [T], Very Powerful [C], Very Tough [S], Wild Animal [T] </div> </div> <div> <div>Save</div> <div>3+</div> </div> <div> <div>CR</div> <div>6"</div> </div> <div> <div>Stamina</div> <div>3</div> </div> <div>  </div> <div>  WILD CREATURE Cost 150 </div>	Hadera <div> <div>Movement</div> <div>10"</div> </div> <div> <div>Combat</div> <div>4</div> </div> <div> <div>Support</div> <div> O Unstoppable [T], Untrained [T], Very Tough [S] </div> </div> <div> <div>Save</div> <div>3+</div> </div> <div> <div>CR</div> <div>6"</div> </div> <div> <div>Stamina</div> <div>2</div> </div> <div>  </div> <div>  WILD CREATURE Cost 40 </div>	Jeskir <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>2</div> </div> <div> <div>Support</div> <div>1</div> </div> <div> <div>Save</div> <div>5+</div> </div> <div> <div>CR</div> <div>6"</div> </div> <div>  </div> <div>  WILD CREATURE Cost 15 </div>
Kentirin <div> <div>Movement</div> <div>8"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div> 1 Evasive [C] </div> </div> <div> <div>Save</div> <div>6+</div> </div> <div> <div>CR</div> <div>3"</div> </div> <div>  </div> <div>  WILD CREATURE Cost 5 </div>	Kitalhii <div> <div>Movement</div> <div>10"</div> </div> <div> <div>Combat</div> <div>4</div> </div> <div> <div>Support</div> <div> O Aggressive (3) [T], Agility [T], Ambush [S], Combat Trained (2) [C], Pounce (3) [C], Ranger [T], Untrained [T], Wild Animal [T] </div> </div> <div> <div>Save</div> <div>5+</div> </div> <div> <div>CR</div> <div>6"</div> </div> <div>  </div> <div>  WILD CREATURE Cost 30 </div>	Lesser Fanged Akitiin <div> <div>Movement</div> <div>4"</div> </div> <div> <div>Combat</div> <div>2</div> </div> <div> <div>Support</div> <div> O Aggressive (3) [T], Ambush [S], Evasive [C], Mighty Blow [C], Pounce (3) [C], Powerful [C] </div> </div> <div> <div>Save</div> <div>—</div> </div> <div> <div>CR</div> <div>3"</div> </div> <div>  </div> <div>  WILD CREATURE Cost 20 </div>
Marsh Lobbess <i>"Small... and mildly annoying..."</i> <div> <div>Movement</div> <div>8"</div> </div> <div> <div>Combat</div> <div>1</div> </div> <div> <div>Support</div> <div> 1 Citter (1) [L], Evasive [C], Passive [T], Swim (6) [A] </div> </div> <div> <div>Save</div> <div>—</div> </div> <div> <div>CR</div> <div>3"</div> </div> <div>  </div> <div>  WILD CREATURE Cost 5 </div>	Martram <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>5</div> </div> <div> <div>Support</div> <div> O Instinctive (1, 3) [T], Unstoppable [T], Untrained [T], Very Tough [S] </div> </div> <div> <div>Save</div> <div>3+</div> </div> <div> <div>CR</div> <div>6"</div> </div> <div> <div>Stamina</div> <div>3</div> </div> <div>  </div> <div>  WILD CREATURE Cost 50 </div>	Mekkrid <div> <div>Movement</div> <div>6"</div> </div> <div> <div>Combat</div> <div>2</div> </div> <div> <div>Support</div> <div> O Aggressive (3) [T], Instinctive (2, o) [T], Pounce (3) [C], Ranger [T], Untrained [T], Wild Animal [T] </div> </div> <div> <div>Save</div> <div>5+</div> </div> <div> <div>CR</div> <div>0"</div> </div> <div>  </div> <div>  WILD CREATURE Cost 20 </div>





<p><i>Ochulan Doaka</i> Beast</p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1</p> <p>Save 5+</p> <p>CR 6"</p> <p> WILD CREATURE Cost 10</p>	<p><i>Ogechla</i> Beast</p> <p>Movement 4"</p> <p>Combat 4</p> <p>Support 0 Ambush [S], Mighty Blow [C], Powerful [C]</p> <p>Save 4+</p> <p>CR 3"</p> <p> WILD CREATURE Cost 30</p>	<p><i>Onsegar</i> Beast</p> <p>Movement 10"</p> <p>Combat 5</p> <p>Support 1 Aggressive (3) [T], Pounce (3) [C], Powerful [C], Untrained [T], Very Tough [S]</p> <p>Save 3+</p> <p>CR 9"</p> <p>Stamina 4</p> <p> WILD CREATURE Cost 150</p>
<p><i>Opahr</i> Beast</p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 Charge (1) [A], Critter (1) [L], Evasive [C]</p> <p>Save 5+</p> <p>CR 6"</p> <p> WILD CREATURE Cost 10</p>	<p><i>Pyulka</i> Beast</p> <p>"Small... and mildly annoying..."</p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Nest (5) [S], Passive [T]</p> <p>Save —</p> <p>CR 3"</p> <p> WILD CREATURE Cost 5</p>	<p><i>Quosiin</i> Beast</p> <p>Movement 8"</p> <p>Combat 5</p> <p>Support 1 Aggressive (3) [T], Instinctive (0, 1) [T], Lunge (2) [C], Powerful [C], Proud [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> WILD CREATURE Cost 35</p>
<p><i>Quosiin Calf</i> Beast</p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 Instinctive (0, 1) [T], Loyalty (Quosiin) [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> WILD CREATURE Cost 15</p>	<p><i>Quoxa</i> Beast</p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Critter (1) [L], Evasive [C], Passive [T]</p> <p>Save —</p> <p>CR 3"</p> <p> WILD CREATURE Cost 5</p>	<p><i>Rakla Jenta</i> Beast</p> <p>"Gregarious predator from the Casanii Territories"</p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 0 Aggressive (3) [T], Instinctive (1, 0) [T], Pack (1) [L], Sprint* (4) [A]</p> <p>Save 5+</p> <p>CR 2"</p> <p>Stamina 1</p> <p> WILD CREATURE Cost 15</p>

Rakla Kopa <i>"Fearsome predator from the Casanii Territories"</i>  <p>Movement 8"</p> <p>Combat 4</p> <p>Support 1 Aggressive (3) [T], Instinctive (2, O) [T], Pack (2) [L], Pounce (3) [C], Sprint* (4) [A]</p> <p>Save 4+</p> <p>CR 3"</p> <p>Stamina 2</p> <p> WILD CREATURE Cost 35</p>	Rakla Sempa <i>"Fearsome predator from the Casanii Territories"</i>  <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Aggressive (3) [T], Instinctive (2, O) [T], Pack (1) [L], Pounce (3) [C], Sprint* (4) [A], Transport (1) [A]</p> <p>Save 4+</p> <p>CR 3"</p> <p>Stamina 2</p> <p> WILD CREATURE Cost 30</p>	Renteli  <p>Movement 10"</p> <p>Combat 1</p> <p>Support O Evasive [C], Flying [T], Passive [T], Swift [T], Untrained [T], Weak [C]</p> <p>Save ?</p> <p>CR 1"</p> <p> WILD CREATURE Cost 5</p>
River Akitiin Coil <i>Beast Body Section</i>  <p>Movement O"</p> <p>Combat O</p> <p>Support 1 Constrict (3) [C], River Akitiin [S], Swim (6) [A], Very Tough* [S]</p> <p>Save 3+</p> <p>CR O"</p> <p>Stamina Special</p> <p> WILD CREATURE Cost Special</p>	River Akitiin Head <i>"Terrifying monstrosities from the depths"</i> <i>Beast Body Section</i>  <p>Movement O"</p> <p>Combat 4</p> <p>Support 1 Aggressive (6) [T], Crunch (2) [C], Instinctive (3, O) [T], Lunge (6) [C], Powerful [C], River Akitiin [S], Swim (3) [A], Very Tough* [S], Wild Animal [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 3</p> <p> WILD CREATURE Cost 150</p>	River Akitiin Tail <i>Beast Body Section</i>  <p>Movement O"</p> <p>Combat 3</p> <p>Support O Aggressive (3) [T], Instinctive (3, O) [T], Lunge (3) [C], Pitch (6) [C], River Akitiin [S], Swim (6) [A]</p> <p>Save 4+</p> <p>CR O"</p> <p>Stamina Special</p> <p> WILD CREATURE Cost Special</p>
Rubnko <i>"Bad-tempered river dwellers"</i>  <p>Movement 4"</p> <p>Combat 5</p> <p>Support O Aggressive (3) [T], Instinctive (3, 1) [T], Pounce (3) [C], Swim (6) [A], Untrained [T], Very Tough* [S], Wild Animal [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> WILD CREATURE Cost 30</p>	Runkil Hullborer  <p>Movement 2"</p> <p>Combat 1</p> <p>Support O Crunch (2) [C], Instinctive (1, O) [T], Pack (1) [L], Pounce (3) [C], Swim (6) [A]</p> <p>Save —</p> <p>CR O"</p> <p> WILD CREATURE Cost 5</p>	Sakuu  <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 Charge (1) [A], Combat Discipline* (1) [C], Nimble [S]</p> <p>Save 6+</p> <p>CR 3"</p> <p>Stamina 1</p> <p> WILD CREATURE Cost 20</p>





<p>Senira Beast</p> <p>Movement 8"</p> <p>Combat 2</p> <p>Support 1 Instinctive (O, I) [T], Ranger [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> WILD CREATURE Cost 10</p>	<p>Setir Opay Beast</p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support 1 Critter (I) [L], Evasive [C], Passive [T]</p> <p>Save —</p> <p>CR 3"</p> <p> WILD CREATURE Cost 5</p>	<p>Shiny Garkrid Beast</p> <p>Movement 8"</p> <p>Combat 1</p> <p>Support O Evasive [C], Instinctive (O, I) [T]</p> <p>Save —</p> <p>CR O"</p> <p> WILD CREATURE Cost 5</p>
<p>Shipmite Beast</p> <p>Movement 2"</p> <p>Combat 1</p> <p>Support O Instinctive (I, O) [T], Pounce (3) [C], Swim (6) [A], Weak [C]</p> <p>Save —</p> <p>CR O"</p> <p> WILD CREATURE Cost 5</p>	<p>Spitting Garkrid Beast</p> <p>Movement 3"</p> <p>Combat 1</p> <p>Support 1 Instinctive (I, O) [T], Powerful [C]</p> <p>Save —</p> <p>CR O"</p> <p>Mov 0" Rng 6" CS 2 Spit Powerful</p> <p> WILD CREATURE Cost 10</p>	<p>Torala Beast</p> <p>"Mainly peaceful, but deadly if riled"</p> <p>Movement 4"</p> <p>Combat 4</p> <p>Support O Crunch (3) [C], Indomitable [C], Instinctive (O, 2) [T], Powerful [C], Swim (6) [A], Unstoppable [T], Untrained [T], Very Tough [S], Wild Animal [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> WILD CREATURE Cost 50</p>
<p>Tourac Beast</p> <p>Movement 6"</p> <p>Combat 1</p> <p>Support O Squak! [S], Untrained [T]</p> <p>Save 5+</p> <p>CR 12"</p> <p> WILD CREATURE Cost 10</p>	<p>Tropli Beast</p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 1 Instinctive (O, I) [T], Untrained [T]</p> <p>Save 5+</p> <p>CR 6"</p> <p> WILD CREATURE Cost 10</p>	<p>Tunnelling Akitiin Beast</p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support O Aggressive (3) [T], Ambush [S], Instinctive (2, O) [T], Lunge (2) [C], Untrained [T], Wild Animal [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p> WILD CREATURE Cost 40</p>

Utakrið Beast  Movement 10" Combat 4 Support ○ Crunch (2) [C], Dodge [C], Flying [T], Grab [A], Overflight [C], Untrained [T], Very Tough [S] Save 4+ CR 9" Stamina 2  WILD CREATURE Cost 50	Utakrið (flightless) Beast  Movement 3" Combat 4 Support ○ Crunch (2) [C], Untrained [T], Very Tough [S] Save 5+ CR 9" Stamina 2  WILD CREATURE Cost 20	Utakrið Eggberg Egg Object  Movement ? Combat ? Support ? Sturdy [T], Very Heavy [T], Untrained [T], Very Tough [S] Save 3+ CR ? Stamina 3  WILD CREATURE Cost 15
Utakrið Eggmass (Small) Egg Object  Movement ? Combat ? Support ? Heavy [T], Untrained [T], Very Tough [S] Save 4+ CR ? Stamina 1  WILD CREATURE Cost 5	Utakrið Sempa Beast  Movement 3" Combat 3 Support 1 Crunch (1) [C], Swim (6) [A], Untrained [T] Save 5+ CR 9"  WILD CREATURE Cost 30	Voracious Lesser Red Tip Beast <i>"Small... and mildly annoying..."</i>  Movement 10" Combat 1 Support 1 Evasive [C], Flying [T], Untrained [T] Save — CR 3"  WILD CREATURE Cost 5
Vorall Beast  Movement 6" Combat 4 Support ○ Aggressive (3) [T], Crunch (2) [C], Instinctive (2, 2) [T], Pounce (2) [C], Powerful [C], Untrained [T], Wild Animal [T] Save 2+ CR 2"  WILD CREATURE Cost 30	Wild Belan Beast  Movement 6" Combat 5 Support ○ Instinctive (0, 2) [T], Unstoppable [T], Untrained [T], Very Tough [S] Save 3+ CR 6" Stamina 3  WILD CREATURE Cost 50	Wild Flocking Garo Beast  Movement 10" Combat 1 Support 1 Evasive [C], Flying [T], Pack (1) [L], Untrained [T] Save — CR 1"  WILD CREATURE Cost 20 for 3

<p>Wild Hunting Garo Beast</p> <p>Movement 10"</p> <p>Combat 1</p> <p>Support 2 Evasive [C], Flying [T], Untrained [T]</p> <p>Save —</p> <p>CR 1"</p> <p> WILD CREATURE Cost 5</p>	<p>Wild Sprigg Beast</p> <p>Movement 6"</p> <p>Combat 4</p> <p>Support 1 Aggressive (3) [T], Dodge* [C], Instinctive (0, 2) [T], Lunge (2) [C], Pack (1) [L], Pathfinder (0) [S], Ranger [T], Solo [T], Untrained [T]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 1</p> <p> WILD CREATURE Cost 20</p>	<p>Wild Tahela Beast</p> <p>“ ”</p> <p>Movement 10"</p> <p>Combat 3</p> <p>Support 1 Charge (1) [A], Combat Trained (1) [C], Pack (2) [L], Pack Hunter [C], Swim (5) [A]</p> <p>Save 4+</p> <p>CR 6"</p> <p> WILD CREATURE Cost 30</p>
<p>Wild Tahela Jenta Beast</p> <p>Movement 10"</p> <p>Combat 2</p> <p>Support 1 Charge (1) [A], Pack (0) [L], Pack Hunter [C], Swim (5) [A]</p> <p>Save 5+</p> <p>CR 6"</p> <p> WILD CREATURE Cost 15</p>	<p>Wild Tarhoeen Beast</p> <p>Movement 10"</p> <p>Combat 4</p> <p>Support 0 Always On The Move (6) [T], Flying [T], Grab [A], Instinctive (0, 2) [T], Overflight [C], Untrained [T], Very Tough* [S]</p> <p>Save 4+</p> <p>CR 12"</p> <p>Stamina 1</p> <p> WILD CREATURE Cost 60</p>	<p>Wild Trepain Beast</p> <p>Movement 6"</p> <p>Combat 5</p> <p>Support 0 Instinctive (0, 2) [T], Untrained [T], Very Tough* [S]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 1</p> <p> WILD CREATURE Cost 40</p>
<p>Yartain Beast</p> <p>“Fearsome beasts of the Setir mountains”</p> <p>Movement 6"</p> <p>Combat 5</p> <p>Support 2 Blitz (3) [C], Overdrive* [C], Powerful [C], Ranger [T], Very Tough* [S]</p> <p>Save 3+</p> <p>CR 6"</p> <p>Stamina 2</p> <p> WILD CREATURE Cost 80</p>	<p>Yartain Pup Beast</p> <p>“Young, but still fearsome!”</p> <p>Movement 6"</p> <p>Combat 3</p> <p>Support 1 Blitz (3) [C], Loyalty (Yartain) [T], Ranger [T]</p> <p>Save 4+</p> <p>CR 6"</p> <p> WILD CREATURE Cost 15</p>	<p>Yirnak Beast</p> <p>Movement 8"</p> <p>Combat 3</p> <p>Support 1 Charge (1) [A], Instinctive (1, 1) [T], Powerful [C], Ranger [T], Very Strong [T]</p> <p>Save 3+</p> <p>CR 6"</p> <p> WILD CREATURE Cost 15</p>

Yirnak Kopa	Beast	Yorali	Beast
Movement 8"		Movement 8"	
Combat 3		Combat 4	
Support 1	Charge (1) [A], Instinctive (1, 1) [T], Mighty Blow [C], Powerful [C], Ranger [T], Very Strong [T]	Support 0	Aggressive (3) [T], Crunch (2) [C], Lunge (3) [C], Untrained [T], Very Tough [S], Wild Animal [T]
Save 3+		Save 4+	
CR 6"		CR 9"	
		Stamina 2	
 WILD CREATURE	Cost 20	 WILD CREATURE	Cost 50

Wild Creature - Skerrat

Chobana Skerrat Broodmother		Beast Elite	Skerrat Broodmother		Beast Elite
Movement	8"		Movement	8"	
Combat	4		Combat	4	
Support	1	Aggressive (3) [T], Beast Handler (4) [L], Charge (2) [A], Chobana Skerrat Trainer (4), Beast Handler(3) [T], Dodge* [C], Favoured Allies (Chobana Skerrat) [T], Pounce (3) [C], Powerful [C], Ranger [T], Savage [C]	Support	1	Aggressive (3) [T], Beast Handler (4) [L], Charge (2) [A], Dodge* [C], Favoured Allies (Setir Skerrat) [T], Pounce (3) [C], Powerful [C], Ranger [T], Savage [C], Setir Skerrat Trainer (4, Beast Handler(3)) [T]
Save	4+		Save	4+	
CR	9"		CR	9"	
Stamina	2		Stamina	2	
	WILD CREATURE SKERRAT	Cost 60		WILD CREATURE SKERRAT	Cost 60

Wild Creature - Tahril

<div>Tahril Garkrið</div> <div>Beast Garkrið</div> <div>Movement 6"</div> <div>Combat 2</div> <div>Support O Garkrið Swarm (1) [L], Instinctive (0, 2) [T], Passive [T], Untrained [T]</div> <div>Save 5+</div> <div>CR 0.5"</div> <div> WILD CREATURE TAHRIL Cost 10</div>	<div>Tahril Garkrið Flyer</div> <div>Beast Garkrið</div> <div>Movement 4"</div> <div>Combat 1</div> <div>Support O Flying (8) [T], Instinctive (1, 0) [T]</div> <div>Save 4+</div> <div>CR 0"</div> <div> WILD CREATURE TAHRIL Cost 5 for 2</div>	<div>Tahril Garkrið Nest</div> <div>Elite Object</div> <div>Movement 0"</div> <div>Combat 0</div> <div>Support O Dormant Menace [T], Passive [T], Spawn Garkrið* [S], Very Tough* [S]</div> <div>Save 4+</div> <div>CR 0"</div> <div>Stamina 6</div> <div> WILD CREATURE TAHRIL Cost 30</div>
<div>Tahril Garkrið Queen</div> <div>Beast Elite Garkrið Object</div> <div>Movement 0"</div> <div>Combat 3</div> <div>Support O Aggression Pheromones (4) [T], Garkrið Swarm (3) [L], Heavy [T], Instinctive (2, 0) [T]</div> <div>Save 5+</div> <div>CR 9"</div> <div> WILD CREATURE TAHRIL Cost 30</div>	<div>Tahril Garkrið Satellite Nest</div> <div>Elite Object</div> <div>Movement 0"</div> <div>Combat 0</div> <div>Support O Dormant Menace [T], Passive [T], Spawn Garkrið* [S], Very Tough* [S]</div> <div>Save 5+</div> <div>CR 0"</div> <div>Stamina 3</div> <div> WILD CREATURE TAHRIL Cost 20</div>	<div>Tahril Garkrið Soldier</div> <div>Beast Garkrið</div> <div>Movement 6"</div> <div>Combat 3</div> <div>Support O Garkrið Swarm (1) [L], Instinctive (2, 0) [T]</div> <div>Save 4+</div> <div>CR 0.5"</div> <div>Move 2" Rge 3 CS 3 Spit Powerful</div> <div> WILD CREATURE TAHRIL Cost 40</div>

Abilities

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 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 Ishkaru 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*.

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]: Once per Turn when steering, this model may be steered an extra X°. 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.

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.

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 caused by this attack do no damage but the target model takes one 'Fire Marker' 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.

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.

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.

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.

Operated (x) [R]: This model may be fired at the end of the Turn if it did not move and there are least X Unengaged *Friendly* Operators models adjacent to it.

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 the model must roll an *Agility Test* before taking any Combat Action (including Ranged Attacks). The target of a Ranged Attack may forgo its combat roll in order to avoid rolling the test.

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]: When this model is fired, roll a X Combat Stones attack against the Boat it is mounted on. The Boat 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 TrainedC 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 TrainedC 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 the speed is 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.

Speed Boost (x, y) [T]: Once per Turn during movement, this model may move an additional X" but then must make a Toughness save with a -1 modifier. It may then move a further Y" but then must make an additional Toughness save with a -2 modifier.

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

Squak! [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. This ability can only be used once per Turn.

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) [T]: Each Turn, roll a 2+ Toughness save with no re-roll allowed before each Stamina beyond the first X is spent. If failed, this model Vent[A]s 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.

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.

Casani 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.

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.

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.

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.

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.

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.

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.

Operated (x) [R]: This model may be fired at the end of the Turn if it did not move and there are least X Unengaged *Friendly Operators* models adjacent to it.

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.

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

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) [T]: Each Turn, roll a 2+ Toughness save with no re-roll allowed before each Stamina beyond the first X is spent. If failed, this model Vent[A]s 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 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.

Shogun 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 Ishkaru 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.

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 TrainedC 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 TrainedC 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) [T]: Each Turn, roll a 2+ Toughness save with no

re-roll allowed before each Stamina beyond the first X is spent. If failed, this model *Vent[A]*s 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.

Item Abilities

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".

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

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.

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.

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.

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

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.

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.

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.

Kedashi 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".

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 Ishkaru 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.

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. Can be used once per combat.

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.

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.

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.

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.

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. This ability can only be used once per Turn.

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.

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.